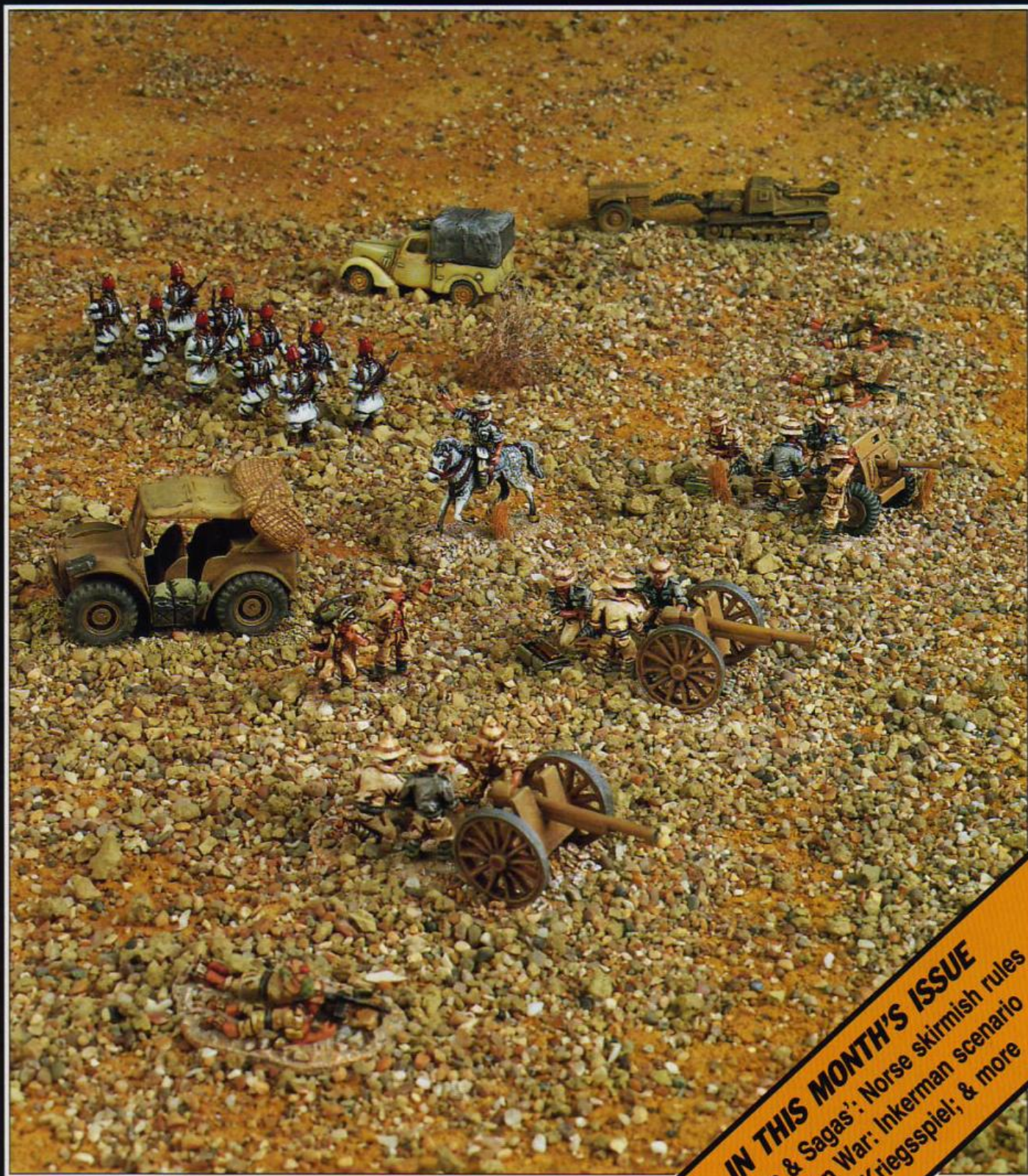


# WARGAMES Illustrated



**IN THIS MONTH'S ISSUE**  
'Lagers & Sagas': Norse skirmish rules  
Crimean War: Inkerman scenario  
WWII: Kriegsspiel; & more

Number 8 April 1988

£1.20 (UK).



# QUARTERMASTERS STORES

## PUBLICATIONS FOR THE WARGAMER

SEND LARGE SAE  
TO RECEIVE A  
FREE LISTING OF  
RULES - LISTS - GUIDES  
ETC.

## SHOWS

WE WILL BE AT LOTS  
OF SHOWS IN 1988.  
TELEPHONE FOR DETAILS

## VISIT OUR SHOP

TELEPHONE FOR  
DIRECTIONS  
MON - SAT 9 - 5.30

## CATALOGUE

THE LARGEST  
MAIL-ORDER CATALOGUE  
IN THE U.K.

ONLY £2.50 UK  
£4.00 SURFACE  
£6.00 AIRMAIL

(INCLUDES A VOUCHER  
FOR £1.25 CREDIT)

## MAIL ORDER TERMS

UK / BFPO  
BOOKS POST FREE  
OTHER - 30p  
PER ORDER

OVERSEAS  
10% SURFACE  
50% AIRMAIL

## WARGAMES FOUNDRY

THE BEST 25 mm FIGURES IN THE WORLD  
WE ARE THE LEADING STOCKIST  
LARGE SAE FOR FREE LISTS

ACCESS & VISA WELCOME

Telephone 0494 - 442445

17 - 19, West Wycombe Road  
High Wycombe  
Bucks HP11 2LQ

**QUARTERMASTERS STORES**





# WARGAMES Illustrated



## Opening Shot

The centre sixteen pages of this month's issue are a 'Salute Special'. Salute is quite simply the biggest and the best one day show on the wargames calendar, and you ought to get there if you can. Essentially the content of the magazine remains unchanged, save that most of the colour pictures are grouped toward the centre and tie in (loosely) with some of the adverts, rather than being as usual (nebulously) related to the articles!

How can a magazine become more expensive and cheaper at the same time? Easily. Increase the cover price from £1.20 to £1.30, but also increase the number of pages from 52 to 60, so it's 0.0013 pence per page cheaper! (Approximately!!) And that's what we're doing next month. At a time when paper prices have just gone up this represents good value. A larger magazine will allow us to feature reviews on a more regular basis as well as including a couple of extra articles in each issue, which is good news for all you contributors who've been waiting in the wings to see your efforts in print!

**Published by:** Stratagem Publications Ltd.,  
18 Lovers Lane, Newark,  
Notts. NG24 1HZ  
Tel: 0636 71973

**Editor:** Duncan McFarlane  
**Typeset by:** Quotable Ltd.  
**Printed in England.**

### DISTRIBUTORS

**Magnum Distribution Ltd.,**  
Cloister Court,  
22-26 Farringdon Lane,  
London, EC1R 3AU  
Tel: 01-253 3135

**USA:** The Armory,  
4145 Amos Avenue,  
Baltimore, Md. 21215  
Tel: 301 764 8100

**Canada:** RAFCM Company Inc.,  
109 Concession Street,  
Cambridge,  
Ontario, Canada, N1R 2G6

**Australia:** Gary Wells,  
Essex Miniatures Ltd.,  
9 Lowanna Place,  
Hornsby, NSW 2077  
Tel: 02 214 7427

© 1988 Stratagem Publications Ltd.

## SECOND CHANCE GAMES

*Mail Order specialists in board wargaming.*

**Specialists in old and out of print games and magazines**

Avalon Hill, Battleground, Clash of Arms, Columbia Games, G.D.W., Historical Concepts, Hobby Japan, Omega Games, OSG, Panther Games, Peoples Wargames, Quarterdeck, Simulations Canada, SPI, Taskforce, Victory, Westend, WWW, Yaquinto.

**S&T subscription £14.00 3 issues or £26.75 6 issues.**

Other subs are available for Grenadier, F&M, General etc. GDW Europa fans — ETO & Europa Nuts & Bolts in stock. I also buy your unwanted games and magazines, send lists. Send large SAE + 25p in stamps for my 10 page catalogue.

**Second Chance Games, 62 Earlstone Road, Wallasey, Merseyside. Tel: 051-638-3535**

## PETER LAING

Pioneer specialist in 15mm, easy to paint, wargaming figures and equipment, over 1,000 items to choose. Rapid mail order.

Ancients, Egyptians, Assyrians, Greeks, Persians, Romans, Carthaginians, Gallics, Byzantines. FEUDALS, Normans, Saxons, Saracens, Vikings; MEDIEVALS, including Siege warfare, Mongols. SAMURAI, RENAISSANCE; Landsknechts, Turks, English, Spanish, Aztecs, ECW, including Scots. MARLBURIAN, AWI, NAPOLEONIC, British, French, Prussian, Egyptian Campaign. CRIMEAN, British, French, Turks, Russians. FRANCO PRUSSIAN WAR, ACW & INDIAN WARS COLONIAL, British, Dervishes, Boers, Zulus, N.W. Frontier, Boxer Rebellion. LATE VICTORIAN PARADE. WW1 1914-18 Western front, Eastern front, Middle East, Tanks, Russian Revolution and Civil War, WW2 infantry action.

Send 25p stamp (overseas 2 International Reply Coupons) for list and sample. Please state interest.

## PETER LAING

**Minden, Sutton St. Nicholas, Hereford, HR1 3BD  
Tel: 043-272 518.**

## Contents

Page		
12	Pete Gritton	Lagers & Sagas · Norse skirmish rules
14	Steve Shann	A Fight in the Fog · Inkerman scenario
16	R. James Oliver	Fire across the Ice, Part I.
IV	Kevin Dallimore	Painting techniques for beginners
XIV	Arthur Harman	Bronze Age Heroes in the Trojan War
19	Bill Leeson	Artillery effect in the Reisswitz Kriegsspiel
21	Ian Knight	'The Land is Dead', Pt.II
24	Ian Russell Lowell	Khe Sanh. A post-pradial entertainment
25	Martyn T. Clarke	Blauwberg · Napoleonic Exotica!
27	Mike Bell	The Missouri Outlaws, Pt.III

**Front cover & inside front cover:** Italian troops of the Western Desert campaign in WWII. The artillery battery includes a captured British gun. In the red tarbooshes — Somaliland askaris. From the collection of Grimsby Wargames club member Colin Rumford.

**Back cover:** Two shots of a scratch-built model of Troy, architect: Ian Russell Lowell of the Grimsby Wargames Club. Ian's article on Troy next month.

For outlying garrisons eager to secure their supply routes, a twelve month subscription to this magazine may be had direct from the publishers in Newark for £16.50 UK, £20.00 Europe all-up & world surface, £31 World Airmail.

## W.I. BINDERS

Binders for Wargames Illustrated (capacity 12 issues)

In a gold-on-green livery (— just like Napoleon's) they'll allow your copies to scintillate on your bookshelves.

Post paid prices: **UK: £4.50/Europe: £5/Rest of World: £6.**

**From: STRATAGEM PUBLICATIONS LTD.,  
18 Lovers Lane, Newark, Notts. NG24 1HZ, England.**



**Mail Order Specialists**

**Open 7 Days**

**P&P 10% Orders over £10 Post Free**

Minifigs, Hovels, Essex, Heroics and Ros, Games Workshop, T.M. Games, Poste Militaire, Barton, Almond, Chota Sahib, Cheshire Volunteer, Mil-Art, Phoenix and many others.

*Just phone through your order with your Access or Visa number, or write to:*

**MERCENARY MINIATURES**

(Dept. WI) 160 DALKEITH ROAD

EDINBURGH EH16 5DX

PHONE (031) 662 4297



# VISIT The Guardroom

Beware of cheap imitations!

## The Ready Made Army Specialists

WE NOW GIVE YOU A CHOICE OF TWO SIZES OF READY MADE ARMIES OR OUR STARTER PACK!

**15mm  
STANDARD  
ARMIES**  
£16.50  
+ £1.50 P&P



**15mm JUMBO  
ARMIES**  
£25.00  
+ £2.00 P&P



**15mm STARTER  
PACKS INCLUDING  
FIGURES · RULES · DICE**  
£9.95  
INC P&P



### 15mm ARMIES USING CHARIOT MINIATURES

**STANDARD  
15mm ARMIES**  
£16.50 + £1.50 P&P

Han Chinese  
Tibetan  
Burmese  
Sumerian  
Old & Middle Kingdom Egyptian  
Hittite Chariots  
Hittite Inf/Cav  
Nubian  
New Kingdom Egyptian Chariots  
New Kingdom Egyptian Inf/Cav  
Early Assyrian Chariots  
Early Assyrian Inf/Cav  
Late Hebrew  
Mycenean & Minoan Greek Chariots  
Mycenean & Minoan Greek Inf/Cav

### 15mm armies using MINIATURE FIGURINES

**NAPOLEONIC** – French; British; Prussian; Austrian; Russian;  
Brunswick; Saxon; Westphalian; Spanish; Dutch-Belgian; Bavarian;  
Wurtemburger; Polish;

**SEVEN YEARS WAR** – British; French; Prussian; Austro-Hungarian; Russian;

**AMERICAN CIVIL WAR** – Union; Confederate;

**ENGLISH CIVIL WAR** – Royalist; Parliament; New Model Army;  
Scots Royalist-Montrose; Scots Covenanters;

**THIRTY YEARS WAR** – Imperialist; French; Spanish; Swedish;  
Bohemian;

**ITALIAN WARS** – Spanish; French; Milanese; Florentine; Venetian;

**RENAISSANCE** – French Huguenot; French Catholic; Polish;

Samurai; Swiss; Knights of St John; 16th Cent English; Moorish;  
Landsknecht Mercenaries;

**ANCIENT** – Early Hoplite Greek; Early Achaemenid Persian;

Thracian; Later Hoplite Greek; Later Achaemenid Persian;

Syracusan; Alexandrian Macedonian; Indian; Alexandrian Imperial;

Asiatic Early Successor; Lysimachid; Macedonian Early Successor;

Seleucid; Armenian; Camillian Roman; Carthaginian; Parthian;

Spanish; Early German; Marion Roman; Ancient British; Scots-Irish;

Early Imperial Roman; Middle Imperial Roman; Late Imperial

Roman; Pictish; Dacian; Gothic; Sassanid Persian; Early Frankish;

Palmyran; Sub Roman British; Arab Conquest; Slav; Carolingian;

Thematic Byzantine; Nikephorian Byzantine; Norman;

Saxon; Viking;

**MEDIEVAL** – Anglo-Norman; Feudal English; Feudal French; Anglo-

Irish; 100 Years War English; 100 Years War French; Wars of the

Roses-Yorkist; Wars of the Roses-Lancastrian; Seljuq Turk; Saracen-

Syrian; Ayyubid Egyptian; Later Crusader; Teutonic Order;

Theodoran Byzantine; Mongol; Mamluk Egyptian; Ilkhanid; Free

Company; Early Burgundian;

**COLONIAL** – Zulu War British; Zulu; Sudan War-British; Dervish;

North West Frontier-British; Pathan; Boer War-British; Boer; French

Foreign Legion; Arab;

**WORLD WAR ONE** – British; German; French; American; Austro-

Hungarian; Russian;

### 15mm armies using DONNINGTON MINIATURES

**ANCIENT** – Camillian Roman; Carthaginian; Marion Roman;  
Avar; Gallic; Early German; Ancient British; Parthian; Scythian;  
Seleucid; Hellenistic Greek; Dacian; Saxon; Norman; Viking;  
**LATE 17th CENT** – Anglo/Dutch; French; Austrian/Imperialist;  
**AMERICAN CIVIL WAR** – Union; Confederate;

### 25mm ARMIES £49.50 INC P&P

#### Armies using MINIATURE FIGURINES

**NAPOLEONIC** – French; British; Prussian; Russian; Austrian;

#### Armies using ESSEX MINIATURES

ECW Royalist; ECW New Model Army; 100 Years War English;  
100 Years War French; Wars of the Roses-Yorks; Wars of the  
Roses-Lancs; Feudal English; Feudal French; Alexandrian  
Macedonian; Indian; Early Hoplite Greek; Early Imperial Roman;  
Late Imperial Roman; Thematic Byzantine; Nikephorian  
Byzantine;

### 1/300 MICRO TANK ARMIES £15.00 inc. P&P. OVERSEAS ADD £2.50

British	Israel	Egypt
American	French	Belgium
West Germany	South Africa	USSR
Dutch	Syria	Libyan
WWII German	WWII British	WWII Russian

**UK Customers ordering three or more armies**  
Pay postage for two only

### OVERSEAS CUSTOMERS POSTAGE RATES

EACH ARMY	EUROPE	U.S.A.	WORLD
15mm STANDARD	£4.00	£5.00	£6.00
15mm JUMBO	£5.00	£6.50	£8.50
STARTER PACK	£1.50	£3.00	£5.00
25mm ARMY	£5.00	£7.00	£9.50



**ARMIES ALSO AVAILABLE BY MAIL ORDER**

**PHONE YOUR ORDER  
THROUGH USING ACCESS  
OR VISA CARD**

**FOR FURTHER DETAILS SEND SAE OR IRC TO:  
38 WEST ST., DUNSTABLE, BEDS. TEL: (0582) 606041**

When replying to adverts please mention Wargames Illustrated.





# Battle Honours

THE FINEST 15mm FIGURES IN THE WORLD

5 Moors Lane, Oretton, Nr. Cleobury Mortimer, Kidderminster, Worcs. DY14 8RH  
Tel: 074 632 627

## THE ROAD TO PARIS AND THE HUNDRED DAYS...

The period from 1813 to 1815 saw many interesting encounters between the Allies and Napoleon as the French were driven back on their capital. Napoleon's brief return from abdication resulted in the battles of Ligny, Quatre Bras and Waterloo all offering plenty of scope to the wargamer. We therefore list this month our PRUSSIAN and WATERLOO BRITISH from the incomparable range of Battle Honours Napoleonic.

### PRUSSIAN INFANTRY (WP series)

- 01 Musketeer Advancing
- 02 Musketeer Marching
- 03 Fusilier Advancing
- 04 Fusilier Firing
- 05 Jaeger Firing
- 06 Fusilier Officer
- 07 Officer with Standard
- 08 Landwehr Advancing
- 09 Landwehr Marching

- 10 Line Drummer
- 11 Landwehr Officer
- 12 Landwehr Standard
- 13 Landwehr Drummer
- 14 Jaeger Loading
- 15 Jaeger Hornist
- 16 Musketeer Officer

### CAVALRY (WPC series)

- 01 Dragoon Trooper

- 02 Kurassier Trooper
- 03 Hussar Trooper
- 04 Uhlan Trooper
- 05 Guard Uhlan Trooper
- 06 Landwehr Uhlan
- 07 Dragoon/Uhlan Officer
- 08 Dragoon/Uhlan Trumpeter
- 09 Kurassier Officer
- 10 Kurassier Trumpeter
- 11 Hussar Officer
- 12 Hussar Trumpeter

### WATERLOO BRITISH (WB series)

- 01 Centre Co. Advancing
- 02 Centre Co. Firing
- 03 Centre Co. Porte Arms
- 04 Centre Co. Stand Easy
- 05 Flank Co. Advancing
- 06 Flank Co. Firing
- 07 Flank Co. Porte Arms
- 08 Centre Co. Officer

- 09 Centre Co. Drummer
- 10 Ensign with Standard
- 11 Sergeant with Pike

### CAVALRY (WBC series)

- 01 Household Trooper
- 02 Light Dragoon Trooper
- 03 Household Officer
- 04 Household Officer

- 05 Heavy Dragoon Trooper
- 06 Heavy Dragoon Officer
- 07 Heavy Dragoon Trumpeter
- 08 Scots Grey Trooper
- 09 Scots Grey Officer
- 10 Scots Grey Trumpeter

### ARTILLERY SETS - included 4 crew

- SS33 Prussian 6lb cannon
- SS37 Waterloo British 6lb cannon
- SS38 Waterloo British 9lb cannon

### SUPERNUMARIES (SN series)

- SN04 Mounted British Officer (Bicorne)
- SN15 Mounted British Officer (Belgic)
- SN09 Mounted Prussian Officer

### SUPERSETS (SS series)

- 09 British Staff
- 15 Prussian Staff

**SUPERUNITS** (Pre packaged battalions and regiments including officers, NCO's and other ranks complete with information sheet - 20:1 scale)

### PRUSSIAN (SU Series)

- 15 Musketeer/Grenadier Battalion
- 16 Fusilier Battalion
- 24 Dragoon Regiment
- 25 Kurassier Regiment
- 26 Hussar Regiment
- 27 Uhlan Regiment
- 28 Landwehr Uhlan Regiment
- 30 Landwehr Battalion
- 31 Reserve Battalion
- 38 Jaeger Battalion

- (32) 4.48
- (32) 4.48
- (24) 7.68
- (24) 7.68
- (24) 7.68
- (24) 7.68
- (24) 7.68
- (24) 7.68
- (32) 4.48
- (32) 4.48
- (24) 3.36

### WATERLOO BRITISH (SU series)

- 02 Light Battalion
- 09 Highland Battalion
- 10 The Rifles
- 32 Line Battalion
- 33 Fusilier Battalion
- 34 Guards Battalion
- 39 Household Cavalry Regiment
- 41 British Heavy Dragoons
- 45 Royal Scots Greys
- 66 Light Dragoon Regiment

- (30) 4.62
- (40) 5.60
- (20) 2.80
- (33) 4.62
- (33) 4.62
- (40) 5.60
- (20) 6.40
- (20) 6.40
- (20) 6.40
- (20) 6.40

Also new this month we have SN15 Russian Musketeer Officer in Frock Coat, and the Austrian cavalry command NAC02 Hussar Officer, NAC03 Hussar Trumpeter, NAC05 Dragoon Officer, NAC06 Dragoon Trumpeter, NAC08 Uhlan Officer, NAC09 Uhlan Trumpeter, NAC11 Kurassier Officer and NAC12 Kurassier Trumpeter.

Our illustrated Napoleonic catalogue includes information on all of the superb range of Battle Honours Napoleonic including PENINSULA BRITISH, FRENCH, RUSSIAN, PORTUGUESE, AUSTRIAN and FRENCH REVOLUTIONARY WAR figures. Remember, also that all of our Napoleonic are available painted to a high standard. Just send for the painted information sheet.

The latest addition to our card buildings sets is designed for the 1813-15 period and can be purchased for £2.45 per set (NB03).



PRICES: Infantry/Cavalry - 14p Horses - 18p Artillery Sets £1.15  
Staff Sets - £1.45 Illustrated Catalogue £2.50 inc. UK p & p.



P & P UK and BFPO 15% orders under £20.00 10% over £20.00 OVERSEAS SURFACE AND EUROPE 30% AIR 50%

IN THE USA contact Tom DeVoe, Battle Honours America, 17 Ridge Road, Budd Lake, NJ 07828 tel. (201) 691 2423

When replying to adverts please mention Wargames Illustrated.



# HEROICS & ROS FIGURES

1/300th SCALE METAL FIGURES £1.15 Packs containing 50 infantry, 20 Cavalry or 6 Guns & Crews

## ANCIENT PERIOD

**ROME: Punic Wars**  
MAR16 Hastati  
MAR17 Principes  
MAR18 Triarii  
MAR19 Velites  
MAR20 Citizen Cavalry

## ROMAN REPUBLIC

MAR21 Caesar's Legions  
MAR22 Caesar's Legions Attacking

## IMPERIAL ROME

MAR1 Roman Legionaries  
MAR2 Roman Auxiliary Cavalry  
MAR3 Roman Auxiliary Archers  
MAR4 Roman Cavalry  
MAR5 Roman Cataphracts  
MAR6 Praetorian Guard  
MAR7 Roman Guard Cavalry  
MAR8 Western Auxiliary Archers  
MAR9 Roman Generals  
MAR10 Cataphractae (3)  
MAR11 Onagers (3)  
MAR12 Cavalry with Contus (12th lance)  
MAR13 Roman Horse Archers  
MAR14 Dromedary Roman Camel Patrol  
MAR15 Baggage Wagons and Pack Mules

## LATE ROMANS

MAR10 Late Roman Legionaries  
MAR11 Late Roman Infantry Attacking  
MAR12 Late Roman Heavy Cavalry  
MAR13 Cataphracts  
MAR14 Late Roman Light Infantry

## BYZANTINES

MAR1 Byzantine Heavy Infantry  
MAR2 Byzantine Light Infantry  
MAR3 Byzantine Armoured Cavalry  
MAR4 Byzantine Heavy Cavalry  
MAR5 Byzantine Horse Archers  
MAR6 Byzantine Foot Archers  
MAR7 Byzantine Light Infantry  
MAR8 Byzantine Heavy Infantry attacking

## GREEKS

MAG1 Greek City Hoplites  
MAG2 Spartan Hoplites  
MAG3 Successor Phalanx  
MAG4 Cretan Archers  
MAG5 Rhodian Singers  
MAG6 Greek Cavalry  
MAG7 Successor Cavalry  
MAG8 Greek Elephants  
MAG9 Thracian Peltasts  
MAG10 Pelopon with Oval Shield  
MAG11 Macedonian Hypaspists  
MAG12 Thracian Light Cavalry  
MAG13 Greek Cataphracts  
MAG14 Cavalry with Sarissa  
MAG15 Staff Singers  
MAG16 Anabatic Light Infantry

## CARTHAGE

MAC1 Numidian Cavalry  
MAC2 Spanish Infantry  
MAC3 Spanish Cavalry  
MAC4 Citizen Heavy Infantry  
MAC5 Carthaginian Heavy Cavalry  
MAC6 Balaen Singer  
MAC7 Libyan Jewellers  
MAC8 Carthaginian Elephants  
MAC9 Carthaginian Citizen Janissaries  
MAC10 Celtic Swordsmen  
MAC11 Campanian Cavalry

## PERSIANS

MAP5 Persian Immortals  
MAP6 Persian Archers  
MAP7 Persian Spearmen  
MAP8 Persian Horse Archers  
MAP9 Persian Armoured Cavalry  
MAP10 Persian Chariots  
MAP11 Persian Scythed Chariots  
MAP12 Camelry  
MAP13 Mounted Spearmen  
MAP14 Persian Scythed Chariots

## SASSANIDS

MAS1 Sassanid Levy Spearmen  
MAS2 Sassanid Archers  
MAS3 Sassanid Cavalry  
MAS4 Sassanid Cataphracts  
MAS5 Sassanid Light Cavalry  
MAS6 Sassanid Elephants  
MAS7 Sassanid Singers

## ETRUSCANS

MAE1 Etruscan Hoplites Class I  
MAE2 Etruscan Spearmen Class I-II  
MAE3 Etruscan Spearmen Class IV  
MAE4 Etruscan Cavalry  
MAE5 Etruscan Chariots

## ANCIENT INDIA

MAR1 Indian Archers & Javelins  
MAR2 Indian Cavalry  
MAR3 Indian Elephants  
MAR4 Indian Chariots

## BARBARIANS

MA11 Ocean Infantry  
MA12 Vagabond Infantry  
MA13 Ostrogothic Archers  
MA14 Gothic Cavalry  
MA15 Hun Cavalry  
MA16 Sarmatian Cataphracts  
MA17 Ancient British Chariots  
MA18 Ancient British Cavalry  
MA19 Early German Tribesmen  
MA20 Early German Cavalry  
MA21 Gaulish Infantry  
MA22 Gaulish Cavalry

## DARK AGES

MD1 Norman Cavalry  
MD2 Norman Infantry  
MD3 Saxon Huscarls  
MD4 Saxon Fyrd  
MD5 Vikings

## CRUSADES

MCR1 Frankish Cavalry 12th Century  
MCR2 Frankish Cavalry 13th Century  
MCR3 Frankish Infantry  
MCR4 Saracen Cavalry  
MCR5 Saracen Infantry

## RENAISSANCE 1485-1529

MR1 Swiss Pikemen  
MR2 French Gens d'Armes  
MR3 Spanish Arquebusers  
MR4 Spanish Arquebusers  
MR5 Landsknecht Pikemen  
MR6 Spanish Sword & Bucklers  
MR7 Spanish Gentlemen

## ENGLISH CIVIL WAR

MECW1 Musketeers  
MECW2 Dragoons on Foot  
MECW3 Dragoons Mounted  
MECW4 Dragon Horses with Horseholders  
MECW5 Hussars  
MECW6 Royalist Cavalry  
MECW7 Parliamentary Cavalry  
MECW8 Artillery  
MECW9 Artillery Train  
MECW10 Generals  
MECW11 Cavalry (helmets) Charging  
MECW12 Scots Musketeers  
MECW13 Highlanders  
MECW14 Gordon Horse  
MECW15 Scots Lancers  
MECW16 Mounted Arquebusers  
MECW17

## MARLBOROUGH PERIOD

MMB5 Marlborough and Generals  
MMB1 British Infantry  
MMB2 British Grenadiers  
MMB3 British Horse  
MMB4 British Dragoons  
MMB5 French Infantry  
MMB6 French Cavalry  
MMB7 French Grenadiers  
MMB8 French Hussars  
MMB9 Artillery  
MMB10 Wagons  
MMB11 Portcuffs and Wagons

## SEVEN YEARS WAR

MSY1 Prussian Musketeers Marching  
MSY2 Prussian Musketeers Attacking  
MSY3 Prussian Musketeers Firing  
MSY4 Prussian Grenadiers Marching  
MSY5 Prussian Grenadiers Attacking  
MSY6 Prussian Grenadiers Firing  
MSY7 Prussian Fusiliers Marching  
MSY8 Prussian Fusiliers Attacking  
MSY9 Prussian Fusiliers Firing  
MSY10 Prussian Jaegers  
MSY11 Prussian Carabineers  
MSY12 Prussian Dragoons Charging  
MSY13 Prussian Hussars  
MSY14 Prussian Borsnak Lancers  
MSY15 Prussian Artillery  
MSY16 Prussian General Staff  
MSY17 Austrian Musketeers  
MSY18 Austrian Musketeers Attacking  
MSY19 Austrian Musketeers Firing  
MSY20 Hungarian Musketeers  
MSY21 Hungarian Musketeer attacking  
MSY22 Austrian Grenadiers  
MSY23 Austrian Grenadiers Firing  
MSY24 Austrian Croat Grenadiers  
MSY25 Austrian Carabineers Charging  
MSY26 Austrian Dragoons Grenadiers  
MSY27 Austrian Hussars  
MSY28 Austrian Artillery  
MSY29 Gun Teams and Marching Gunners  
MSY30 Prussian Horse Artillery teams  
MSY31 Prussian Horse Artillery mounted gunners  
MSY32 Prussian Horse Artillery firing guns  
MSY33

## NAPOLEONIC PERIOD

MFN1 Napoleon and Marshals  
MFN2 French Guard Units  
MFN3 Grenadiers of the Old Guard  
MFN4 Chasseurs a Pied of the Guard  
MFN5 Horse Grenadiers  
MFN6 Empress Dragoons  
MFN7 Chasseurs a Cheval of the Guard  
MFN8 Polish Lancers

## MFN24

Marmalades and Minnies  
MFN25 Lithuanian Tatars and Guard  
MFN26 Engineers  
MFN27 Foot Artillery of the Guard  
MFN28 Horse Artillery of the Guard

## FRENCH LINE UNITS

MFN1 French Grenadiers  
MFN2 French Grenadiers Attacking  
MFN3 French Grenadiers in Greatcoats  
MFN4 French Fusiliers  
MFN5 French Fusiliers Attacking  
MFN6 French Fusiliers in Greatcoats  
MFN7 French Light Infantry  
MFN8 French Voltigeurs Skirmishing  
MFN9 Voltigeurs in Busbies  
MFN10 Swiss Grenadiers  
MFN11 Swiss Fusiliers  
MFN12 Swiss Voltigeurs Skirmishing  
MFN13 French Carabiniers  
MFN14 French Carabineers  
MFN15 French Carabineers

## MFN19

French Line Dragoons  
French Chasseurs a Cheval  
French Hussars  
French Lancers of the Line  
French Line Foot Artillery  
French Line Horse Artillery  
Gun Teams (2)  
French Line Engineers  
French Supply Wagons (3)  
French Portcuffs and Wagons

## BAVARIAN UNITS

MGN6 Bavarian Line Grenadiers  
MGN7 Bavarian Fusiliers  
MGN8 Bavarian Jaegers Skirmishing  
MGN9 Bavarian Light Horse  
MGN10 Bavarian Artillery  
MGN11 Bavarian Gun Teams  
MGN12 Bavarian Portcuffs and Wagons

## POLISH UNITS

MPN2 Polish Grenadiers  
MPN3 Polish Fusiliers  
MPN4 Polish Fusiliers Attacking  
MPN5 Polish Lancers  
Other Polish Units from French lists

## BRITISH UNITS, NAPOLEONIC PERIOD

MBN1 Wellington and Generals  
MBN2 British Infantry, Belgic Shako  
MBN3 British Infantry Light Company  
MBN4 Belgic Shako Skirmishing  
MBN5 British Infantry, Slove Pipe Shako  
MBN6 British Infantry, Slove Pipe Shako  
MBN7 British Fusiliers  
MBN8 British Fusiliers Attacking  
MBN9 British Light Infantry  
MBN10 British Light Infantry Skirmishing  
MBN11 British Riflemen Skirmishing  
MBN12 Highlanders  
MBN13 Highlanders Attacking  
MBN14 Highlanders Skirmishing  
MBN15 Household Cavalry  
MBN16 British Heavy Dragoons  
MBN17 Scots Greys  
MBN18 British Hussars  
MBN19 British Light Dragoons in Shako  
MBN20 British Light Dragoons in Tarkleton Helmets  
MBN21 British Foot Artillery  
MBN22 British Horse Artillery  
MBN23 British Gun Teams (2)  
MBN24 British Supply Wagons (3)  
MBN25 British Portcuffs and Wagons

## PRUSSIAN UNITS, NAPOLEONIC PERIOD

MPN7 Prussian General Staff  
MPN8 Prussian Guard Grenadiers  
MPN9 Prussian Line Musketeers  
MPN10 Prussian Musketeers Attacking  
MPN11 Prussian Jaegers Skirmishing  
MPN12 Prussian Landwehr Infantry  
MPN13 Prussian Landwehr attacking  
MPN14 Prussian Landwehr skirmishing  
MPN15 Prussian Dragoons  
MPN16 Prussian Hussars  
MPN17 Prussian Artillery  
MPN18 Prussian Uhlans  
MPN19 Prussian Gun Teams (2)  
MPN20 Prussian Portcuff Train

## PRUSSIAN UNITS, 1806 JENA CAMPAIGN

MPN14 1806 Grenadiers  
MPN15 1806 Grenadiers Attacking  
MPN16 1806 Musketeers  
MPN17 1806 Musketeers Attacking  
MPN18 1806 Jaegers Skirmishing  
MPN19 1806 Fusiliers Skirmishing  
MPN20 1806 Artillery  
MPN21 1806 Hussars  
MPN22 1806 Hussars

## AUSTRIAN UNITS, NAPOLEONIC PERIOD

MAN6 Austrian Grenadiers  
MAN7 Austrian Grenadiers Attacking  
MAN8 Austrian Musketeers in Helms  
MAN9 Austrian Musketeers in Helms  
MAN10 Austrian Musketeers in Shako  
MAN11 Austrian Jaegers Skirmishing  
MAN12 Austrian Landwehr  
MAN13 Austrian Carabineers  
MAN14 Austrian Hussars  
MAN15 Austrian Lancers  
MAN16 Austrian Artillery  
MAN17 Austrian Gun Teams (2)  
MAN18 Austrian Portcuff Train

## NEW: Franco-Prussian War

NCP8 Prussian Infantry skirmish line  
NCP9 Prussian Carabineers  
NCP10 Prussian Hussars  
NCP11 Bavarian Infantry marching  
NCP12 Bavarian Infantry charging  
NCP13 Bavarian Jaegers  
NCP14 Bavarian Light Horse  
NCP15 Bavarian Artillery  
NCP16 French Guard Infantry attacking  
NCP17 French Carabineers  
NCP18 French Guard Lancers  
NCP19 Mitrailleses (3 guns, crews, teams)

## RUSSIAN UNITS, NAPOLEONIC PERIOD

MRN10 General Staff  
MRN11 Russian Grenadiers  
MRN12 Russian Grenadiers Attacking  
MRN13 Russian Musketeers  
MRN14 Russian Musketeers Attacking  
MRN15 Russian Jaegers Skirmishing  
MRN16 Russian Pavlovsk Guard  
MRN17 Russian Carabineers  
MRN18 Russian Hussars  
MRN19 Cossacks  
MRN20 Russian Horse Artillery  
MRN21 Russian Foot Artillery  
MRN22 Russian Gun Teams (2)  
MRN23 Russian Portcuff Train

## SWEDISH UNITS, NAPOLEONIC PERIOD

MSWN1 Swedish Guard Grenadiers  
MSWN2 Swedish Infantry  
MSWN3 Swedish Dragoons  
MSWN4 Swedish Artillery

## PORTUGUESE UNITS, NAPOLEONIC PERIOD

MON1 Portuguese Cacadores Skirmishing  
MON2 Portuguese Light Cavalry  
Other units from British lists

## SPANISH UNITS, NAPOLEONIC PERIOD

MSN6 Spanish Grenadiers (pre 1808)  
MSN7 Spanish Musketeers (pre 1808)  
MSN8 Spanish Musketeers Skirmishing  
MSN9 Spanish Dragoons (bicorn)  
MSN10 Spanish Lancers  
MSN11 Spanish Artillery (bicorn)  
MSN12 Peninsula Dr. Cars (4)  
Other units from British and French lists

## AMERICAN CIVIL WAR

MACV9 Generals  
MACV10 Federal Infantry  
MACV11 Federal Infantry Attacking  
MACV12 Federal Infantry Skirmishing  
MACV13 Federal Infantry Firing Line  
MACV14 Federal Cavalry  
MACV15 Rush's Lancers (Federal)  
MACV16 Confederate Infantry  
MACV17 Confederate Infantry Attacking  
MACV18 Confederate Infantry Skirmishing  
MACV19 Confederate Infantry Firing Line  
MACV20 Confederate Cavalry  
MACV21 Confederate Cavalry dismounted, skirmishing  
MACV22 Zouaves (Turban)  
MACV23 Zouaves (Turban) Skirmishing  
MACV24 ACW Cavalry Charging (Kape)  
MACV25 ACW Dismounted Horses and Horseholders  
MACV26 ACW Dismounted Cavalry Skirmishing (Kape)  
MACV27 ACW Artillery  
MACV28 Artillery with 10-pr Parrot Pilled Guns  
MACV29 ACW Gun Teams  
MACV30 Mule Drawn Wagons (2)  
MACV31 ACW Portcuff Train

## COLONIAL PERIOD

MC7 British Infantry Marching  
MC8 British Infantry Skirmishing  
MC9 Highlanders Marching  
MC10 Highlanders Skirmishing  
MC11 Royal Navy Landing Party  
MC12 Royal Navy Landing Party Gun Detachments  
MC13 British Lancers Charging  
MC14 British Artillery (12-pr)  
MC15 British Gun Teams at Gallop  
MC16 British Gun Teams and Teams  
MC17 Indian Infantry Marching  
MC18 Indian Infantry Skirmishing  
MC19 Gurkhas Skirmishing  
MC20 Bengal Lancers  
MC21 Indian Mountain Artillery  
MC22 Mountain Artillery on March  
MC23 Pathan Tribesmen  
MC24 Zulus  
MC25 Dervish Halidondows  
MC26 Dervish Anwar Infantry  
MC27 Dervish Anwar Cavalry  
MC28 Dervish Cavalry  
MC29 Dervish Artillery

## FRANCO-PRUSSIAN WAR

NCP1 Prussian Infantry marching  
NCP2 Prussian Infantry advancing  
NCP3 Prussian Jaegers advancing  
NCP4 Prussian Uhlans  
NCP5 Prussian Uhlans charging  
NCP6 Prussian Dragoon  
NCP7 Prussian Artillery  
NCP8 French Infantry marching  
NCP9 French Infantry attacking  
NCP10 French Chasseurs attacking  
NCP11 French Chasseurs a Cheval  
NCP12 French Hussars  
NCP13 French Dragoons  
NCP14 French Artillery

## NEW: Franco-Prussian War

NCP8 French Guard Infantry attacking  
NCP9 French Zouaves attacking  
NCP10 French Carabineers  
NCP11 French Guard Lancers  
NCP12 Mitrailleses (3 guns, crews, teams)

## Wargames Research Group

Ancient Rules 7th ed (£3.50)  
Army Lists 3000BC-75AD (£2.50)  
Army Lists 550BC-1000AD (£2.50)  
Army Lists 1000AD-1485AD (£2.50)  
Renaissance rules (£2.50)  
Rules for 1685-1845 (£2.50)

## HARDCOVER BUILDINGS - \$6p

Sheet 1 European Village Buildings  
Sheet 2 Chateaux and Country Farm  
Sheet 3 Bridges and Windmills  
Sheet 4 Timber-Framed Buildings

## RULES

**Newbury Rules:**  
Ancient Period (£2.20)  
Medieval Period (£2.20)  
ECW and Renaissance (£2.20)  
Manual for above three books (£3.30)  
(This gives additional playing information)  
Napoleonic (£3.30)  
ACW (£3.30)  
Colonial (£3.30)  
Late nineteenth century (£3.30)

## Tabletop Rules

To the Sound of the Guns (Napoleonic period, includes full details for 1:300th) (£2.50)  
Circa 1863 (ACW) £1.75  
Ancient Army Lists - £2.50  
Napoleonic Army Lists - £2.50

## FIELD BOOKS

(Small scale warfare)  
Napoleonic Rules (£1.40)  
ACW Rules (£1.20)  
Battle in the Civil War (ACW background information) (£4.50)  
"Science v. Luck" - Sudan Wars (£3.50)

## Heracles & Rose/Neville

Ancient Period (specifically 1:300th) (£2.50)  
Napoleonic Period (specifically 1:300th and includes full campaign rules) and Army Lists (£3.00)

## Dice

Ordinary six spot, assorted colours 10p each  
Average dice 50p pair  
Percentage dice 50p pair  
Twenty-sided 30p each

## 1/300th scale is equivalent to 1mm = 1 foot

or 3.3mm = 1 metre. Figures are individually moulded, fully detailed, and can be painted easily with ordinary modelers' enamel paints. A foot figure stands about 1/4 inch (6mm) tall, and a cavalry figure proportionately taller. Packs are identified by a code number and contain 50 infantry or 20 cavalry or 6 guns or 5 elephants or 5 chariots or 15 camels of the type indicated by the pack title.

Generals packs contain 18 mounted figures, other packs as noted. Wherever applicable command figures are included in the packs. We do not supply individual figures outside the packs, though we can provide additional command figures at additional cost if required.

We also make about 450 highly detailed model tanks and vehicles in the same scale from World War Two and the Modern Period. Please send for list.

We supply to the UK or to any country worldwide from this address. Language is not a problem. Payment may be by cheque (foreign cheques should be in sterling or payable through a bank in the UK - ask at your own bank for details), postal order, international money order, Eurocheque or cash. We accept Visa, Barclaycard, Mastercard, Access, ChargeX and Eurocard. Just send your card number and expiry date.

Please print your name and address clearly.

Overseas customers can be supplied by

Armal or Surface Mail, but Surface Mail

can take up to three months to USA or

Australia.

## SCENIC MATERIAL

Trees (Metal)  
Birch (18p each)  
Fir (18p each)  
Scots Pine (18p each)  
Poplar (18p each)  
Lime (21p each)  
Cypress Bridge (25p each)

**Postage & Packing:**  
UK: Minimum charge 30p. 10% in £ up to £10, over £10: £1 only.  
Europe: 20%  
Surface Mail Worldwide: 20% of value of order, minimum 50p.  
Airmail USA & Canada: 40% of order value.  
Airmail Australia & New Zealand: 50% of order value. Minimum £1.

# HEROICS & ROS FIGURES

Unit 12, Semington Turnpike, Semington, Trowbridge, Wilts BA14 6LB, England. Tel: 0380 870228

When replying to adverts please mention Wargames Illustrated.



**53 MANSFIELD ROAD,  
DAYBROOK,  
NOTTINGHAM  
NG5 6BB** 10% P&P

**GHQ TANKS BY MINI-FIGS**  
Micro Armour 1/285 Scale  
(33¢ each unless stated)

<b>NAATO</b>		
M60A2		Challenger
M113	25p	Scorpion 76mm
M125	25p	Scorpion 90mm
M106		Scimitar
M113 (TOW)	25p	Striker
M60A1		M110A2
Sheridan		Hummer
Vulcan	25p	MLRS
M114 A1	25p	M35 Truck
M48 (90mm)		AMX10P
M48 (105mm)		AMX30B2
M60A3		
Leopard A1		
Chieftain V		
M113 ACAV		<b>SOVIET</b>
Gamma Goat		T-62
M88 ARV		PT-76
M578 ARV		BRDM2 (Sagger)
Centurion (RE)		BMP-1
M60 Bridge	50p	ZSU-23-4
M728 CEV		ZSU-57-2
M1 Abrams		T54
M1A1 Abrams		BRDM2 Scout
M109 A1		BRDM2 Comm.
M109		T-62A
Marder		BTR60 PK
LVT-7		BTR60 P
LVT-7		BTR60 BP
LVT-7		BTR50 Comm.
Kannone		BTR50
Rakette SS11		T72
Jaguar		BRDM-3 AT5
M901 TOW		BRDM-2 SA9
M23 Bradley		BMD
M548 Cargo	25p	BMD Comm.
M577 Comm.		SO-120
Leopard 2		SAU122
MCV-80		SAU152
Fuchs TPZ-1		Kraz
		T80
		T80 22587
		BTR70
<b>ISRAEL</b>		MTLB APC
Merkava		SA-13 SPAA
Zelda		OT64
Ben Gurion		OT65
Super Sherman		

5mm Wargame rules for 1700-1900  
by R.P. Butler £2.95

(Wargame Rules by D. Elks  
& J.G. Stanvon) £2.75

(Arclight Publications)  
Vietnam skirmish rules,  
now published by TTG £2.95

(100 maps for competition  
games by Andy Smith  
& Richard Hardy) £2.75

	1/300	15mm	25mm
Deciduous Green	25p	50p	£1
Deciduous Brown	25p	50p	£1
Deciduous Blossom	25p	50p	£1
Fir	25p	50p	£1

American Football Rules - £2.25  
Also available:  
25mm AMERICAN FOOTBALL FIGURES

<b>Infantry</b>	
F100	Voltiger Firing
F101	Line Fusilier Advancing
F102	Line Fusilier Defending
F103	Line Fusilier Charging
F104	Fusilier (Campaign Dress)
F105	Fusilier in Greatcoat
F106	Line Command (3).....30p
F109	Line Grenadier
F110	Guard Grenadier
F111	Guard Command (3).....30p
F114	Mid Guard Fusilier
F116	Young Guard Voltigeur
F117	Young Guard Firing
F118	Loon Command Greatcoat (3).....30p

FC100	Hussar		
FC101	Hussar Command (3)	60p	
FC104	Chasseur		
FC105	Chasseur Command (3)	60p	
FC108	Line Lancer (helmet)		
FC109	Line Lancer COMMAND (3)	60p	
FC112	Polish Lancer		
FC113	Polish Lancer Command (3)	60p	
FC116	Dragoon Charging		
FC117	Dragoon at Rest		
FC118	Dragoon Command (3)	60p	
FC121	Cuirassier Charging		
FC122	Cuirassier at Rest		
FC123	Cuirassier Command (3)	60p	
FC126	Carabinier		
FC127	Carabinier Command (3)	60p	
FC130	Guard Lancer		
FC131	Guard Lancer Command (3)	60p	
FC134	Empress Dragoon		
FC135	Empress Dragoon Command (3)	60p	
FC136	Chasseur a Cheval		
FC139	Chasseur a Cheval Command	60p	
FC143	Grenadier a Cheval		
FC144	Grenadier a Cheval Com (3)	60p	
FC148	Guard Chasseur a Cheval		
FC149	Guard Chasseur Command (3)	60p	

FP100	Napoleon .....	20
FP101	General .....	20

FA10	Line Foot Crew (4)	40p
FA11	Line Horse Crew (4)	40p
FA12	Guard Foot Crew (4)	40p
FA13	Guard Horse Crew (4)	40p
FA14	Limber	36p
FA15	Limber Horses (pair)	3£
FA16	4pdr Gun	38p
FA17	6" Howitzer	38p
FA18	8pdr Gun	38p
FA19	12pdr Gun	38p

<b>Infantry</b>	
AU1	German Line adv
AU2	German Grenadier marching
AU3	Hungarian Line
AU4	Hungarian Grenadier adv
AU5	Grenadier Command (3) ..... 30p
AU8	Line Command (3) ..... 30p
AU11	Grenz firing
AU12	Jager firing rifle
AU13	Jager Officer
AU14	Jager Bugler
AU15	Landwehr advancing
AU16	Landwehr Command (3) ..... 30p

AUC1	Hussar	
AUC2	Husser Command (3)	60p
AUC5	Lt.Dragoon charging	
AUC6	Heavy Dragoon advancing	
AUC7	Dragoon Command (3)	60p
AUC10	Lancer	
AUC11	Lancer Command (3)	60p
AUC14	Cuirassier	
AUC15	Cuirassier Command (3)	60p

AUG1	Foot Crew (4)	40p
AUG2	Horse Crew (4)	40p
AUG3	Limber	36p
AUG4	Limber Riders	20p
AUG5	Limber Horses (pair)	36p
AUG6	3pdr Gun	38p
AUG7	6pdr Gun	38p
AUG8	12pdr Gun	38p
AUG9	7pdr Howitzer	38p

AUP1	General	30%
AUP2	Divisional Commander	20%

Prices (unless stated) Infantry 10p, Cavalry 20p  
Command Figures may be bought separately  
Infantry Command includes Officer, Standard Bearer, Drummer  
Cavalry Command includes Officer, Standard Bearer, Bugler

Shock of Impact (ancients)	F2 95
Shock of Impact lists	F2 25
Lance 3rd Ed. (Medieval)	F3 25
Tercio (Renaissance)	F3 25
Sound of the Guns (Nap)	F2 50
TTG 25mm Nap Rules	F1 75
Circa 1863 (ACW)	F1 75
Trench WWI Rules	F1 75
Zulu (Colonial)	F2 75
Action under Sail (Nap Naval)	F1 75
Once Upon a Time in the West (3 Vol Gunfight rules)	F4 25
'The Return' (Vol 4 of above)	F1 75
Rudis (Gladiatorial)	F1 75
Retinue (Medieval Skirm.)	F2 25
Sword & Pistol (Ren Skirm.)	F1 95
Heroes (Dark Ages Role Pg.)	F3 25
Pony Wars (Indian fighting)	F2 25
Napoleonic Lists	F2 50
Ancient Lists (WRG 7th)	F2 50

Combined Arms (1/300).....	£2.25
WWII List & Organisations.....	£3.25
Tactical Commander (Skirm).....	£2.75

Challenger.....	£2.95
Ultra Mod list Vol 1.....	£3.25
Ultra Mod list Vol 2.....	£3.25
1950/60's Lists.....	£2.75
Battlezones (17 Scenarios).....	£1.95
Digest 2.....	£2.50
Digest 3.....	£2.50
Firefight (Modern Skirm).....	£2.75
OMG Corps Commander.....	£2.95

A well researched set of Army Lists covering both 1/50 and 1/20 scales and suitable for most sets of Napoleonic rules. Points values are included for WRG and Sound of the Guns rules. £2.50

A new concept in Modern Wargaming which allows players to field and control units up to Divisional level with all its assets. All aspects of modern Warfare are covered and Corps level army lists are included in the rules. £2.95

WWII 1/300th & 1/200th Micro

Rules by Bruce Rea Taylor

**Author of Challenger**

A comprehensive set

all aspects of the Peri

army lists, suitable for

games

<b>Infantry</b>	
B100	Line Infantry Advancing
B101	Line Infantry Charging
B102	Line Infantry Greatcoat
B103	Line Command (3).....30p
B106	Scots Infantry Advancing
B107	Scots Infantry Defending
B108	Scots Command (3).....30p
B111	Rifleman firing
B112	Rifle Officer
B113	Rifle Bugler
B114	Light Infantry Firing
B115	Line Command G/capt (3).....30p

BC100	Scots Grey Trooper	
BC101	Scots Grey Command (3)	60p
BC104	Household Cav Trooper	
BC105	Household Cav Command (3)	60p
BC108	Dragoon Trooper	
BC109	Dragoon Command (3)	60p
BC112	Light Dragoon Trooper	
BC113	Light Dragoon Command (3)	60p
BC116	Hussar Trooper	
BC117	Hussar Command (3)	60p

BA1	Foot Crew (4)	40p
BA2	Royal Horse Art Crew (4)	40p
BA3	Limber Horses (pair)	36p
BA4	Limber	36p
BA5	Limber Riders (Foot)	10p
BA6	Limber Riders (RHA)	10p
BA7	8pdr Gun	38p
BA8	8pdr Gun	38p
BA9	9" Howitzer	38p

R100	Musketeer/Jager Attacking	
R101	Musketeer/Jager Greatcoat Defending	
R102	Musketeer/Jager Command (3)	30p
R105	Grenadier Advancing	
R106	Grenadier Command (3)	30p
R109	Guard counter marching	
R110	Guard Command (3)	30p
R113	Light Infantry Firing	
R114	Musketeer/Jager Gcoat Comm (3)	30p

## RC100 Hussar

(R=Ros, S=Skytrex models)		
U.S.A.	£17.25 (S)	£14.80 (R)
BRITISH	£17.10 (S)	£15.80 (R)
CHINESE	£21.50 (S+R)	
FRENCH	£16.85 (S)	£15.30 (R)
SOVIET	£15.00 (S)	£15.10 (R)
W. GERMANY	£15.60 (S)	£15.30 (R)
ISRAELI	£15.85 (S+R)	
EGYPTIAN	£15.25 (S)	

ANCIENT (WRG) 6th edit.	£2.90
ANCIENT (WRG) 7th edit.	£3.50
ARMY LIST No.1	£2.50
ARMY LIST No.2	£2.50
ARMY LIST No.3	£2.50
RENAISSANCE (WRG)	£2.50
RENAISSANCE LISTS	£3.60
NAPOLEONIC (WRG)	£2.50
NAPOLEONIC (Newbury)	£3.30
A.C.W. (Newbury)	£3.30
1925-50 (WRG)	£2.50
1950-85 (WRG)	£2.50
MODERN NAVAL (MEGADODO)	£3.50
NAVAL SHIP LISTS (Skytrex)	£3.50
SEA POWER (Mod.)	£2.50
TOTAL WAR (Mod.)	£2.25
SPECIAL FORCES (Mod.)	£2.25
SKYFIGHT (Mod. Air Combat)	£1.50

ALL WRG BOOKS STOCKED

EACH SET CONTAINS THE FIGS. AND RULES ETC. TO INTRODUCE YOU TO EACH PERIOD. THESE ARE IDEAL FOR BEGINNERS AND AS AN UNUSUAL GIFT. (PRICES INCLUDE POSTAGE).

ACW (15mm)	£16.00
WWII MICRO-TANK	£13.50
MODERN MICRO-TANK	£13.00
WWI NAVAL	£8.75
WWII NAVAL	£9.10
WWI AIR	£7.85
WWII AIR	£8.75
MEDIEVAL SKIRMISH (15mm)	£8.50
GUNFIGHT	£7.70
SF/SKIRMISH (25mm)	£9.25
15mm NAPOLEONIC	£16.00
LASERBURN WITH 15mm FIGS, inc. BUNKER 17 SCENARIO	£7.95
GLADIATORIAL	£4.50
REAPER (15mm FANTASY)	£12.50
MODERN NAVAL	£6.60
NAPOLEONIC NAVAL	£8.95
MODERN AIR COMBAT	£7.10

A revised edition of our popular Renaissance Rules & Army Lists **£3.25**

RC101	Hussar Command (3)	60p
RC102	Uhlán	
RC103	Uhlán Command (3)	60p
RC104	Irregular Cossack	
RC105	Guard Cossack	
RC106	Guard Cossack Command (3)	60p
RC107	Dragoon	
RC108	Dragoon Command (3)	60p
RC109	Cuirassier	
RC110	Cuirassier Command (3)	60p
RC111	Irregular Cossack Officer	

RA1	Foot Crew (4)	40p
RA2	Horse Crew (4)	40p
RA3	Limber	36p
RA4	Limber Horse (pair)	36p
RA5	Limber Riders	10p
RA6	12pdr Gun	38p
RA7	6pdr Gun	38p
RA8	18pdr Licornie	38p
RA9	9pdr Licornie	38p

P100	Fusilier/Musketeer Advancing	
P101	Fusilier/Musketeer Firing	
P102	Command (3)	
P105	Landwehr in tunic	
P106	Landwehr in Greatcoat	
P107	Landwehr Command (3)	30p
P110	Grenadier Advancing	
P111	Grenadier Command (3)	
P112	Grenadier Command (3)	30p
P115	Jäger Firing	
P116	Jäger Officer	
P117	Jäger Musician	
P118	Guard Jäger Firing	
P119	Guard Jäger Officer	
P120	Guard Jäger Musician	

PC100	Hussar	
PC101	Hussar Command (3)	60p
PC104	Lifeguard Hussar	
PC105	Lifeguard Hussar Command (3)	60p
PC108	Dragoon	
PC109	Dragoon Command (3)	60p
PC112	Cuirassier	
PC113	Cuirassier Command (3)	60p
PC116	Chasseur	
PC117	Chasseur Command (3)	60p
PC120	Uhlán (Lance Down)	
PC121	Uhlán Command (3)	
PC124	Landwehr Lancer	
PC125	Landwehr Lancer Command (3)	60p



# SKYTREX

LIMITED

Mail Order Address:  
28 BROOK STREET  
WYMESWOLD  
LOUGHBOROUGH  
LEICESTERSHIRE  
Telephone: 0509 213789

Barclaycard & Access Orders Welcome  
Telephone Loughborough 213789  
24-HOUR ANSAFONE SERVICE FOR  
CREDIT CARD ORDERS AND INQUIRIES  
OUT OF NORMAL WORKING HOURS

NEW! NEW! NEW!

## TRITON ANCIENT NAVAL RANGE



1/600th scale metal  
warship models

This is a brand new range of highly detailed models that will enable you to create the sea battles of an age when oar driven warships were supreme.

From the battles between the Greek Phoenician cities and the later Greek/Persian conflicts, which resulted in the Greek victory at Salamis, through to the massive battles between Rome and Carthage and the Roman Civil Wars, the galley was the main unit to project seapower, without which land armies could not easily function.

### AG1 TRIREME £1.25

These fast manoeuvrable craft were used by Greek and Persian fleets

### AG2 PHOENICIAN BIREME (x2) £1.00

Large fleets of these small vessels contested the sealanes between the Phoenician cities

### AG3 GREEK PENTECONTER £1.00

Powered by a single bank of oars these vessels picked off damaged vessels and acted as scouts for the main fleet

1/600th scale was chosen to give a model large enough to paint well and have visible detail and also to allow human figures to be featured on the models

### AG4 ROMAN QUINQUEREME £1.50

### AG5 CARTH. QUINQUEREME £1.50

### AG6 ROMAN QUADRIREME £1.25

### AG7 CARTH. QUADRIREME £1.25

These vessels fought in large numbers in the Punic Wars which eventually saw the defeat of Carthage and the rise of the Roman Republic.

**GREEK NAVAL STARTER PACK**  
includes rules, dice, movement and damage record cards and 4 Triremes  
£7.50

### GREEK NAVAL RULES £1.95

(Triremes only)

### GALLEY WARFARE RULES £2.80

-Diekplus  
(To suit all the above models)

Damage record cards  
(state galley type) 40p

Playing surface sheets (15" x 12")  
(Trireme only) 40p

### LATEST HINCHLIFFE 20mm WW2 Metal Kits 1/76th Scale

20/70 Russian BA64B A/Car £2.95

4 wheel armoured car 1941

20/71 British Bren Universal Order £2.50

20/72 British 6pdr Anti Tank Gun £2.95

### LATEST FIREFIGHT MODERN 20mm 1/76th Scale Metal Kits

LAV-25 A.P.C. with turret £4.95

LAV-25 with TOW launcher £4.95

LAV-25 with motor £4.95

Three superb state of the art kits to the standard of our Bradley kit

## TRITON 1/1200 NAPOLEONIC SHIP KITS

All are well detailed metal models including hull, separate masts and sails. Your navies deserve the best!

### FRENCH

NS20 IMPERIAL	1st Rate	112 guns	£2.20
NS21 GENEREUX	3rd Rate	74 guns	£2.20
NS22 LA VENUS	Frigate	38 guns	£1.95
NS23 BRIG		16 guns	£1.50
NS24 TONNANT	3rd Rate	80 guns	£2.20
NS25 LA VENGEANCE	Privateer	20 guns	£1.95
NS26 LA HOCHÉ	3rd Rate	74 guns	£2.20
NS27 ATHENIAN	3rd Rate	64 guns	£2.20

### SPANISH

NS40 FENIX	3rd Rate	80 guns	£2.20
NS41 SALVADOR DEL MUNDO	1st Rate	112 guns	£2.20
NS42 HAMADRYAD	Frigate	38 guns	£1.95
NS43 SAN DOMASCO	3rd Rate	74 guns	£2.20
NS44 SANTISSIMA TRINIDAD	1st Rate	130 guns	£2.50
NS45 ASIA	3rd Rate	64 guns	£2.20
NS46 XEBEC	Frigate	36 guns	£1.95

### U.S.A.

NS60 FRANKLIN	3rd Rate	74(92) guns	£2.20
NS61 ESSEX	Frigate	32 guns	£1.95
NS62 CONSTITUTION	Frigate	44(53) guns	£2.20

There are many more models in the illustrated catalogue price 50p

U.S. AGENT  
For Davco & F.F.20  
S.G. Simulations Inc.  
2071 Range Road,  
Clearwater,  
Florida 33575  
Tel: (813) 443 3822

AUSTRALIAN AGENT  
BATTLEFIELD  
50 Clissold Parade,  
Campsie, N.S.W. Australia.

POSTAGE & PACKING  
U.K. 10% order value  
(min. 20p)  
over £9 post free.  
BFPO (Europe) as above  
BFPO (Outside Europe)  
Europe 30% order  
U.S.A. 20% order  
Canada }  
N. Zealand } 50% order  
Australia }  
WE ACCEPT BARCLAYCARD,  
ACCESS, BANKAMERICARD,  
EUROCARD, VISA, CHARGE,  
& MASTERCARD. JUST  
SEND YOUR CARD NUMBER  
AND EXPIRY DATE.

HINCHLIFFE  
1988 Catalogue  
£1.50 post free

SKYTREX CATALOGUE  
£1 POST FREE

LONDON AGENT  
GAMES PEOPLE PLAY  
5 WELLINGTON TERRACE  
BAYSWATER ROAD  
LONDON W2

SPRING  
MILITAIRE  
Lancastrian Hall  
Swinton Nr Manchester  
APRIL 2nd-3rd  
SEE YOU THERE!

IT'S TIME YOU  
JOINED THE CLUB  
The Skytrex Club is a  
year old. Members have  
received benefits well  
in excess of the  
membership fee.  
**SEND FOR DETAILS  
THERE IS MUCH TO GAIN**

1/200th 1988 Catalogue  
available—send a  
stamped self  
addressed envelope

When replying to adverts please mention Wargames Illustrated.





**MINIATURE FIGURINES LIMITED**  
 1/5 Graham Road Telephone (Factory)  
 Southampton SO2 0AX (0703) 220855  
 Registered in England No 937844 V.A.T. 188 0298 31



# FULL CATALOGUE

£3.50 U.K.  
 £4.00 Seamail  
 £6 Airmail  
 Postage Paid

15mm & 25mm  
**HISTORICAL MODELS FOR  
 THE DISCERNING WARGAMER**

# POSTAGE & PACKING

Minimum 35p  
 15% up to £20.00  
 10% over £20.00  
 30% overseas - sea

## 15mm CRIMEAN WAR 1854-56

### BRITISH CRIMEAN INFANTRY

1K Line Infantrymen  
 2K Line Infantrymen (Forage Cap)  
 3K Light Infantrymen  
 4K Guards Infantrymen (Bearskin)  
 5K Highland Infantrymen  
 6K Line Command  
 7K Light Command  
 8K Guards Command  
 9K Highland Command  
 10K Staff and A.D.C. on Foot

### BRITISH CRIMEAN CAVALRY

1KC Heavy Dragoons  
 2KC Light Dragoons  
 3KC Hussars  
 4KC Lancers  
 5KC Scots Greys  
 6KC Heavy Dragoons Command  
 7KC Light Dragoons Command  
 8KC Hussars Command  
 9KC Lancers Command  
 10KC Scots Greys Command  
 11KC Staff and A.D.C. Mounted

### FRENCH CRIMEAN INFANTRY

20K Line Infantrymen  
 21K Guard Grenadiers  
 22K Chasseurs  
 23K Zouaves  
 24K Algerian Infantrymen  
 25K Line Command  
 26K Guard Command  
 27K Chasseurs Command  
 28K Zouaves Command  
 29K Algerian Command

### FRENCH CRIMEAN CAVALRY

23KC Chasseurs  
 24KC Spahis  
 25KC Chasseurs Command  
 26KC Spahis Command  
 27KC Staff A.D.C. Mounted

### ARTILLERYMEN

1KA British Line Artillerymen  
 2KA British Horse Artillerymen  
 3KA Russian Artillerymen  
 4KA French Artillerymen  
 5KA Turkish Artillerymen

## 15mm EAST EUROPEAN and FAR EAST

### INFANTRY

61X Polish Halberdiers  
 62X Polish Arquebusiers  
 63X Muscovite Retainers (Bows)  
 64X Streltsi Musketeers  
 65X Streltsi with Axes  
 66X Cossack Arquebusiers  
 67X Crossbowmen  
 72X Moghul Levy Spearman  
 73X Moghul Levy Bowmen  
 74X Moghul Musketeers

### RUSSIAN CRIMEAN INFANTRY

12K Line Infantrymen (Cap)  
 13K Heavy Infantrymen (Helmet)  
 14K Line Infantry (Cap)  
 Skirmish Order  
 15K Caucasian Light Infantrymen  
 16K Line Command  
 17K Heavy Command  
 18K Caucasian Command  
 19K Staff and A.D.C. on Foot

### RUSSIAN CRIMEAN CAVALRY

12KC Heavy Dragoons  
 13KC Line Dragoons  
 14KC Hussars  
 15KC Caucasian Lancers  
 16KC Cossacks  
 17KC Heavy Dragoons Command  
 18KC Line Dragoons Command  
 19KC Hussars Command  
 20KC Caucasian Lancers Command  
 21KC Cossacks Command  
 22KC Staff and A.D.C. Mounted

### TURKISH CRIMEAN INFANTRY

30K Line Infantrymen  
 31K Line Command  
 29KC Cavalrymen  
 30KC Cavalry Command

### SARDINIAN CRIMEAN INFANTRY

32K Infantrymen  
 33K Infantry Command

### SARDINIAN CRIMEAN CAVALRY

31KC Light Cavalrymen  
 32KC Heavy Cavalrymen  
 33KC Light Cavalry Command  
 34KC Heavy Cavalry Command

### ARTILLERY PIECES

6KA British Light Cannon  
 7KA British Heavy Cannon  
 8KA British Howitzer  
 9KA British Limber  
 10KA Russian Light Cannon  
 11KA Russian Heavy Cannon  
 12KA Russian Limber

### CAVALRY

61XC Polish Dragoons  
 62XC Polish Winged Hussars  
 63XC Pancerni Cavalrymen  
 64XC Lithuanian Hussars  
 65XC Wallachian Cavalrymen  
 66XC Cossacks  
 67XC Muscovite Boyars  
 68XC Tartars  
 72XC Moghul Noblemen  
 73XC Moghul Light Cavalrymen

## 15mm FRANCO-PRUSSIAN WAR 1870-1871

### FRENCH INFANTRY

1M French Line Infantrymen  
 2M French Line Chasseurs  
 3M French Guard Grenadiers  
 4M French Zouaves  
 5M French Naval Battalion  
 6M French Garde Mobile

### FRENCH INF. COMMANDS

7M French Line Infantry Command  
 8M French Guard Grenadiers Com  
 9M Zouaves Command  
 10M Naval Battalion Command  
 11M Garde Mobile Command

### FRENCH ARTILLERYMEN

12MA French Line Field Gun Crew  
 13MA French Mitrailleuse Crews

### FRENCH CAVALRY

1MC French Cuirassiers  
 2MC French Dragoons  
 3MC French Hussars  
 4MC French Chasseurs a Cheval  
 5MC French Chasseurs d'Afrique

### FRENCH CAV. COMMANDS

6MC Cuirassiers Command  
 7MC Dragoons Command  
 8MC Hussars Command  
 9MC Chasseurs Command  
 10MC Chasseurs d'Afrique Com  
 11MC Mounted Staff Officers

### PRUSSIAN INFANTRY

20M Prussian Line Infantrymen  
 21M Saxon Line Infantrymen  
 22M Bavarian Line Infantrymen  
 23M Wurtemberg Line Infantrymen  
 24M Silesian Riflemen

### PRUSSIAN INF. COMMAND

25M Prussian Line Command  
 26M Saxon Line Command  
 27M Bavarian Command  
 28M Wurtemberg Line Command  
 29M Silesian Rifles Command

### PRUSSIAN ARTILLERYMEN

30MA Prussian Field Gun Crew

### PRUSSIAN CAVALRY

20MC Prussian Cuirassiers  
 21MC Prussian Dragoons  
 22MC Prussian Hussars  
 23MC Bavarian Lancers

### PRUSSIAN CAV. COMMAND

24MC Cuirassiers Command  
 25MC Dragoons Command  
 26MC Hussars Command  
 27MC Bavarian Lancer Command

### ARTILLERY GUNS

1MGA Prussian Field Gun  
 2MGA Prussian Siege Gun  
 3MGA French Field Gun  
 4MGA French 'Mitrailleuse'

## 15mm OTTOMAN TURKS 16th CENTURY

### INFANTRY

68X Janissary Arquebusiers  
 69X Janissary Archers  
 70X Janissary Spearmen  
 71X Janissary Halberdiers  
 150X Naval Janissary  
 151X Acemi Oglans  
 152X Azab Bow/Swords  
 153X Azab Swords & Shields  
 153X Azab Spears/Shields  
 154X Azab Halberd/Swords  
 155X Azab Swords & Shields  
 156X Azab Arquebusiers  
 157X Arnauts Arquebusiers  
 158X Artillery Guard

### ARTILLERY

159XA Turkish Artillerymen  
 (Topdjis)

### CAVALRY

69XC Heavy Feudal Spahi  
 70XC Light Feudal Spahi  
 71XC Turkish Delli  
 150XC Spahis of the Porte  
 151XC Muteferrika Guard  
 152XC Arab Light Cavalrymen  
 153XC Akinjis with Spear and Bow  
 154XC Akinjis shooting bow

### CAVALRY COMMAND

155XC Feudal Spahi Command  
 156XC Suleiman, Turk Commander,  
 and Standard

### CANNON

11XA Heavy Bombard  
 12XA Light Bombard

TRADE ENQUIRIES WELCOMED FOR PRODUCTS BY MINIFIGS, RAL PARTHA & GHQ MICRO ARMOUR.  
 PHONE or WRITE NEVILLE DICKINSON FOR DETAILS.



# LANCASHIRE GAMES

8 DUCIE STREET, BARDSLEY, OLDHAM OL8 2RD

## ★ BETTER VALUE, BETTER CHOICE FOR '88 ★

As usual we are giving you the highest quality and best value in casting, painting and service. To give you even better choice of value we have changed our painting format and added new ranges to our extensive casting ranges.

### LANCASHIRE GAMES FIGURES (15mm)

Out new Seven Years War Cavalry are ready; at last – but we think the wait was worth it – see for yourself.

#### SEVEN YEARS WAR CAVALRY

##### AUSTRIAN

SYWA12 Cuirassier  
SYWA13 Cuirassier Command  
SYWA14 Dragon  
SYWA15 Dragon Command  
SYWA17 Hussar  
SYWA18 Hussar Command

##### PRUSSIAN

SYWP10 Cuirassier  
SYWP11 Cuirassier Command  
SYWP12 Dragon  
SYWP13 Dragon Command  
SSYPW20 Bosniak Lancer

##### BRITISH

SYWB7 Guard Cavalry  
SYWB9 Line Cavalry  
SYWB10 Line Cavalry Command  
SYWB13 Light Dragoon

##### GERMAN STATES

SYWG1 Bavarian Infantry  
Marching (waistcoat)  
SYWG2 Bavarian Infantry  
Marching (full coat)  
SYWG3 Bavarian Grenadier  
SYWG4 Hesse-Darmstadt  
Grenadier  
+ Saxons Available

Along with our on-going Seven Years War are tasters of our new ranges for '88

##### DERVISH

CE1 Hadendowa Swordsman  
CE2 Hadendowa Spearman  
CE3 Hadendowa Rifleman  
CE4 Ansar Swordsman  
CE5 Ansar Rifleman  
CE6 Ansar Spearman  
CE7 Ansar Command Group  
CE8 Mahdist Cav. with rifle  
CE9 Mahdist Cav. with sword  
CE10 Mahdist Camelman with rifle  
CE11 Mahdist Camelman with spear  
CE12 Asst. Emirs  
CE13 Pack Camels & Driver (50p)\*  
\*Suitable for British pack camels

##### SIKH

CE20 Sikh Regular charging

##### FRANCO-PRUSSIAN

###### PRUSSIA

FPP1 Prussian Line Inf. advancing  
(in Pickelhaube)  
FPP2 Prussian Line Inf. advancing  
(in Feldmütze)  
FPP3 Prussian Line Inf. advancing  
(in Great Coat)  
FPP4 Prussian Line Command  
FPP5 Prussian marching rifle  
slung (P/haube)  
FPP6 Prussian marching over  
shoulder (P/haube)

###### FRANCE

FPP1 Line Inf. advancing

##### NAPOLEONIC AUSTRIAN

AN2 Inf. charging in Shako  
AN4 Grenadier  
More available at the show

**RULES (ACW)  
WAR FOR THE  
UNION  
£2.50 inc. p.&p.**

##### RULES

'Berlin or Bust'

£2.25 inc. p.&p

##### P & P

UK: 10% (min 30%)

Overseas: 15% surface (min. £1)  
30% airmail (min. £1)

##### PACK PRICES

Standard Pack – £1.00  
Commander Pack – 50p  
Art Crews – 40p

Coming soon 15mm EARLY Renaissance Range (Italian war circa 1500)

## FIGURE PAINTING SERVICE

To give an increasing variability to our customer we have expanded our ready painted stock into a larger number of periods and to give greater flexibility we have designed a series of units, listed below. Each unit costs £10 (unless otherwise stated), and is inclusive of figures, painting, varnishing and tetron basing.

### READY PAINTED UNITS

#### ENGLISH CIVIL WAR (all Minifigs)

RP1 24 Royalist pike & shot  
(12 pike/12 shot)  
RP2 24 Parliamentaries pike & shot  
(8 pike/16 shot)  
RP3 10 Dragoons (dismtd)\*£4.50  
RP4 10 Dragoons (mounted)  
RP5 12 Parliamentarian cavalry  
RP6 12 Royalist cavalry  
RP7 1 Gun & 4 crew\*£2.30

#### SEVEN YEARS WAR

##### (Minifigs or Lancashire Games)

RP11 20 Prussian musketeer  
RP12 20 Prussian fusiliers  
RP13 20 Prussian grenadiers  
RP14 10 Prussian Feld Jaeger \*£4.50 (LG)  
RP15 20 Prussian Garde musketeers (LG)  
RP16 10 Prussian cuirassiers  
RP17 12 Prussian dragoons  
RP18 12 Prussian hussars  
RP19 12 Bismarck lancers (LG)  
RP20 3 Guns/12 Prussian crew \*£7.00  
RP21 20 Austrian musketeers  
RP22 10 Austrian grenadiers  
RP23 20 Hungarian musketeers  
RP24 20 Hungarian grenadiers  
RP25 10 Jaeger \*£4.50  
RP26 10 Grenzers \*£4.50  
RP27 12 Austrian cuirassiers  
RP28 12 Austrian dragoons  
RP29 3 Guns/12 Austrian crew \*£7.00  
RP30 20 Saxon musketeers (LG)  
RP31 20 Saxon grenadiers (LG)  
RP32 12 Saxon dragoons (LG)  
RP33 12 Saxon cuirassiers (LG)  
RP34 3 Guns/12 Saxon crew \*£7.00 (LG)  
RP35 20 Bavarian infantry  
(in waist coat) (LG)  
RP36 20 Bavarian infantry  
(in full coat) (LG)

RP37 20 Bavarian grenadiers (LG)  
RP38 20 Hesse-Darmstadt grenadiers (LG)  
RP39 20 Assorted Militia (LG)  
RP40 20 British musketeers  
RP41 20 British fusiliers/grenadiers  
RP42 20 Highland infantry  
RP43 10 British Inf. infantry \*£4.50  
RP44 12 British light dragoons  
RP45 12 British line cavalry  
RP46 12 British Guard infantry  
RP47 3 Guns/12 British crew \*£7.00  
RP48 20 Hanoverian line (LG)  
RP49 30 French line infantry (M)  
RP50 20 French grenadiers (M)  
RP51 10 French Inf. infantry \*£4.50 (M)  
RP52 12 French dragoons (M)  
RP53 12 French heavy cavalry (M)  
RP54 12 French hussars (M)  
RP55 3 Guns/12 French crew \*£7.00 (M)  
RP56 20 Russian musketeers (M)  
RP57 20 Russian grenadiers (M)  
RP58 10 Pandours \*£4.50  
RP59 12 Russian heavy cavalry (M)  
RP60 12 Russian hussars (M)  
RP61 3 Guns/12 Russian crew \*£7.00 (M)

#### NAPOLEONIC

##### (All Minifigs)

RP70 24 French line infantry \*£11.00  
RP71 24 French line inf. G/coat \*£7.50  
RP72 12 French Chasseur à cheval  
RP73 12 French hussars  
RP74 12 French lancers  
RP75 12 French dragoons  
RP76 12 French cuirassiers  
RP77 3 Guns/12 French crew \*£7.00  
RP78 20 British line infantry  
RP79 20 British fusiliers  
RP80 10 British riflemen \*£4.50  
RP81 12 British heavy dragoons  
RP82 12 British light dragoons  
RP83 12 British hussars

RP84 3 Guns/12 British crew \*£7.00  
RP85 20 Prussian line infantry  
RP86 10 Prussian jaeger \*£4.50  
RP87 12 Prussian dragoons  
RP88 12 Prussian lancers  
RP89 12 Prussian hussars  
RP90 3 Guns/12 Prussian crew \*£7.00  
RP91 24 German line infantry  
RP92 24 Hungarian line infantry  
RP93 24 Grenadiers  
RP94 10 Jaeger \*£4.50  
RP95 12 Lancers (Austrian)  
RP96 12 Hussars (Austrian)  
RP97 12 Dragoons/cheval-leger (Austrian)  
RP98 3 Guns/12 Austrian crew \*£7.00  
RP99 20 Russian line infantry  
RP100 10 Russian jaeger \*£4.50  
RP101 10 Russian hussars  
RP102 12 Russian dragoons  
RP103 12 Russian hussars  
RP104 12 Russian lancers  
RP105 3 Guns/12 Russian crew \*£7.00

#### NINETEENTH CENTURY

##### (All Lancashire Games)

###### CRIMEAN

RP111 20 British line infantry  
RP112 10 Riflemen \*£4.50  
RP113 20 Highland infantry  
RP114 20 British grenadier guard  
RP115 12 British hussars  
RP116 12 British lancers  
RP117 12 British heavy dragoons  
(Scotts Greys)  
RP118 12 British heavy dragoons  
RP119 3 Guns/12 British crew \*£7.00  
RP120 20 French line infantry  
RP121 20 French chasseurs  
RP122 20 French Zouave  
RP123 12 Chasseurs d'Afrique  
RP124 12 French hussars

RP125 3 Guns/12 French crew \*£7.00  
RP126 24 Sardinian line infantry  
RP127 30 Sardinian bersagliers  
RP128 20 Sardinian cacciatori  
RP129 24 Russian line inf. (in cap)  
RP130 24 Russian line inf. (in helmet)  
RP131 20 Russian rifle battalion  
RP132 12 Cossacks  
RP133 12 Russian hussars  
RP134 12 Russian cuirassiers  
RP135 3 Guns/12 Russian crew \*£7.00

#### INDIAN MUTINY

RP144 20 British inf. in camp dress  
RP145 20 British inf. in shell jacket  
RP146 20 British rifle/inf. marching  
RP147 20 Highlanders  
RP148 20 Naval detachments  
RP149 20 British inf. charging  
RP150 3 Guns/12 British crew \*£7.00  
RP151 20 Indian sepoy advancing  
RP152 20 Indian sepoy charging  
RP153 20 Asstd. mutineers  
RP154 12 Irregular light horse  
RP156 1 Elephant with light gun  
and crew \*£3.50  
RP157 1 Elephant with Howdah and  
crew \*£3.50

#### WAR AGAINST THE MAHDI

RP170 20 Asst. Hadendawa warriors  
RP171 20 Asst. Ansar warriors  
RP172 20 Jehadiya (riflemen)  
RP173 12 Mahdist horse  
RP174 10 Mahdist camel  
RP175 24 British inf. at ready  
RP176 24 Highland inf. marching  
RP177 1 Naval gun/4 crew \*£2.30  
RP178 1 British gun/4 crew \*£2.30  
RP179 12 British lancers  
RP180 12 British cavalry

(LG-Lancashire Games only – M-Minifigs only)

15mm DESIGNER ARMIES (A 200 piece bargain)

In answer to demands for more variety than given by our ready painted units at our usual bargain prices we have introduced this unique service:-  
You choose your army from any period up to a maximum of 300 pieces, (infantry 1, cavalry 2 pieces) from any of the below manufacturers and we will complete the army to your specifications for the

bargain price of £80.50 + £5 p.&p. UK (Overseas see p.&p rates)

The price includes the cost of the figure, painting, varnishing and Tetron basing to your specifications.

You just choose from any of the following manufacturers and we do the rest. Choose from:

Miniature Figurines, TTG, Jacobite, Irregular Miniatures, Donnington Miniatures and our own Lancashire Games Miniatures.

At this price can you afford to go anywhere else?

★ **NEW – HALF DESIGNER ARMIES** to help you spread the cost of your army – further 100 pieces (as before) for only: £42 + £3 p.&p UK (overseas see p.&p rates)

When replying to adverts please mention Wargames Illustrated.



# ESSEX MINIATURES

## 15mm NAPOLEONICS

THESE ARE THE FIRST RELEASES OF A GREAT NEW RANGE OF BRITISH & FRENCH 15mm NAPOLEONICS MANUFACTURED AND DESIGNED TO THE HIGHEST POSSIBLE STANDARDS. ALL THESE FIGURES ARE AVAILABLE NOW!

**NEW! NEW! NEW! NEW!**

### FRENCH NAPOLEONIC 1814-1815

- PN1 Old Guard adv. full dress
- PN2 Command pack: Officer, Std. bearer, drummer
- PN3 Guard chasseur adv. campaign dress
- PN4 Command pack: Officer, Std. bearer, drummer
- PN5 Old Guard adv. greatcoat
- PN6 Command pack: Officer, Std. bearer, drummer, greatcoat
- PN7 Old Guard/Guard chasseur adv., greatcoat and bonnet de police
- PN8 Old Guard/Guard chasseur adv., greatcoat and chapeau
- PN9 Command pack: Guard or Line inf., Officer in greatcoat and chapeau
- PN10 Line fusilier, musket forward
- PN11 Line grenadier or voltigeur adv., musket forward
- PN12 Line fusilier adv., musket 45°
- PN13 Line grenadier or voltigeur adv., musket 45°
- PN14 Line fusilier adv., musket upright
- PN15 Line grenadier or voltigeur adv., musket upright
- PN16 Command pack: Officer, Std. bearer, drummer adv.
- PN17 Line fusilier standing firing
- PN18 Line fusilier kneeling firing
- PN19 Line fusilier adv. greatcoat
- PN20 Line grenadier or voltigeur adv., greatcoat
- PN21 Command pack: Officer, Std. bearer, drummer, adv., greatcoat
- PN22 Light inf. (Léger) carabinier, voltigeur or chasseur adv.
- PN23 Command pack: (Léger) Officer, Std., bearer, drummer, adv.
- PN24 Assorted foot artillerymen (6 per pack)
- PN25 Cuirassier
- PN26 Command Pack: Cuirassier Officer, Standard bearer, trumpeter
- PN27 Hussar (Shako)
- PN28 Hussar (Colpack)
- PN29 Command pack Hussar Officer, Standard bearer, trumpeter
- PN30 Dragoon
- PN31 Elite Dragoon
- PN32 Command pack: Dragoon officer, Standard bearer, trumpeter
- PN33 Command pack: Infantry officer (mounted)

### BRITISH NAPOLEONIC 1814-1815

- PNB1 Line inf. at the ready
- PNB2 Grenadier or light coy. at the ready
- PNB4 Line or flank coy. in greatcoat at the ready
- PNB5 Command pack Officer, Std. bearer, drummer in greatcoat
- PNB6 Highlander at the ready
- PNB7 Highlander kneeling at the ready
- PNB8 Grenadier or light coy. at the ready
- PNB9 Grenadier or light coy. kneeling at the ready
- PNB10 Command pack: Highland Officer, Std. bearer, piper
- PNB11 Rifleman advancing
- PNB12 Rifleman kneeling firing
- PNB13 Command pack: 4 riflemen Officers, 2 buglers
- PNB14 Light infantryman firing
- PNB15 Light infantryman advancing
- PNB16 Command pack 4 Light Infantry Officers, 2 buglers
- PNB17 Assorted foot artillerymen (6 per pack)
- PNB18 Assorted horse artillerymen (6 per pack)
- PNB19 Light dragoon
- PNB20 Command pack: Light dragoon Officer, Std. bearer, bugler
- PNB21 Heavy dragoon
- PNB22 Command pack: Heavy dragoon Officer, Std. bearer, bugler
- PNB23 Hussar
- PNB24 Command pack: Hussar Officer, Std. bearer, bugler

### NAPOLEONIC EQUIPMENT

- NE1 French 4lb cannon
- NE2 French 8lb cannon
- NE3 French 12lb cannon
- NE4 French 6" Howitzer
- NE5 British 9lb Cannon
- NE6 British 12lb Cannon
- NE7 British Howitzer ..... 55p
- NE8 French line artillery limber with 4 horses & 2 drivers ..... £1.20
- NE9 Two French artillery horses and driver ..... 55p
- NE10 British limber with seated gunner, 4 horses & 2 drivers ..... £1.20
- NE11 British Royal Horse Artillery limber with seated gunner, 6 horses & 3 drivers ..... £1.70
- NE12 French ammunition caisson with 4 horse team & 2 drivers ..... £1.20
- NE13 French flying ambulance ..... £1.20
- NE14 Congreve rocket launcher & crew (2 per pack) ..... 80p

### ARMY PACKS

160 Pieces £16.95

POST FREE!

RMA601 British

RMA602 French

Send S.A.E. for our complete catalogue

Postage & Packing rates for U.K. & B.F.P.O:  
Minimum Postage & Packing = 50p  
Orders value over £5.00 and under £12.50 = 10%  
Orders over £12.50 = £1.25  
Orders over £25.00 - POST FREE

PACKAGING DETAILS  
Infantry pack 8 figures .80p  
Infantry command pack 6 figures .80p  
Cavalry pack 4 horses 4 riders .80p  
Cavalry command pack 3 horses 3 riders .80p

#### SOLE DISTRIBUTOR - USA

J.B. HOOD, Wargames Inc., P.O.B.278, Route 40 East, Triadelphia, WV. 26059, U.S.A. Tel: 304 547 0000

#### SOLE DISTRIBUTOR - AUSTRALIA

GARY WELLS, Essex Miniatures (Australia) Pty. Ltd., 40 Railway Parade, Lakemba, N.S.W., Australia 2195.

#### SOLE DISTRIBUTOR - FRANCE

JEUX DE GUERRE - DIFFUSION, 6 Rue Meissonier, 75017 Paris, France.

**ESSEX MINIATURES, UNIT 1, SHANNON CENTRE,  
SHANNON SQUARE, THAMES ESTUARY ESTATE,  
CANVEY ISLAND, ESSEX SS8 0PE**

**TELEPHONE ORDERS  
0268 682309  
ACCESS VISA**



# LAGERS AND SAGAS

## — a “beer and pretzels” game

by Pete Gritton

Many of the Norse sagas are available in popular paperback and apart from being an excellent read, they can provide the basis for some entertaining games. Heroes battle with berserkers and trolls, while everyone seems to be at feud with everyone else. This is the stuff of Fantasy Role Play! However, in my experience, FRP has a tendency to become a contest of rule quoting and dice rolling. To do justice to the vikings' way of fighting the approach must be more relaxed, more fluent and laced with “beer and pretzels”!

What follows is an attempt to put the Norse sagas onto the game map, without being over serious. Flexibility is the key, so feel free to take liberties with the “rules”.

From the saga descriptions of fighting one gets the impression that few blows were exchanged, but those that connected caused fatal, or at least decisive, wounds. Frequently the combatants leap into the air to dodge a blade, or catch a spear in mid-flight. Shields are split in two, spear shafts snapped and iron blades bent beyond use. But in the midst of this violence the combatants are honourable men, who do not willingly fight a kinsman, strike an unarmed man, or let an insult pass without exacting payment.

Historians will doubtless take anything from the sagas with a pinch of salt, but for gaming purposes the historical accuracy of the sources is not important. It is the spirit of the vikings that we wish to capture.

In the sagas no-one goes anywhere without a weapon to hand, although armour seems to be reserved for pitched battle. Available for heroes to wield are spears, mostly as missiles, but some heavier ones too, referred to by the post viking saga writers as halberds, axes, either single or double handed and swords. The latter were status symbols, family heirlooms and no-nonsense killing tools all in one. I am firmly on the “human factor” side when it comes to discussions on the effectiveness of weapons. Having swung a few of these things myself in the course of re-enactments I believe that the crucial factor is not what a man fights with, but the boldness and skill with which he uses the weapon. One type of weapon may have an edge (excuse the pun) in one situation or another, but let's not get bogged down in an on-going letters page discussion, and keep it simple. Arm your hero with whatever pleases you aesthetically. Give the weapon a name if you like, the vikings often named swords, the blade being passed down through generations.

Any number of players may play this game, but it is best if every player has his own hero character, or characters. Choose a name for your hero, there is plenty of scope here for puns and clever humour, just look at these “real life” characters from Njal's saga; Thorleif Crow, Thorkel the Braggart, Grim the Red, Mord Fiddle, Amundi the Blind and Brynjolf the Unruly! Nicknames were sometimes cruel jibes, so Olaf the Lofty might only be five foot two!

Having named your hero, make out a card on which to record all the statistics you need during the game. Here is a sample card for Kari Solmundarson, one of the principle characters in the scenario described later in this article.

NAME	Kari Solmundarson
FIGHTING SKILL	5
AGILITY	5
BRAVERY	6
CONSTITUTION	5
FRIENDS	Thorgeir Skorar Geir
KINSMEN	Ketil of Mork (Ketil Sigfusson)
WEAPONS	Sword – “Lifetaker” Spear

You may wish to embellish this with a sketch of the character, but try to match this to the miniature figure you intend to use. I find this a useful exercise for new players to FRP, it helps them associate with their assumed persona. The statistics given can either be evaluated

from the saga or, if the character is of your own devising, they can be determined randomly by rolling a dice for each characteristic. (NOTE all the dice used will be the ordinary six sided ones.) In each case the higher the score the better. And so to the “rules”.

**Bravery** Each move every hero must throw a dice and compare it to his bravery factor. If the dice throw exceeds his bravery he may not move forward or make an all out attack that move.

**Movement** Moves are written before each game turn, a simple arrow giving direction and a number showing the strides taken is adequate. Normally these moves are revealed simultaneously, but if two characters are in combat with each other the one with the lower agility must give his direction of movement (left, right, back etc.) before the other player writes his move. This gives an advantage to those quick on their feet. If more than two players are involved in one combat then a similar situation applies, starting with the lowest agility and rising up the scale.

There are four basic move options:

- up to two strides (six feet) in any direction
- up to four running strides in any direction (12 feet)
- rising from prone to knees
- rising from knees to standing

each taking a full move, which may be considered to be one second. In a combat situation only one running move may be made at a time and must be followed by a less strenuous move. Even this single running move has its risks in combat and a die must be rolled, a 6 resulting in the runner slipping and falling prone.

**Combat** When two figures are within a stride (3 feet) of each other they may exchange blows. Each hero has three basic tactics he can adopt:

- all out attack
- guarded defence
- a cut and parry, with both attack and defence.

Each fighter calculates his effectiveness by rolling two dice of different colours, one representing attack, the other defence. A hero may decide to reduce the power of his blow and try to wound, rather than kill. To do this he subtracts a number of his choice before the dice are cast. The following factors are then considered:

For ATTACK (roll of one dice)

- +fighting skill
- +bravery
- +2 if in all out attack
- 2 if in guarded defence
- +1 if striding forward
- +2 if running forward
- 2 if on knees
- 4 if prone
- 3 if weapon is damaged
- +1 for each agreed favourable circumstance

For DEFENCE (roll of one dice)

- +fighting skill
- +agility
- +2 if guarded defence
- 2 if in all out attack
- +1 if not moving
- 2 if on knees
- 4 if prone
- 3 if weapon is damaged
- +1 for each agreed favourable circumstance.



Favourable circumstances might be things like being uphill from one's opponent, being armed with a special weapon, being guarded from the rear by a friend, or anything agreed between the combatants. The emphasis is on *agreed*, so discussion must take place (this may be helped along by suitable liquid libation!) Argue it out between you.

A hero compares his attack total to his opponent's defence total and vice-versa. If the defence is higher the blow was dodged or parried. If the attack was higher, however, the blow connected. Whichever was the case the defender has to throw a dice to determine what other effect there may be; a 6 resulting in the weapon or shield used to parry being damaged, and a 5 meaning that the effort of dodging the blow has landed the defender flat on the ground. In the event of a successful attack the loser must take the difference between the attack score and his own failed defence as damage. He has the option of taking this from constitution, bravery, agility or fighting skill, or a combination of these as he sees fit. If as a result his constitution reaches zero he dies. If bravery reaches zero he must turn tail and run!

**Winners & Losers** As for winners and losers, well, anyone still standing after a fight may consider himself to be a winner, but remember that these vikings are men of honour. What sort of victory is it if you kill your kinsman, or let a lesser man than you repay an insult? It should be up to yourself and the other players to award points for your conduct, even to the extent of praising an honourable enemy. It would also be in order to give points posthumously for bravery, especially for an heroic gesture or humorous comment (preferably in verse, the vikings loved poetry) made as one's life blood ebbs away. Hagglng over the distribution of honour points may itself become a point of honour in its own right, in which case you could hardly let an insult pass . . . !

#### THE FAMOUS BATTLE OF KERLINGARDALE RIVER, ICELAND A.D. 1012

*"One Pillar of Njal's House  
Was not Destroyed in the Fire  
That Devoured the Others,  
The Fire the Bold Sigfusson's Lit."*

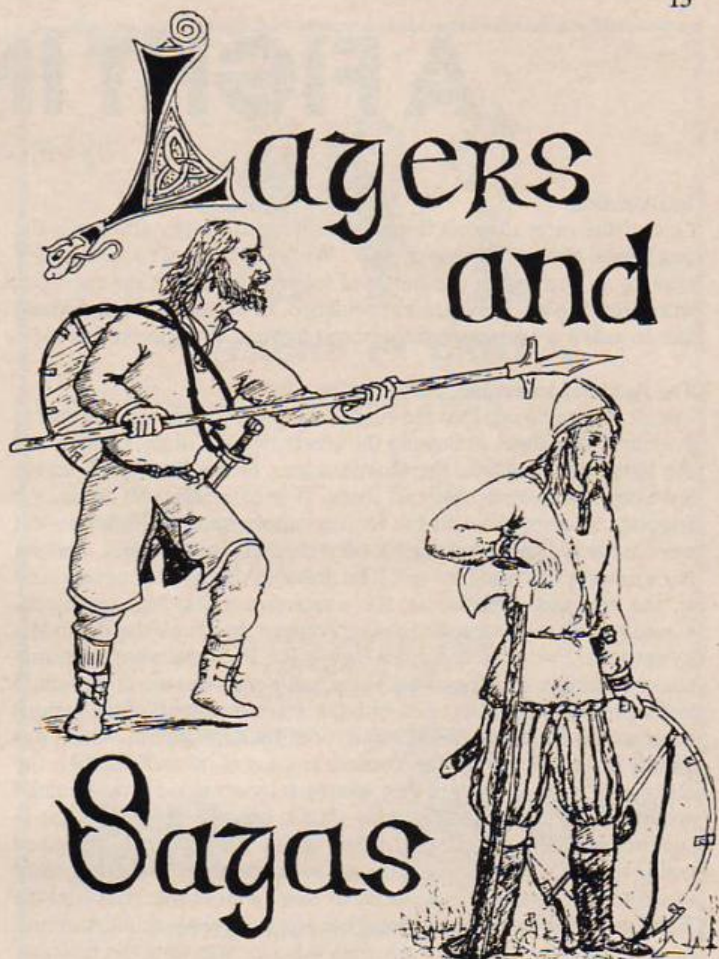
We now step right into the middle of an Icelandic feud, between the Sigfussons on one side and the Njalsons on the other. It is impossible to explain how the feud started. It took the Icelanders themselves half a saga to sort it out, but suffice to say that the most recent incident has been the burning of Njal's house. This conflagration took the lives of Njal, his sons and wife, but his son-in-law, Kari Solmundarson, escaped from the fire and is now after blood. With him is Njal's nephew, Thorgeir Skorar Geir.

These two go out to fight fifteen of the "burners", an act of such heroic proportion that, in games terms, they can hardly be refused an honour point. The "burners" are led by the three Sigfusson brothers, Thorkel, Mord and Ketil, the last of whom is related by marriage to his enemy Kari. They are relaxed and not very cautious, so are caught napping in a hollow on the river bank in Kerlingardale. Each of the fifteen has tethered his horse and thrust a spear into the ground next to where he sleeps.

Kari and Thorgeir are honourable men, but not fools, so they creep up and throw the spears into river. This done they call on the burners to wake and fight, thus earning another honour point for resisting the temptation to kill them where they sleep, and stand by while their enemies arm themselves. A third honour point is surely deserved.

So with the score at 3-0 to the Njal faction it's into the fight. Thorgeir attacks Thorkel Sigfusson, but another burner gets round behind Thorgeir as he strides forward. With a backswing of his axe Thorgeir brains the unfortunate burner, then on the forestroke cuts of Thorkel's arm at the shoulder. Thorgeir's axe once belonged to one of Njal's sons and was recovered from the burnt hourse, so it must count as a very special weapon in these circumstances.

Meanwhile Lord Sigfusson and his two nephews, Sigurd Lambison and Lambi Sigurdarson (confused?) set upon Kari. Lambi has his spear, which he thrusts at Kari from behind (no honour points there, Lambi) but Kari jumps up and comes down straddling the shaft and snapping it. With his own spear he pierces Sigurd's chest, while he cuts with his sword into Mord's hip. Both men fall dead. When Kari turns to face Lambi the lad smartly runs off to his horse and leaves the



struggle to bolder men. Plus one for intelligence, but nothing for honour.

Thorgeir now faces a seasoned warrior, Leidolf the Strong. Their blows fall simultaneously and a might crash resounds as both men's shields are split in two. The ferocity of Thorgeir's attack, however carried his axe blade into Leidolf's chest, as Kari comes up to deal him his death blow.

Having seen five men cut down Ketil of Mork, the last of the Sigfussons, turns to his horse and flees, taking the rest of the burners with him. He may earn an honour point for refusing to fight his kinsman Kari, but he will have to argue very strongly for it.

The clear winners, left in possession of the field of battle, are Kari Solmundarson and Thorgeir Skorar Geir who have also behaved with quite exemplary bravery and honour. The outright loser was the back-stabbing, cowardly Lambi Sigurdarson, but of his companions, Thorkel, Mord, Sigurd and Leidolf the Strong can all claim an honourable warrior's death.

In the end, that is what matters; to gain a place at Odin's feast in the Hall of Valhalla. Hail, you warriors!

The combat statistics for each of the major heroes in the battle at Kerlingardale are listed in the table below. They are based on the characters' exploits as related in the saga, but the un-named burners who fled the fight are not included as details are not available and they played no vital role in any case. Whatever statistics you give them, make sure their bravery factors reflect their performance at Kerlingardale!

	Fighting Skill	Agility	Bravery	Constitution
<b>The Njal Faction</b>				
Kari Solmundarson	5	5	6	5
Thorgeir Skorar Geir	6	4	6	5
<b>The Burners</b>				
Thorkel Sigfusson	4	4	5	5
Mord Sigfusson	4	4	5	5
Ketil Sigfusson (of Mork)	4	4	4	5
Sigurd Lambison	3	5	4	4
Lambi Sigurdarson	3	4	3	4
Leidolf the Strong	5	4	5	6



# A FIGHT IN THE FOG

by Steve Shann

## Introduction

One of the most difficult things to represent on the tabletop is the much used phrase "the fog of war". With this in mind I found myself reading an account of the battle of Inkerman in the Crimean War, where this fog was very much in evidence. In this short article I would like to make a few suggestions about fighting a battle on this idea.

## The Battle of Inkerman

I don't propose to go into the battle in any great detail, but rather to present it in outline. Following the allied invasion of the Crimea and the battle of the Alma, the Russians shut themselves tightly inside Sebastopol and were besieged there. A month after the Alma, the Russians attempted to cut the British supply route to Balaklava but were unsuccessful. Undaunted they decided to try again, and on November 5th moved forward. The previous day had been rainy, and as the temperature rose in the evening a thick fog developed. Consequently when the Russians advanced they took the defenders by surprise. Fortunately for the British the Russians were labouring under a number of difficulties. Their battle plan was too complicated and it proved impossible to co-ordinate the movements of the various columns. The Russians also lacked room for deployment, which was greatly exacerbated by the confusion caused by the fog. As the Russians struggled forward they were met by isolated but determined groups of British infantry, who didn't hesitate to charge vastly superior numbers. As one participant noted "No order could be given owing to the fog. All we could do was to charge them when they came in sight." It was the very audacity of these attacks that confused the Russians, who were convinced that strong enemy reinforcements must be close by. Consequently their advance was slow and hesitant. Later in the day the British received timely support from their French allies and the Russians retired. In the battle the British lost over 2,400 men, the French about 1,700 and the Russians over 12,000 casualties.

## The Wargame

This encounter was hardly like a battle in the conventional sense of the word, and was certainly unlike most wargames that are fought. On the allied side there was no real overall control or aim other than survival by means of a desperate holding action. The Russians too were unable to put into effect their detailed battle plans which quickly broke down in the difficult terrain and fog. It is this difficulty in directing and controlling a battle under such conditions that the following scenario (based loosely on Inkerman) is designed to test.

## The Umpire

An umpire is vital for this game, as it is he who co-ordinates the map movement and informs the players when and where they come into contact. He can also decide on the terrain and composition of the forces should you not wish to use mine.

## The Table

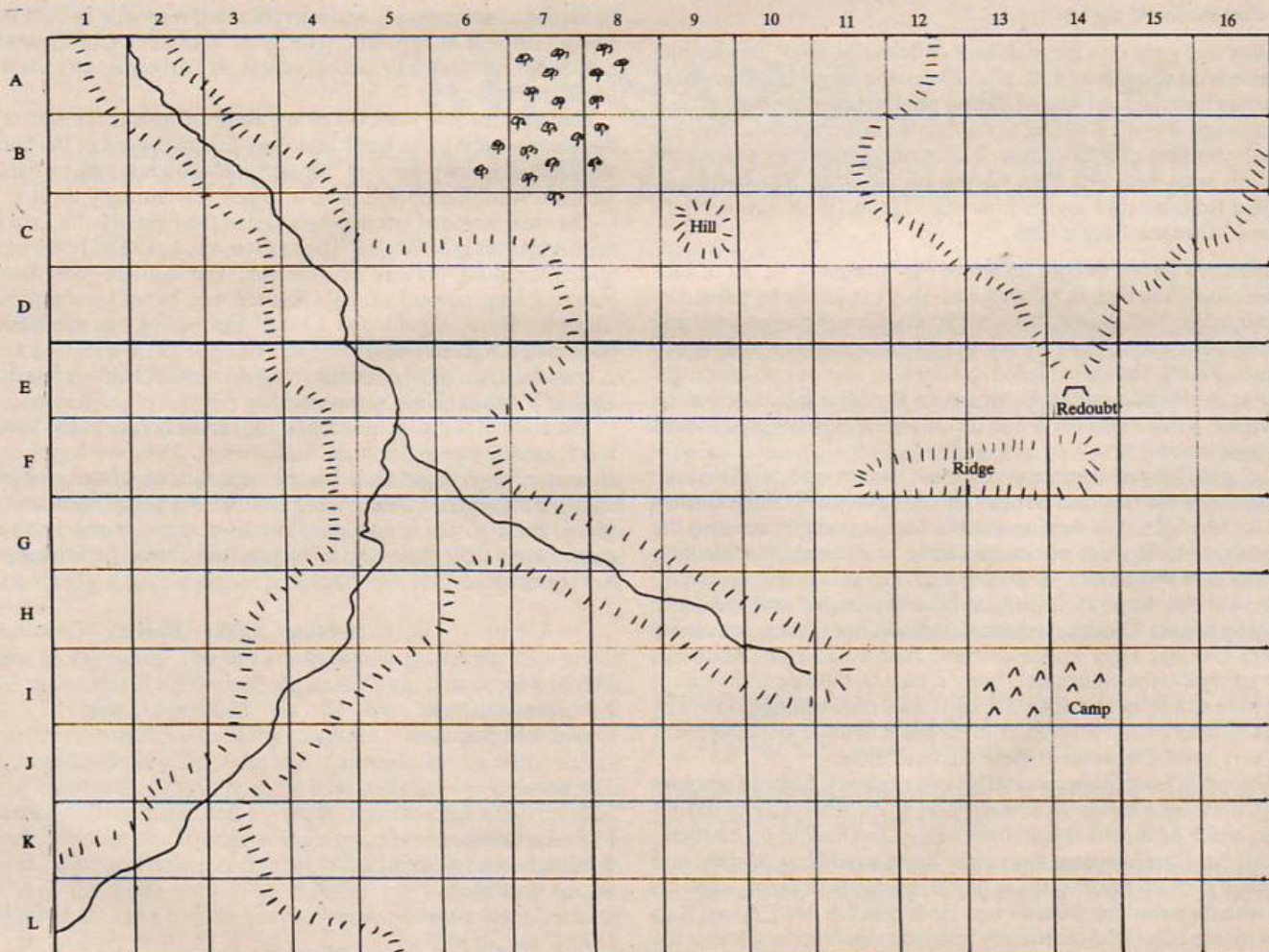
The table should be eight feet by six if possible, which is divided on the maps into six inch squares (see illustration). Each of these squares may hold up to two units in 15mm scale.

## The Players

Apart from the umpire you will need one player to command the British (defenders), one to command the French (reinforcements) and at least one and preferably two to command the Russians (attackers).

## Maps and Counters

Each player plus the umpire has an identical map of the battlefield, marked off in squares, each representing an area of six inches square on the table. One counter is provided (preferably in different national colours) for each unit present. These the players move on their maps





and report all movement to the umpire, who in turn plots them on his master map. He then informs the players if any contact is made. Players on the same side may discuss a plan of action at the start of the game (for the attackers) or when the reinforcements first arrive (for the defenders), but may then have no further communication with each other.

#### Movement

To reflect that confusion caused by the fog, lack of precise information regarding the enemy's whereabouts and an overall lack of control, each unit must throw one six sided die should it wish to move. The defending player requires a 4.5.6. the attacking player a 5.6. This is reduced for both players to 3.4.5.6. if they wish to move a unit backwards. The French (reinforcements) may move at the rate of one square per move until they come within three squares of the enemy, when they must then dice for movement in the same way as the defenders. Note that units may NOT move diagonally. If a unit achieves the required score it MUST move. Try choreographing your attacks now! When two or more units enter the same square combat takes place in the normal way with the rules you happen to use. Should more than two friendly counters enter a square, the surplus unit(s) remain in their previous positions (dice for which). Note that you must declare your movement path before dicing. Defending units in the camp are not allowed to move until they hear firing.

#### Visibility

At the start of the game visibility is one square (six inches). From move six on the umpire throws one die: a roll of 6 increases visibility by a further square. This is repeated until the end of the game.

#### Ammunition

Each time a unit fires throw a die: a 1 indicates that it has run out of ammo and cannot fire for two moves.

#### Initial set-up and reinforcements

**a. Defending Force.** 8 infantry units and one artillery unit.

- 1 infantry unit and the artillery unit at E 14
- 2 infantry units at F 12
- 1 infantry unit at F 9
- 2 infantry units at I 13
- 2 infantry units at I 14

**b. Reinforcements.** 6 infantry units and one artillery unit.

These arrive at L 8 and L 9 at any time after move 4 that a 6 is thrown on one die.

**c. Attacking Force 1.** 8 infantry units and 1 artillery unit.

**Attacking Force 2.** 10 infantry units and 2 artillery units.

Attacking Force 1 arrives at A 3 and A 4. Attacking Force 2 at A 13 and A 14.

#### Objectives

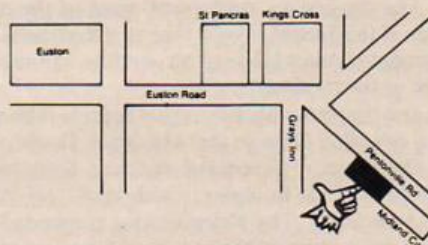
The attackers must take the ridge, redoubt and camp for a complete victory, the ridge and redoubt for a minor victory. The defenders must hold all three for a complete victory, but only the camp and ridge for a minor victory.

#### Troop types and weapons

At Inkerman the British had the advantage of a far superior rifle, which enabled them to deliver concentrated and effective fire. In addition they were more professional and competent soldiers. The Russians on the other hand were armed generally with old muskets. They were also poorly trained, though undoubtedly brave. You should therefore reflect these factors in your selection of troop types. For example if you adapted the game to say the Franco-Prussian War and the siege of Paris, the defenders should be well armed and motivated Prussians, reinforced with slightly less able and enthusiastic Bavarians. The attackers on the other hand should be mainly poorly trained National Guards and provisional Regiments de Marche. To further reflect the lack of training of the attackers as well as the difficult nature of the ground, you could oblige them to fight in column at all times.



## GAMERS IN EXILE



283 PENTONVILLE ROAD  
LONDON N1 9NP  
Telephone: 01-833 4971

#### WARGAMES - FANTASY GAMES

ESSEX  
DIXON  
FREIKORPS  
PLATOON 20  
IRREGULAR  
H&R

CITADEL  
T.S.R.  
GAMES WORKSHOP  
AVALON HILL  
STANDARD  
DAVCO

PAINTED FIGURES BOUGHT AND SOLD

Opening: Mon 1.00-6.15  
Tue-Sat 10.00-6.15



## Rafm Miniatures

TOP QUALITY 25mm FIGURES

FLINT AND FEATHER



IN-43



IN-44

For samples and list, send £1 (U.K. only) to:



Unit 8,  
Millgate Museum Workshops,  
Newark, Notts., NG24 4TS.  
Telephone: 0636 701843

U.K. customers only. Trade enquiries welcome.



# FIRE ACROSS THE ICE

## The Greeland Campaign, 1942-43 the Battle of Eskimoneess

### PART ONE: BACKGROUND AND CAMPAIGN

by R. James Oliver

The North Atlantic convoy routes saw some of the most bitter and brutal actions of the Second World War as Allied naval forces fought a desperate struggle against German air, surface and submarine raiders at the height of the conflict.

Accurate and timely weather forecasts became crucial to both sides, and it was a crippling blow to the Axis when Danish meteorological stations on the coast of Greenland replaced their 'plain language' reports with broadcasts in cipher which could only be read by the British and Americans. The Kriegsmarine responded with a daring operation to land a team of their own weather experts in a remote Greenland bay hundreds of miles beyond the Arctic Circle. This is the story of that German expedition, and of the dramatic results which followed their discovery by a Danish patrol among the ice-covered mountains and fjords of the world's largest and most inhospitable island. It is a story of courage and endurance on both sides, as a handful of men battled against the forces of nature as much as their human enemies.

#### Greenland

Denmark's then-greatest overseas possession is a desolate and frozen land many times the size of its mother country. The interior is a glacial wilderness of impassable mountains and valleys reminiscent of the Ice Age. The long coastline is indented with fjords, both great and small, and is accessible by sea for only part of each summer; during the rest of the year, the pack ice floating down from the Pole freezes so that the demarcation between 'land' and 'sea' can only be discerned from the different appearances of frozen fresh- and salt-water; it is strange to see the mighty icebergs held firm and immobile by an icy grasp just 'off-shore'. The climate is, naturally, very cold and there are fierce and bitter blizzards. Perhaps the more normal state, though, is a calm, intense stillness which is found peaceful and satisfying by many who experience it.

There were some twenty-two thousand inhabitants when war broke out. Most were native Eskimos, a simple God-fearing people who lived by fishing (when and where possible) and hunting. The only other group of any size were the Danes, employed in the colonial administration or working as hunters, guides to Arctic expeditions and the like. There were small numbers of other nationalities – Norwegians, Swedes, Americans and others – again drawn by the beauty and loneliness of the island and supporting themselves in one or other of the Arctic trades.

The great majority of Greenlanders lived in the towns of the south-western coast (incidentally the only area in which the 'green' of a sparse vegetation could be found, and then only for a few weeks each year). The Danish administration was based here at Godthaab. On the whole of the immensely long eastern coastline there were only two villages. Four hundred miles north of Cape Farewell at the southern tip of Greenland lay Angmagssalik with its one and a half thousand Eskimo inhabitants. Another four hundred and fifty miles further north (and two hundred and fifty miles beyond the Arctic Circle) was Scoresby Sound or Scoresbysund and its population of three hundred. Further north lay only seven hundred miles of the barren North-East Greenland Territory, an icy waste in which lived a handful of hunters and the men of four (three Danish and one Norwegian) meteorological stations.

The twenty or thirty hunters along that coast in 1939 enjoyed a solitary existence, living entirely alone except for one man accompanied by his wife. Each occupied a purpose-built house or 'hunting station' in the centre of his hunting grounds, but also maintained a ring of shacks or 'huts' throughout the area for shelter when setting his traps. Travel was almost wholly by dog-hauled sledge, a team or eight or ten animals usually pulling the sled on which the hunter's supplies

were carried while he skied alongside or behind to steer: sometimes the traveller would ride on the sledge, but this was more tiring for the dogs and in deep snow it was necessary to ski ahead making a track or path for the laden sled. Sledging was possible all year round over 'land', but restricted to the autumn, winter and spring in the frozen coastal areas as the ice became too thin or simply broke up altogether during the summer months; most sledge routes followed the coast and fjords, as there were no towering mountains or deep valleys and the ice surface was easier to traverse; the line where 'land' met 'sea' was avoided, as the ice was often weak and uneven there. One of the pleasant, informal Arctic conventions was that a passing traveller – stranger or otherwise – could always expect to be welcomed and granted shelter at any station or hut he encountered; empty huts were often kept stocked with bare necessities, and it was generally understood that any traveller was free to tarry there. (By this same code of ethics, aid was offered to those in need and property was respected; questions of nationality and politics were seldom raised.) If no formal shelter was available, it was a fairly simple matter to erect a tent and to protect it with a wall of snow; many people preferred to take this course even when a building might be nearby – thus opting for the freshness of pure snow as opposed to the inevitable traces of human habitation found in the driftwood-constructed huts.

None of this description should give the misleading impression of an idyll. North-eastern Greenland was a bleak and dangerous place, and only those experienced and wary enough to appreciate the threats from climate, terrain and wild animals (bears and wolves) could hope to survive there.

#### "Sachsen"

Thoughts of Greenland were far from the minds of most Danes on 9 April, 1940 as the German Army poured across the frontier into their homeland. Allegedly 'military assistance' to prevent British attacks on Denmark, the Axis invasion was quickly recognised in its true colours. Confusion reigned for a time, but a strong and effective Danish Resistance emerged in due course. Britain – well aware it was unable to help fight the invasion – advised the Danes to submit, but

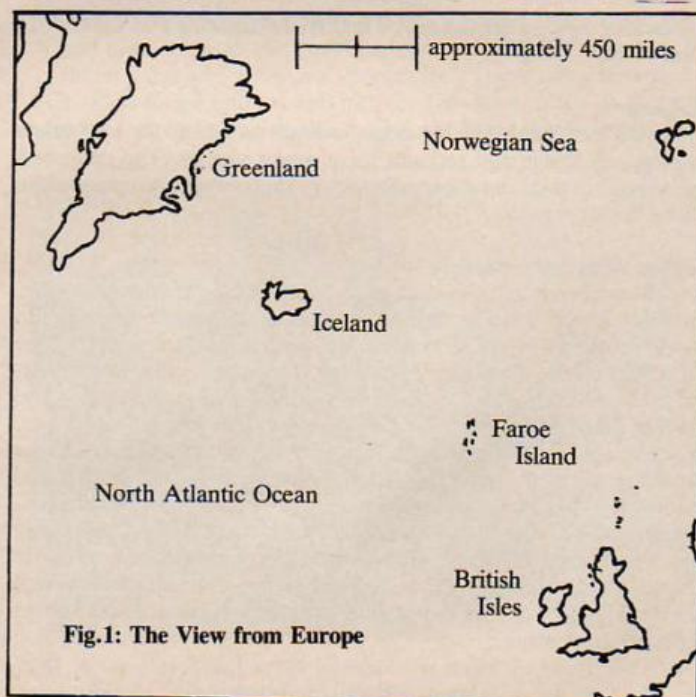


Fig.1: The View from Europe



prudently occupied the colonies of Iceland and the Faroes. Greenland was not considered sufficiently important to warrant any expenditure of scarce British resources – it was far from the main European theatre, the majority of its people lived on the south-western coast under the neutral (if benign) protection of the United States of America, and it seemed to offer little strategic value.

Yet, as the convoys bringing war and other materials from the New World struggled across the Atlantic and others fought their way to the Soviet Union, the enormous importance of four tiny meteorological stations on the lonely coast of Greenland's North-East Territory was realised. British, Allied and neutral escorts and merchantmen relied on their reports for accurate weather forecasting which might enable them to avoid or evade attack. German long-range aircraft, surface raiders and U-boats used the same information to plan their offensive operations. The transmissions were made in simple International Code, freely available to both sides, even after the fall of Norway and Denmark (who operated the stations). It was not until the Danish Arctic explorer Eigil Knuth (who owned one of the four) was able to smuggle a message to the stations that the use of 'plain language' was discontinued and signals made only in a cipher provided by the Allies. Count Knuth's messenger was one Ib Poulsen, a Dane who loved the peace and tranquility of Greenland, who will re-appear later in our story.

The Germans felt the loss of this priceless intelligence keenly, and it was not long before plans were laid to secure its resumption. The Kriegsmarine prepared an armed trawler – the *Sachsen* – for Arctic service. Powerful radio transmitters were fitted, and all the equipment necessary for the establishment of a weather-reporting station taken on board. Stores of suitable food, clothing and building materials were loaded. No effort to carry dogs or sledges was made, as the operational plans for the crew did not envisage a need for them to travel across the ice. Light weapons (machine-guns for anti-aircraft defence, sub-machine guns and rifles, pistols and grenades) were issued, but it was not intended that the party should engage in combat unless absolutely unavoidable. Their orders were simply to bring the meteorological station into being from a suitable position and to remain undetected while operating.

The vessel left Kiel in the summer of 1942 and hugged the coasts of Scandinavia as far as Tromsø before turning north to cross the convoy routes and hide in the shelter of the ice pack. Masts were lowered to reduce the risk of detection by the ever-prowling Royal Navy. The security surrounding the mission was preserved, and the *Sachsen* reached the north-eastern coast of Greenland safely. Finding the ice had already crept far south that year, she sought a suitable haven quickly and soon steamed into Hansa Bay (a small fjord on Sabine Island). Suddenly an aircraft appeared – heading straight for her. Was it an ambush? Had the ship been lured to destruction? To the relief of the crew, the small seaplane or flying-boat did not see them and made

off southwards. (It was proved to have been a U.S. Coastguard patrol much later.) The *Sachsen* was allowed to become frozen into the bay and covered with white camouflage sheets, huts and the tall radio mast were erected ashore, and the station settled down to its routine. Throughout the winter of 1942-43, its daily weather reports guided German forces in their attacks on Allied shipping while the British and Americans remained ignorant of its existence.

*Sachsen* crew were naval reserve personnel, some from the fishing and merchant fleets. A small party of meteorologists, two radio operators, and a doctor were also aboard. The captain – and commander of the operation – was a Lieutenant Ritter of the German Naval Reserve. He was a tall, thin fifty year old who had been born an Austrian subject and fought with alpine troops in the First World War. In the re-arrangement of the European map after that conflict he had been deemed a Czechoslovakian citizen, and German nationality was imposed when Hitler annexed his new homeland in 1938. Ritter had been employed in a variety of jobs in the merchant marines, but it was his experience as a hunter in Spitzbergen between the wars which may have secured his appointment to the *Sachsen*. Another reason may have been more political and sinister; Ritter – although a loyal naval officer – was known to be no Nazi; the Gestapo had already ensured the dismissal of this kindly and even religious man from one position – the Navy seemed anxious to remove him from the further attentions of the security police.

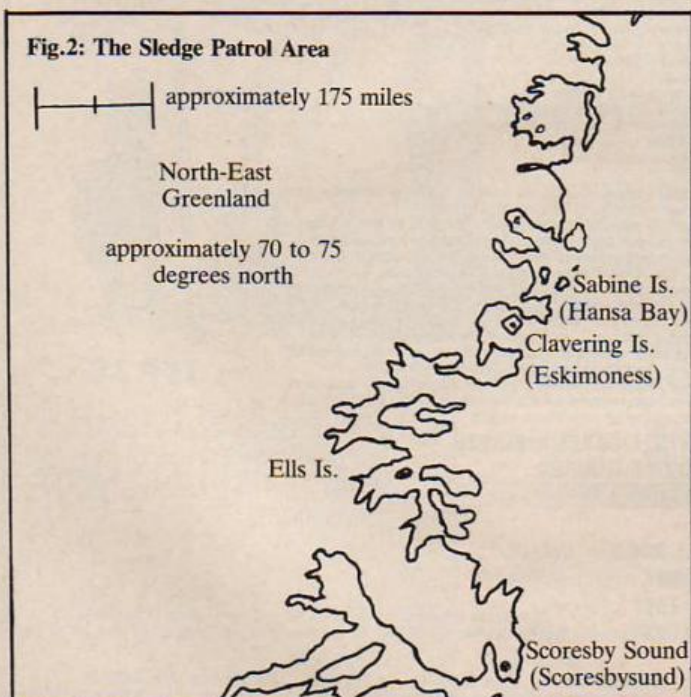
The crew were fairly stolid and reliable German sailors. The senior meteorological expert – Weiss – led an enthusiastic if inexperienced team determined to carry out its mission. To Ritter's dismay there were several Nazis aboard, led by a junior officer called Schmidt; they seemed to know of their commander's previous difficulties with the Party machine, and made every effort to push the Nazi message with regular political lectures for the ship's company. The only men aboard who did not appear either wholeheartedly in favour of the regime, or at least to be under its influence, were the doctor Sensesse and first engineer Nowotny. Ritter could not reveal his growing doubts and distaste for Nazism to either; should he prove to be a Party dupe, then Ritter would be denounced as a traitor; should he be genuine, then Ritter would only be exposing another man and his family to the threat of the Gestapo. Grimly, he determined to carry out his orders and justify the Navy's faith in him. Lieutenant Ritter's Arctic 'homecoming' was not proving the pleasant experience he had hoped.

### Eskimonesse

The German invasion of his homeland posed a difficult problem for Eske Brun, the Danish Governor of Greenland. On the one hand, it was obvious that his country was under the control of a foreign power – on the other, the German action was claimed to be 'military co-operation' with Denmark and instructions for the Governor continued to arrive from Copenhagen. In the event, he invoked a clause in the constitution of Greenland which stated that the colony should be administered in the best interests of all Greenlanders when communication with Denmark was interrupted; he carried out those of his orders which he believed complied with that duty while ignoring the rest. The Germans – well aware of the weakness of their authority across many hundreds of miles of Royal Navy-controlled ocean – made no attempt to enforce their directives.

Brun was not satisfied. As a patriotic Dane, he sought some more active role in the liberation of his homeland. After much consideration he was forced to accept that his duty lay in maintaining the territorial integrity of Greenland for the day when the Danes could once again command their own destiny. Although not a military man by training, he realised the strategic importance of the island much sooner than many in the Allied or German ranks (although he did not suffer from their many pre-occupations). The interior was not likely to interest either side, but the coastal areas could provide small ports, aircraft landing-strips, and the invaluable meteorological stations. The western side of the island was safe enough under the umbrella of the great North American states, but the eastern side facing Europe and the trade routes seemed vulnerable to small-scale incursions or raids even if not to any major operation. The southern half of the coastline could be protected by the men from Angmagssalik or Scoresby Sound and the waters patrolled by boat for at least part of the summer. To the north lay seven hundred miles of almost uninhabited fjords and small islands which could shelter any force the Germans might send.

The Governor's first step was to consult the Americans, still neutral





in the war at that point. They confirmed his own view that the north-eastern coast could not be protected effectively by outsiders; a great number of ground troops would be needed to establish bases and patrol routes there, and it was highly unlikely that any country possessed sufficient men trained in Arctic conditions; aircraft with the necessary endurance to cover the area were expensive and in short supply too, and would be useless during the long periods of darkness; many ships would be required to patrol the waters around the ice pack, and would be kept too far from the 'land' by the ice to identify any intruders who managed to secure a beachhead. The Americans made one suggestion which Brun followed; he ordered all the hunters and weather station personnel south to Scoresby Sound, so that anyone who was found along the coast could be treated as hostile.

Brun decided to provide for the area's defence himself. Calling for volunteers from the now-unemployed hunters and weather reporters, he formed the North-East Greenland Sledge Patrol – fifteen men armed only with their personal hunting rifles and knowledge of the Arctic. In fact, his effective fighting strength was much less – six of the fifteen were Eskimos, simple and devout Christians who could not be expected to turn their weapons against fellow men under any conceivable circumstances; they were enrolled as non-combatant sledge drivers and to help the other Patrol members with their hunting. This did not seem such an unreasonable arrangement, as the Sledge Patrol itself was not raised specifically as a fighting force; its mission was simply to search for and report any German intrusion, and the general impression among all its members was that – in this unlikely event – United States forces would quickly arrive to handle the actual combat. In addition, the Patrol would continue to provide meteorological reports from the coast.

Although they were not to meet until after the war, Brun chose Ib Poulsen as leader of the Sledge Patrol; he had been impressed by Poulsen's daring escape from Denmark to reach Greenland, and the young Dane was a trained radio operator and experienced Arctic hand. Joining the Sledge Patrol under Poulsen were Kurt Olsen and Marius Jensen – who had accompanied him in his voyage from Denmark – Peter Neilsen, Eli Knudsen and Carlos Ziebell. These men were all Danes, but the Patrol also included three Norwegians – Henry Rudi and the Akre brothers. The Eskimo contingent mustered William, Mikael, Evald, Aparte, Lars and Christian.

## Mac's Models 168 Canongate, Royal Mile, Edinburgh, EH8 8DF 031-557 5551

We cater for the wargamer, military modeller, & roleplayer.

Our vast ranges include Minifigs, Essex, Wargames Foundry, RAFM, Front Rank, Citadel, Hotspur, & Cromwell to name but a few.

We offer a comprehensive painting service for wargames figures and an excellent painting and layout design service for scenery and terrain.

Personal service is our speciality.

Access-Mastercard-Eurocard-Barclaycard-Visa-American Express

The coastline which these men were to patrol ran from 70 to 77 degrees north, approximately five hundred miles as the crow flies. With the fjords and islands, the total distance to be travelled by sledge might be eight, nine or ten hundred miles. This could not be done in a single trip, and the Patrol members – in ones or twos or threes – made regular journeys each covering a part of the vast area. They hunted along the way, for most never considered that a German landing was really possible, and set up depots of food and other stores in some of the now-disused stations and huts.

The Patrol left a small detachment at Scoresby Sound, but located its main bases in two hunting stations further north. The first was at Ella Island, around a hundred and fifty miles from the village – and a headquarters was established at Eskimoness, a further two hundred miles nearer the Pole and roughly in the centre of the patrol area. Life for the men at Eskimoness had settled into a familiar and almost comfortable pattern when the German trawler *Sachsen* nosed carefully into Hansa Bay, only seventy miles to the north . . .

**PART TWO: BATTLE AND WARGAME** concludes the Eskimoness story with an account of the fighting and some suggestions for wargaming the campaign.

# DONNINGTON MINIATURES

## ETRUSCANS NEW ETRUSCANS

Our ANCIENT ITALIAN STATES range is now complimented by our new ETRUSCANS

### Infantry

- ITF1 Campanian Hoplite Officer, sword, Hoplon
- ITF2 Campanian Hoplite, Medium, long spear, Hoplon
- ITF3 Campanian Hoplite, Heavy, muscled cuirass, long spear, Hoplon
- ITF4 Campanian Hoplite, Heavy, triple disk cuirass, long spear, Hoplon
- ITF5 Campanian Hoplite, Heavy, central disk cuirass, long spear, Hoplon
- ITF6 Samnite, Medium, javelin, Scutum
- ITF7 Samnite, Heavy, central disk cuirass, javelin, Scutum
- ITF8 Samnite, Heavy, triple disk cuirass, javelin, round shield
- ITF9 Samnite, Heavy, triple disk cuirass, throwing javelin, Scutum
- ITF10 Samnite, Medium, javelin, Scutum, advancing
- ITF11 Samnite, Heavy, muscled cuirass, javelin, Scutum, advancing
- ITF12 Samnite, Heavy, triple disk cuirass, thrusting javelin overarm
- ITF13 Samnite, javelin, Scutum, bare headed
- ITF14 Samnite, medium, throwing javelin, Scutum
- ITF15 Lucanian, Heavy, muscled cuirass, javelin, Hoplon
- ITF16 Lucanian, Heavy, central disk cuirass, javelin, Hoplon
- ITF17 Lucanian, Heavy, triple disk cuirass, throwing javelin, Hoplon
- ITF18 Lucanian, javelin, Hoplon
- ITF19 Italian Officer, waving sword, Hoplon
- ITF20 Apulian, javelin, Hoplon, bare headed, attacking
- ITF21 Apulian, throwing javelin, bare headed, Hoplon
- ITF22 Apulian, javelin, Hoplon, Etrusco-Corinthian Helmet, attacking
- ITF23 Apulian, javelin, Hoplon, pilos helmet, attacking
- ITF24 Apulian, Heavy, triple disk cuirass, javelin, Hoplon
- ITF25 Apulian Officer, waving sword, Hoplon
- ITF26 Apulian, javelin, Hoplon, advancing
- ITF27 Samnite, thrusting javelin overarm, Scutum
- ITF28 Samnite Officer, Scutum
- ITF29 Lucanian, throwing javelin, Hoplon
- ITF30 Apulian, javelin, Hoplon, horned helmet, attacking
- ITF31 Italian Peasant Archer, shooting
- ITF32 Italian Peasant Skirmisher, throwing javelin, shield
- ITF33 Etruscan Slinger, wide brimmed hat

### Horses

- ITH1 Walking, saddle cloth
- ITH2 Running, saddle cloth
- ITH3 Trotting
- ITH4 Half Armoured

Figures: Infantry – 10p; Cavalry – 20p

Postage & Packing: UK & BFPO – Add 10% of order, minimum 25p; Europe – Add 20% minimum 50p; Rest of World – Add 35% minimum 50p

### Cavalry

- ITC1 Samnite, Heavy, javelin, round shield (2 variants)
- ITC2 Samnite, javelin, round shield
- ITC3 Lucanian, Heavy, javelin, round shield
- ITC4 Apulian, Heavy, javelin, round shield
- ITC5 Apulian/Samnite Officer, round shield
- ITC6 Italian General
- ITC7 Apulian, Unarmoured, javelin
- ITC8 Etruscan, Heavy, moulded Cuirass, plumed Montefortino helmet, spear
- ITC9 Etruscan, Heavy, moulded Cuirass, plumed Attic helmet, spear, shield
- ITC10 Etruscan, Officer or General
- ITC11 Etruscan, Standard Bearer

### Etruscan Infantry

- ITF34 Officer, Crested Etrusco-Corinthian helmet, waving sword, Hoplon
- ITF35 Standard Bearer, Vexillum, Attic helmet, Hoplon
- ITF36 Hoplite, Heavy, Greek style cuirass, Attic helmet, long spear, Hoplon
- ITF37 Hoplite, linen cuirass, crested Negau helmet, long spear, Hoplon
- ITF38 Hoplite, linen cuirass, crested Italian helmet, long spear, Hoplon
- ITF39 Hoplite, disc cuirass, Italian helmet, long spear, Hoplon
- ITF40 Hoplite, Heavy, muscled cuirass, plumed Montefortino helmet, spear
- ITF41 Heavy, scale cuirass, crested Negau helmet, throwing pilum, Hoplon
- ITF42 Linen cuirass, crested Thracian helmet, throwing pilum, Hoplon
- ITF43 Heavy, muscled cuirass, crested helmet, throwing pilum, Hoplon
- ITF44 Heavy, Greek style cuirass, crested helmet, throwing pilum, Hoplon
- ITF45 Heavy, scale cuirass, crested Etrusco-Corinthian helmet
- ITF46 Heavy, scale cuirass, Montefortino helmet, throwing pilum, Hoplon
- ITF47 Heavy, disc cuirass, feathered Attic helmet, throwing pilum, Hoplon
- ITF48 Javelin man, throwing javelins, no shield

FOR: FREE LISTS (FIGURES & RULES)

FREE SAMPLE FIGURES

SEND SAE OR 2xIRC's TO:

DEPT AP  
15 CROMWELL ROAD,  
SHAW, NEWBURY,  
BERKS. RG13 2HP  
(MAIL ORDER ONLY)

STOP PRESS! NEW!

NEWBURY RULES

FAST PLAY RENAISSANCE

(1300-1550)

£1.80

Postage & Packing\* inc. UK P&E Europe – Surface 75p, Air £1.40;  
USA – Surface £1.00, Air £2.00; Rest of World – Surface £1.00, Air £2.15

USA Agent:

Wargames Inc. Box 278 Route 40 East, Trierdelphia WV 26059 U.S.A.

15mm  
Figures



ITF 36

When replying to adverts please mention Wargames Illustrated.



# ARTILLERY EFFECT IN THE REISSWITZ KRIEGSSPIEL

by Bill Leeson

Reisswitz enlisted in the Prussian Artillery in 1810. He was 15 or 16 at the time. He saw action in the closing years of the Napoleonic Wars, earning the Iron Cross, 2nd class, at Glogau in 1813. In 1816 he was posted to Stettin, and here he began to take up, and improve on, his father's ideas on his Kriegsspiel. In 1819 he was promoted to 1st Lieutenant, and posted to the Guard Artillery Brigade at Berlin. Here he formed a regular group of players to try out his ideas. He also formed a string quartet, as he was a very keen violinist, and claimed that he got his best ideas while walking up and down his room extemporizing on the violin – rather like Sherlock Holmes!

He wanted to devise a system for artillery effect which would take into account the distance of the target, the nature of the target, the calibre of the guns, and whether the artillery were firing under favourable conditions or not. Also the results had to have a degree of variation which was down to sheer chance, as he did not want players to be able to calculate results in advance. They should be able, he felt, to predict a generally favourable result in favourable circumstances, but not an exact one.

He based his figures on data collected by Scharnhorst, from official trials carried out by the Prussian Artillery, which had been published in 1813. These figures were supplemented by his own experience in action, and his observation of practise at the ranges.

He came to the conclusion that the best results that could be expected in action were only half the average score that could be achieved in practise, and then only under conditions favourable to the artillery. He decided to use two dice. One for 'Good effect', when conditions were favourable, and the other for 'Bad Effect', when conditions were less than ideal. The best score, as I have said, was to be half the average practise score, and only one face of the good effect die would give this. The scheme for the two dice was as follows:

## GOOD EFFECT DIE

one side to have the best score.  
two sides to have 2/3rds of the best score.  
one side to have half the best score.  
two sides to have 1/3rd of the best score.

## BAD EFFECT DIE

one side to have half the best score.  
two sides to have 5/12ths of the best score.  
one side 1/3rd of the best score.  
two sides to have 1/5th of the best score.

Reisswitz decided that the main difference to effect, as far as the distance of the target was concerned, was whether the battery was using canister shot at point blank range, canister or roundshot at low elevation range (sometimes called 'line of metal' firing), high elevation range, or *Rollschusz* (bouncing shot, or random shot). These range categories differed slightly, according to the calibre of the guns, so that, for instance, a target at 500 paces was in point blank range for a 12lb battery, but low elevation range for a 6lb battery. To achieve this difference there were to be separate figures for 6lb, 12lb, and 7lb howitzer batteries.

The main requirement for best effect at point blank, and low elevation ranges, was that the ground should be fairly even, and not sloping up or down by more than 10°. For high elevation the main thing was to have a good clear view of the target for 200 paces before or behind it, so that the battery could observe how the shots were falling, and less than a 20° slope. The requirement for *Rollschusz* was the same as canister shot, i.e. fairly level ground. Reisswitz does not explain this, but Scharnhorst makes it clear that this *Rollschusz* or random shot range was not simply the furthest distance that shot would reach by bouncing or rolling along the ground, but in fact a deliberate extension of the range by using a ricochet effect, achieved by firing at low elevation but with a heavier charge, so that the ball skipped over the ground in long low bounces. Scharnhorst also showed in his notes that some of the shots which hit the target, particularly with canister shot, had hit the ground before the target, but had ricocheted up again. This was why a fairly level ground was

necessary for best effect with canister, since much of this ricochet effect was lost if the ground sloped too much, or if the battery was firing from one height to another.

To take the nature of the target into account, Reisswitz used a points system. The figure given on the die for a 12lb battery at a certain range might be 20, for instance. This was 20 points, and what it meant in terms of actual casualties depended on the nature of the target. For troops in three ranks one point equalled 5 men, so 100 casualties. For troops in two ranks one point equalled 3 men, so 60 casualties. For cavalry and troops in skirmish order, one point equalled 1½ men, so 30 casualties. Against artillery 12½ points equalled one gun out of action, so 1 gun out of action, and some further damage.

In addition to this the score was increased by ¼ for the flanks of units, or for columns, and was knocked down by half if the target had good cover.

All this may not seem too surprising today, although I think the simplicity and ease of use might be, but Reisswitz had to think it all out for himself, pacing up and down in his room, playing the violin, with no previous model to guide him.

One thing which he did not seem to take into account was time that might need to be spent in range finding, and this may be why the Berlin Kriegsspiel Clubs, in their 1828 amendments, found his figures too severe and suggested some modification. I have not yet found any written reference to range finding in the Kriegsspiel before von Trotha (1869), and Captain Baring's translation of von Tschischwitz (1872). Baring probably, in fact, got the idea from a Prussian officer who helped him with the book, because it does not appear in the German original, not the edition I have seen, at any rate.

Von Tschischwitz' idea, or Baring's, was that the players should estimate the distance, and try again on the next move until they got it right, before any effect was counted. Von Trotha preferred to randomize it with dice (an idea that might be particularly useful for solo players). Although his distances were different he used the same four range categories, so we can say that, ignoring point blank range, the first move of artillery fire was to be taken up with trial shots, for which no effect would be recorded, and that on the second move the chances of the battery getting the range right were; for low elevation – 3:2 against; for high elevation – 2:1 against; and for random shot – 3:1 against. If they did not get the range right on the second move their chances improved by 1 on the third, i.e. low elevation – 1:1; high elevation – 3:2; random shot – 2:1. When the chances had reached 1:1 it was assumed that the battery would find the range on the next move without any further dice throwing.

An example, using Reisswitz' figures, and von Trotha's idea, might make this clearer.

EXAMPLE. A 12lb battery firing with good effect against two squadrons at unknown range. (The distance is measured by the umpire and found to be 1200 paces – high elevation range.)

- Move 1. No effect (trial shots)
- Move 2. Chances against range finding 2:1. The battery unlucky. No effect.
- Move 3. Chances now 3:2 – still unlucky – no effect.
- Move 4. Chances now 1:1 still unlucky – no effect.
- Move 5. Range is now assumed to be found. Die thrown for effect.  
Die throw of 2 = 13 points = 20 losses.

In this particular example the squadrons had to throw to see whether they could remain in position under effective gunfire. They won the throw, and on the next move suffered a further 30 losses. This time they lost the throw, and had to retire out of range.

In addition to this Trotha considered that against moving targets the range finding chances would be less. One point was added against if the target was moving away, two if it was moving towards the battery, and three if it was travelling across the battery's line of fire, which meant that a battery had to be very lucky to score against a target moving at speed across its line of fire at longer distances.

I mention these range finding ideas of von Trotha and von Tschischwitz because it seems to me that they could easily be assimilated into any game system that is used. Von Trotha's table, as given in *Kriegsspiel*, by B. von Reisswitz, is as follows:

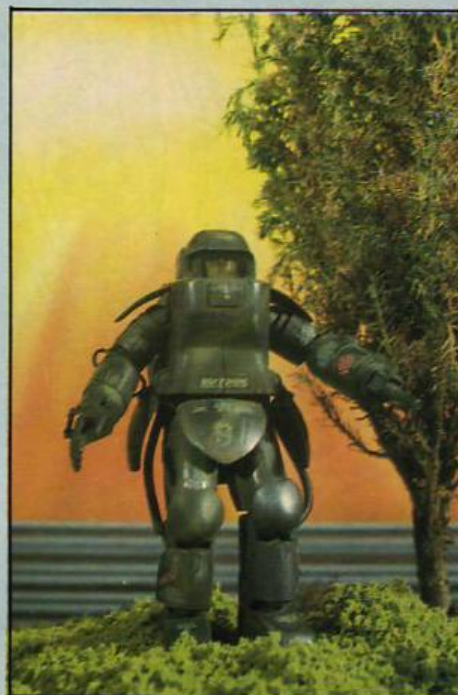


The South London Warlords present

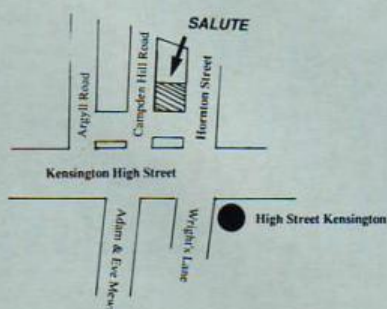
# SALUTE 88

## SATURDAY 16th OF APRIL

at the Salute venue: Kensington Town Hall, Hornton Street, London W8  
Doors open at 10am and close at 5pm.



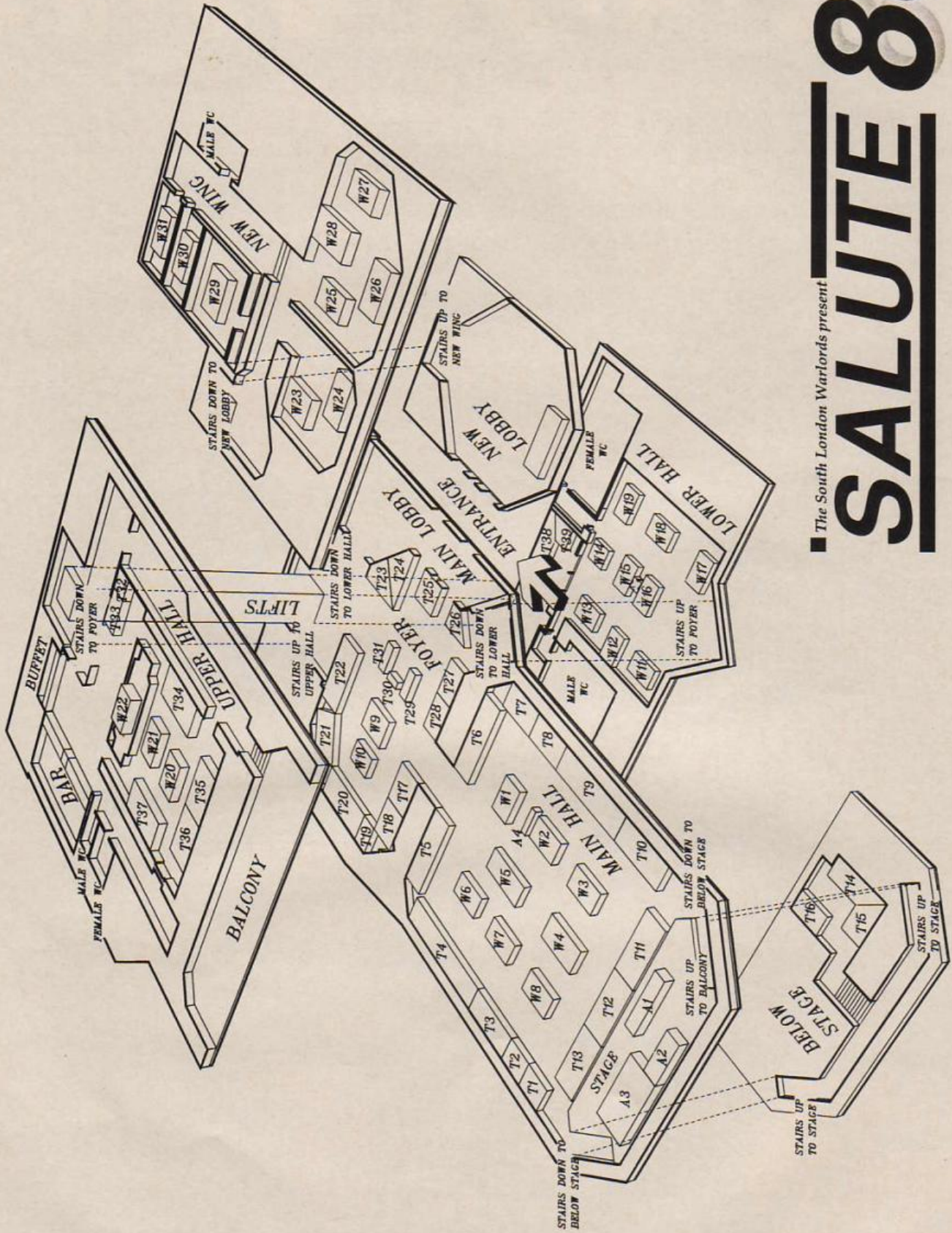
Figures from 'Power Armour in the 21st Century' Public Participation Game.  
Photos: J. Treadaway.



Produced by **Wargames Illustrated**

Compiled with the help of Warlords John Treadaway, Paul Sharville, Brian Cameron, John Merritt & Kevin Dallimore.





The South London Warlords present  
**SALUTE 88**



## Wargames Clubs

### MAIN HALL

**W1 "Orc Day" Fantasy 'D Day**  
Landings Demonstration Game  
by SELWG, 16 West Hallowses,  
Eltham, London SE9

**W2 "Power Armour in the 21st**  
Century" SF Participation Game  
by The S.L. Warlords, 16  
Gainsborough Sq, BexleyHeath,  
Kent DA6 8BU

**W3 "Naseby" ECW**  
Demonstration Game by Lord  
Capells Rgt of Ft. (Sealed Knot),  
63 Adley St., London

**W4 "25mm Colonial"**  
Demonstration Game by The  
Hornchurch W.C. 34 Blacksmith  
Rd, Raynham, Essex RM13 7AH

**W5 "Battlecruisers" Motor**  
Mayhem Participation Game by  
The S.L. Warlords, 16  
Gainsborough Sq, BexleyHeath,  
Kent DA6 8BU

**W6 "Berlin or Bust" WW2**  
Participation Game  
by The Maidstone W.S. 432  
London Rd., Ditton Kent ME20  
6DA

**W7 "The Prussian Front,**  
1914" WW1 Demonstration Game  
by The North London W.G. 11  
Westmeade Cts., Cheshunt, EN7  
6JP

**W8 "15mm Napoleonic"**  
Demonstration Game by The  
British Assoc. of Empire Players,  
30 Acre Ln., Bradford BD2 2EH

### FOYER

**W9 "Vietnam Riverine Action"**  
Demonstration Game  
by The Barnes W.G. Civil Service  
Rec. Ctr., Monck St, London SW1

**W10 "Warhammer 40,000" SF**  
Participation Game  
by The Finchley Games Club, 91,  
Ballards Lane, London N3

### LOWER HALL

**W11 "Marburian 1704" 15mm**  
Demonstration Game  
by The Whitehall Warlords, 31  
Harrowden Rd. Bedford MK42  
0RS

**W12 "Neerwinden 1693" 15mm**  
Demonstration Game by The Pike  
& Shot Soc., 98 Priory Rd.,  
Tonbridge, Kent

**W13 "Allens" SF Participation**  
Game by The Harlow W.G. 42  
Redlion Cres., Harlow CM17 9BN

**W14 "France 1944" 1/200**  
WW2 Participation Game  
by The Bedford Gladiators, 17  
Pendennis, Bedford MK41 8NJ

**W15 "Classical Greeks versus**  
Achaemenid Persians"  
Demonstration Game by The  
Newbury & Reading W.C. 44  
Jubilee Rd., Berkshire RG14 7NN

**W16 "Warhammer 40,000" SF**  
Participation Game by The  
S.L. Warlords, 16 Gainsborough  
Sq, BexleyHeath, Kent DA6 8BU

**W17 "The Wargames**  
Experience" a participation event!  
by Wargames Developments, 47  
Owlsmoor Rd, Cambs, Surrey

**W18 "Raid!" Viking Skirmish**  
Participation Game  
by The Norse Film & Pageant Soc.  
46 St. Johns Crt., Princess Crescent  
Finsbury Pk. London

**W19 "Rob a Bank with a**  
Tank" WW2 Participation Game  
by SELWG, 16 West Hallowses,  
Eltham, London SE9

### UPPER HALL

**W20 "Napoleonic"**  
Participation Game by The  
S.L. Warlords, 16 Gainsborough  
Sq, BexleyHeath, Kent DA6 8BU

**W21 "Barrosa 1811"**  
Napoleonic Demonstration Game  
by The White Eagles (Nap.  
Assoc.), 1 Clements Rd., London  
E6 2DT

**W22 "1859" 2mm**  
Demonstration Game by The  
Heston W.C. 30 Albert Rd.,  
Ashford Middx

### NEWWING

**W23 "Marston Moor" ECW**  
Participation Game by Col.  
Valentine Waltons Rgt. of Ft., 45  
Highfield Green, Bury Lane  
Epping, Essex CM16 5HD

**W24 "Renaissance Skirmish"**  
Participation Game  
by The New Malden & Surbiton  
Games Group, 29 Cromford Way,  
New Malden Surrey KT3 3BB

**W25 "War of the Roses"**  
Participation Game  
by The Society of Ancients, 57  
Hencroft St., Slough, Berks

**W26 "American Civil War"**  
6mm Participation Game  
by The Streatham & Tooting W.C.,  
11 Nakmead Rd., London SW12  
9SN

**W27 "B Movie" Participation**  
Game by The Chestnut Lodge  
W.G., 69 Glensdale Rd., London  
SW16 6AY

**W28 "Zulu Skirmish"**  
Participation Game by The Staines  
W.G., 14 Norman Rd., Ashford  
Common, Middx

**W29 "Battle of St Albans"**  
War of the Roses Demonstration  
Game by The West Wickham G.C.,  
22 Church Lane, Bromley, Kent

**W30 "Amphibious Action"**  
WW2 Demonstration Game  
by Loughton Strike Force, 26  
Langley Meadow, Loughton, Essex

**W31 "Burger Busters"**  
Participation Game  
by The Stourbridge & District  
Wargamers, 72 Severn Rd.,  
Halesowen, West Midlands B63  
2NL

## Admin and Utility

### Stands

### MAIN HALL

**A1 Command Table - General**  
Information on the day

**A2 Warlords Painting**  
Demonstration

**A3 Salute painting Competition**

**A4 Warlords Information and**  
Recruitment Stand

Admission will be £1.50, either on the door or by ADVANCE

ENTRY TICKET (see below).

There will, of course, be a Painting Competition during the day  
which is free to enter, with many categories for Infantry, Cavalry  
and Equipment in 15mm and 25mm for wargames figures of all  
periods including Fantasy/SF, plus modern micro, diorama and  
the prestigious Bovington Tank Museum Prize and the Osprey  
Men at Arms Cup.

There will be the usual bar and buffet, easy (if none too cheap!)  
car parking right below and simple access via the underground  
system - nearest tube station is High Street Kensington on the  
District and Circle Lines.

As usual, there will be NO Bring & Buy at Salute 88

## PAINTING CATEGORIES

- A) 2000ac - 1900ad
1. INFANTRY 20-30 Figures, 18-30mm
  2. CAVALRY 10-20 Figures, 18-30mm
  3. CHARIOTS, ARTILLERY ETC. 4-6 Models, 18-30mm
  4. INFANTRY 20-30 Figures, up to 18mm
  5. CAVALRY 10-20 Figures, up to 18mm
  6. CHARIOTS, ARTILLERY ETC. 4-6 Models, up to 18mm
- B) 1900ad - 1990ad
7. INFANTRY 20-30 Figures, 15-30mm
  8. MOTORISED 4-6 Models, 15-30mm
  9. INFANTRY 20-50 Figures, up to 15mm
  10. MOTORISED 10-30 Models, up to 15mm
- C) FANTASY/SCIENCE FICTION
11. SINGLE FIGURES 1-5 Figures, up to 54mm
  12. WARGAMES UNIT, FOOT 20-30 Figures, 15-30mm
  13. WARGAMES UNIT, MOUNTED 10-20 Figures, 15-30mm
  14. VEHICLES, SHIPS, EQUIPMENT ETC. 1-6 Models, up to 54mm
- D) DIORAMA
15. ANY PERIOD OR SCALE, MAX. BASE SIZE OF 60 SQ. INCHES
- E) MISCELLANEOUS
16. ANYTHING NOT COVERED BY THE ABOVE CATEGORIES
- F) THE BOVINGTON TANK MUSEUM PRIZE
17. SCRATCH BUILT, CONVERTED OR SUPER DETAILED ARMoured VEHICLES UP TO THE PRESENT DAY Up to 1/72nd scale
  18. 1/35th scale and larger
- G) THE MEN AT ARMS CUP
19. PRESENTED BY OSPREY PUBLICATIONS FOR THE BEST ENTRY OVERALL IN SECTIONS 1. TO 10. THE MEN AT ARMS CUP (PRIZE INCLUDES TITLES FROM THE SERIES)

PLUS PRIZES FOR THE WARGAMES ON THE DAY - THE SALUTE CHALLENGE  
SHIELD FOR THE BEST DEMONSTRATION GAME WITH OTHER SHIELDS FOR  
BEST PARTICIPATION GAME, BEST PAINTED ARMY, BEST SCENERY AND  
BEST COMPUTER ENHANCED WARGAME

## Trade Stands

### MAIN HALL

**T1 The Painted Soldier**  
**T2 Chariot Miniatures**  
**T3 Nav War**  
**T4 Skytrex**  
**T5 Keep Wargaming**  
**T6 Essex Miniatures**  
**T7 Whitley Miniatures**  
**T8 Front Rank Miniatures**  
**T9 Military Miniatures**  
**T10 Leisure Games**  
**T11 Campaign & Hovels**  
**T12 Games Workshop/Citadel**  
Miniatures

### BELOW STAGE

**T13 W.E. Hersant**  
**T14 Table Top Games**  
**T15 Hero Miniatures**  
**T16 Holspur Miniatures**  
**FOYER**

**T17 Quartermasters Stores**  
**T18 Farms & Fortresses**  
**T19 B&B Wargames**  
**T20 Irregular Miniatures**  
**T21 Motor Books**

**T22 Platoon 20/Freikorps**  
**T23 Sussex Miniatures**  
**T24 Albion Scott**  
**T25 Strategem**

**T26 National Army Museum**  
**T27 Dixon Miniatures**  
**T28 Bovington Tank Museum**

**T29 Wargames Images**  
**T30 DenizenMiniatures/Adler**  
Miniatures

**T31 Britannia Miniatures**

**UPPER HALL**

**T32 Red Star**  
**T33 Mainly Military**  
**T34 Games People Play**  
**T35 Battle Honours**  
**T36 Donnington Miniatures/**  
Newbury Rules

**T37 Standard Games**

**LOWER HALL**

**T38 QT Models**  
**T39 Connoisseur Miniatures**





Swedish troops of the Army of Charles XI painted by Kevin Dallimore, using the methods described below and demonstrated on the stage in the Main Hall at Salute.

## PAINTING TECHNIQUES FOR BEGINNERS

by Kevin Dallimore  
Photos by John Treadaway

(Reproduction courtesy of the *Command Post*, house magazine of the South London Warlords.)

### INTRODUCTION

There are a great many different painting techniques, some easy, some not so easy, but right or wrong, it's all a matter of personal choice. There are some who might argue that painting figures to any standard is largely unconnected with wargames, but I'm not going to get onto that debate – it should be obvious from this article that, while I actually enjoy wargaming a great deal, I also enjoy painting wargame figures and, for me at least, that is sufficient. Unless otherwise specified I have used Plaka paints throughout. I'm going to describe some of the methods I use for 25mm and 15mm figures, but don't take them as gospel – just as a guide. I hope that I may encourage you into trying out a few new – or possibly just different – methods.

### PART ONE – UNDERCOATING

Most metal figures require at least some "cleaning up", hopefully not too much. You will need a good sharp knife, a scalpel is ideal, some small needle or rat tail files, and possibly a pin vice to hold small drill bits.

Small mould lines can be removed with light filing or by scraping the scalpel blade along the mould line. I usually finish off with a file anyway. Heavier mould lines (usually where two halves of the mould have not met correctly) and large amounts of flash are best removed with a knife. Don't try and carve it all off in one big lump, pare away at it carefully. Fortunately, most modern figures do not require such drastic action. Again finish off with a needle file.

Where weapons are to be fitted into open hands I usually drill out the hand with the pin vice (also useful for drilling out closed fists). Some hands will only require a quick run around with the scalpel. When a weapon is fitted into an open hand try if possible to close the figure's hand around the weapon's haft using a pair of pliers, use a pad of cloth and a great deal of care to protect the figure's detail.

Occasionally figures are pitted by air holes (from over heated metal), these are best filled with MILLIPUT or a similar model filler.

The next step is to mount your figure on a bit of spare card or something so you can hold it easily whilst painting. Now your figure is ready for undercoating.

Plastic figures present a bit more of a problem (the soft polythene ones anyway). Removal of flash is very difficult and should only be attempted with a **VERY** sharp scalpel. *Never* try to file them. Polythene figures are all together easier and can be filed more or less as metal figures.

The Polythene figures require two more stages before they are ready for the undercoat. Firstly wash the figures in a strong

detergent solution. Leave them to dry. Then, after mounting the figures on a base, paint them with a thinned down solution of white PVA wood glue (50/50 glue and water). Leave it to dry. This prepares the polythene figures for undercoating.

For the undercoating I use matt black or white enamel paint. Black mostly for foot figures and riders, and white for horses, woodwork and flags.

The undercoat should be fairly thin, about 50/50 paint to white spirit. **DON'T** use the rubbish medium you get in the tin. Apply it with a largish brush, or you can spray it if you like, but I don't get on very well with this method and only use it for AFV's.

If the figure/model is in pieces – separate spears or whatever – assemble it as much as is possible *before* undercoating. Allow the undercoat to dry completely: put the figure on the top of a radiator or use a hair-dryer if you are in a hurry.

### PART TWO – FACES

Working with black undercoats I usually start by painting the face. First mix up the *base* flesh colour. This will be the "shade" colour of the face: a mid brown for European flesh (PLAKA medium brown with a touch of yellow ochre). This goes all over the face except the eyes. Try to leave just a touch of black around where the flesh meets the hair, hat, armour etc. The amount of black you leave showing is matter of taste, try and develop your own style. Use a number one size brush for this.

Next comes the flesh colour proper. You can mix up your own, using PLAKA medium brown, yellow ochre, white with a tiny bit of scarlet, or use the flesh colours made by the paint people. The only ready made flesh I have used is HUMBROL, which gives a good bold flesh colour (it can be toned down a bit with HUMBROL sand – virtually every other ready mixed flesh colour I have come across is atrocious).

I apply this with a good '0' or '00' brush. Try to leave the creases in the face in the base colour. Don't worry if you do go over them as you can paint them back in again. Creases usually occur around the eyes, below the cheek bone, around the mouth, the ears etc.

Once you have applied your flesh colour you can restore any creases or lines you want to, using the original base flesh colour. (You may want to lighten it a bit with a small amount of ochre.)

Now onto highlighting. Take your flesh colour and add white to it (the amount is really a matter of trial and error). Apply this to all the high points of the face; nose, top of the nostrils, to lip, chin, cheek bones, forehead and the tops of the ears. Lastly add a touch of Scarlet to the paint you are using to highlight and paint in the bottom lip. Now for the final effect add a bit more white to your highlight colour. Highlight the nose one more time and add just a small amount to the cheek highlights. Some people like to add rosy





Details of horses, faces, and finished figures painted by Kevin Dallimore. All photos accompanying this article taken by Warlord's President John Treadaway.

cheeks, using the same colour as the bottom lip; I don't, but it's a matter of taste.

Now comes the tricky bit – the eyes. This often makes or breaks a figure. Hopefully you have black eye sockets in which to paint the eyes. Firstly, take your finest brush and paint in the whites of the eyes. If there is no defined eyeball paint a sort of almond shape where the eye should be. Don't make the eye too large or prominent.

Once you are satisfied with the white you can paint in the iris. More often than not I use mid-brown for the iris, but blue, green and dark brown are acceptable for humans. Again use a fine brush, usually an '00'. (Remember, it is how fine the point is *not* how many hairs the brush doesn't have).

Make sure the iris covers from the top eye lid to the bottom lid – this avoids the "early morning stare" look. Also try to get the iris roughly in the same place in each eye to avoid the "exceedingly drunk" look. Try to make the iris round.

Now that is as far as you really need to go, but for that little extra effect you can add a tiny white dot to the centre of the iris to represent light reflecting in the eye. Or some people prefer to add a tiny black dot to represent the pupil.

Lastly we come to facial hair. Usually moustaches, beards and eyebrows. Beards and moustaches are usually cast *in situ* so its really just a matter of painting them black and dry-brushing them the colour required. I don't usually paint on eyebrows unless they are cast on or the figure is bald. The hair on the head should be treated in the same way. If a five o'clock shadow is required you can use a wash of black Plaka or Humbrol over the required area *after* the final highlight.

For painting the hair try using these colours: black hair – paint it or leave it black then dry brush it very lightly with white. Brown hair – dry-brush (see next section) the hair brown then lightly dry-brush it yellow ochre. Red hair – dry-brush it brown then red brown, then add orange to the red brown and dry-brush the hair with that. Lastly dry-brush it lightly with pure orange. Fair hair can be done a couple of ways: Either dry-brush it with dark-ochre then white *or* use yellow-ochre and finish, again, with white. Lastly white hair. Dry-brush with grey then finish by dry-brushing quite heavily with white.

### PART THREE – DRY-BRUSHING

Once you've achieved a satisfactory face it's time to fill in the rest of the figure. If there is any then I usually do the armour first because this involves dry brushing and it is often hard with this technique to keep it from going over the rest of the figure. For the armour I use Humbrol gunmetal darkened with a touch of matt black, although I am presently experimenting with Tamiya Acrylics. Dry brush this on to the area required.

To dry-brush mix the paint to a fairly thick consistency. Then, using an old brush, get some paint on to the hairs. The art with dry-brushing is to brush across the detail picking it out with each successive stroke. To check that you've got about the right amount of paint loaded, brush it across your finger; if it picks out *just* the finger print then you've got the right amount of paint on the brush.

Once you reckon you've got the right amount of paint, brush it across the run of the detail – that is *across* the crease or hair or whatever. On flatter surfaces try to draw the brush from different directions.

So you've dry brushed the gunmetal colour and it looks a bit dull. Now dry-brush silver over the armoured area. You should by this point have a reasonable representation of steel/iron armour. Use the same technique for sword blades, axe heads, etc.

An alternative to this method of finishing armour is called *burnishing*. Use this technique on well exposed areas of armour – helmets are particularly effective. Black undercoat the whole figure and carefully take off the undercoat with wire wool leaving some black in the cracks and creases. To really make the metal work shine, if this is the effect required, polish the highlights by rubbing them with the edge of a sewing needle. This process is called *boning*. This technique can, in the final stages, be *gloss* varnished if desired and is best implemented *before* any other painting is started to avoid damaging the pre-painted areas.

**PART FOUR – FINISHING THE FIGURE** The next thing to paint is the figure's main clothing. Choose what basic colour you want it to be and mix up the darkest "shade" of the colour; ie for blue: dark blue, for yellow: yellow/brown and grey for white. Apply this to the whole area of the coat, jacket, whatever. Try to leave just a tiny bit of black around where the clothing meets belts, hands or other bits of clothing etc. As with the face the amount of black you leave is up to you. Use a good number 1 brush.

Now comes the colour proper. For this I often use the pure colour from the jar, suitably thinned. Thin the paint down to a "single cream" consistency and then you're ready to go. I apply this coat with a 0 or a 1 size brush. Try to leave the folds and creases in the shade colour. Again, as with the faces, don't worry if you go over any areas that should be dark, just paint them back in afterwards.

Now onto highlights. Take your cloth colour and lighten it. This isn't just a matter of adding white to the colour, although it sometimes can be. Colours you can lighten with white include white, blue, pink, black, yellow, grey, tan/ochre and crimson. Colours you can lighten with yellow include green, blue/green, orange, scarlet and the reds. Colours you can lighten with yellow & brown include brown and dark-brown. Once you've decided upon you're highlight colour apply it to the high points of the clothing.

This can either be dry brushed, as described before, or, for a more precise (some would say 'contrived' look) paint it deliberately onto the high points. Also highlight the cuffs or the end of the sleeves.

All you've got to do now is follow the same procedure for all the rest of the fabric areas on the figure.

Leather is best in buff, black or dark brown. A nice effect for buff leather is to use Plaka dark ochre as the shade colour, lighten with white for the main colour and lighten again with white for the highlight. You can dry-brush this highlight if you like. Another good effect for leather is to use Plaka mid brown. Apply this to the belt or whatever. Then apply a wash of black oils. Once this has dried, dry-brush it with yellow ochre.

All that's left is the remaining metal work to be done in gold,



bronze or brass. I use the Rose range of powdered metallics as these give the best effect I've found so far and are, with the exception of Humbrol's Satin bronze from the *Metalcote* range, the *only* ones I use. Rose Gold comes in three different shades of powdered metal that must be mixed with a medium or size, or just Humbrol Gloss Varnish. The shades are Rich Gold, Pale Gold and Light Antique. Paint the area you want with the said satin bronze then, if you're doing gold or bronze, highlight it with rich gold and add a final highlight with light gold or plain silver. For brass, again paint the area with satin bronze, highlight with light gold and then silver. On large areas try dry brushing using the metallics.

#### PART FIVE – BASING

Now you've painted your figure you've got to base it. I'm only going to describe the two ways I do it. Firstly using ready mixed Tettrion. Mount your figure on the requisite size bit of card or plastic card etc. Now build up the base with the Tettrion to disguise the base of the figure. Leave the tettrion to dry. To texture your base, glue on a sand/gravel mixture. Use white PVA glue to do this. Once this is dry, paint it. I either use Burnt umber acrylic or Humbrol dark earth. Leave this to dry, dry brush with yellow ochre, and, to pick out the finest detail dry brush again with white.

I now add chopped flock nylon 'grass' made by Heki. Paint white P.V.A. glue in irregular patches and put the flock on in blobs with a suitable implement – I use a pair of tweezers. Allow this to dry before knocking off the excess flock. The grass can be dry brushed with yellow ochre to tone it down slightly.

The other method involves using "mix-it-up" Tettrion applied over the base, as above, and whilst this is still wet sprinkle some 'texturing' onto it – bits of sand and fine gravel etc. Leave this to dry then paint it with a wash of Burnt Sienna coloured oil paint and apply the flock as above.

#### PART SIX – HORSES

Painting horses is what usually lets down the majority of mounted units. It's not difficult to obtain a reasonable look, but it does take a bit of time and some oil paints.

Take your horse and clean him up in the prescribed manner. Make sure you clean off any of the more visible mould lines, like those on the rump of the figure as the method I'm going to describe will pick these out very nicely if you don't. Mount the horse on a bit of card to paint it. Undercoat it WHITE. I use Humbrol matt white, thinned a bit with white spirit. Leave it to dry over night or bake it dry on top of a radiator.

Once your horse is dry it's ready to be painted with the base colour. This is done in oils mixed with Humbrol matt enamel to aid drying time. Oil paint on its own can take a week or more to dry. More often than not I use white enamels to lighten the basic oil colour. The only oil I use straight is golden ochre. An important thing to remember with the base coat is that the shading you are going to apply will darken the base coat so make it lighter than the desired colour of the horse.

Mix up the base colour you want to a single cream consistency and paint your horse. Leave the straps, harness, saddle etc. unpainted – I'll come back to them. Now leave it to dry again. It must be absolutely dry before you can go on to the next phase. You can paint in manes and tails in the base colour or leave them to do in black or brown later.

Now the next phase; the shading. Take some more oil paint, much darker than your base colour. I use black for mid to dark brown and dark greys (Ivory Black, not Lamp Black which will obliterate anything); burnt umber for tans, light browns and red browns, grey for white and light grey. Mix up the shade colour a bit thinner than the base colour using white spirit, but use the oil colour straight as you want it to take a fair time to dry (the white spirit will speed the drying time so don't worry). Apply the shade colour liberally over the areas painted in the base colour. Now comes the clever bit (well cleverish). Take a bit of toilet paper and wipe away at the horse, removing the shade colour from all the raised areas. If you haven't been careful and removed all the mould lines they will be picked out as a shaded area.

Make a pad with the paper and keep wiping away at the shade until it is only left in the depression of the muscles and around the horses equipment. You can use a bit of foam instead of toilet tissues to wipe off. Once you are satisfied with the amount of shading you

# dixon

## MINIATURES

*Still the leading name in 25 mm.*

# SAMURAI



INCORPORATING: – NINJA, MONKS, RONIN,  
ASHIGARU, SAMURAI LORDS ETC

OUR LEGENDS OF NIPPON FANTASY RANGE

INCLUDES: – ONI, BAKEMONO GOBLINS, CHAOS NINJA  
+ CHAOS SAMURAI.

ALSO IN 25MM SCALE MONGOLS, VIKINGS

LANDSKNECHTS DWARVES WEAPONS & ACCESSORIES

AND THE EVER POPULAR GRAND ALLIANCE  
(Late 17th century) RANGE

IN 15MM AGE OF MARLBOROUGH, SAMURAI,  
MAHARATTAS, VIKINGS

AND OUR NEW AGE OF BONAPARTE NAPOLEONICS

OUR FULLY ILLUSTRATED CATALOGUE IS £1.75

DIXON MINIATURES, Spring Grove Mills, Linthwaite,  
Huddersfield, W. Yorkshire, HD7 5QG Tel: 0484 846162

have achieved put it out of the way to dry for a couple of days. If you've removed too much shade just paint it back in. It is also an idea to paint some harder shades in around the straps and horse furniture.

Once the horse is dry you can undercoat the horse furniture and the eyes black, (matt black Humbrol). Also you can paint in the mane and the tail, if you haven't already done so. Paint the furniture and dry brush the mane and tail to finish them off, the same way you would paint a figure hair. The eye on the horse should be painted white over the black undercoat. Then paint on a BLACK iris, this should cover up most of the white. Once dry paint on a tiny tiny white speck in the centre of the iris.

Lastly paint in the hooves, brown or black and paint on any socks, stars, stripes and snips. Most horses have at least one sock, few have four. Also most horses have some sort of facial marking: stripes, snips etc. Paint these areas grey then white. Stick on your figure and then base it.

#### PART SEVEN – VARNISH

I can use a matt polyurethane called RONSEAL MATTCOTE, not their ordinary cheaper varnish which can give a semi-gloss finish sometimes. Another good one to use is FURNIGLAS matt polyurethane. I varnish all my figures, for several reasons. Mainly to protect them, as I wargame with most of my figures and repainting is soul destroying. Also varnish gives extra contrast as it tends to darken the dark colours. Lastly the varnish will help to prevent metal rot destroying the figures finish as it prevents the air contacting the metal of the figure and thus stops oxidation. I also use Gloss varnish, not usually as a finish for the figure but for an extra finish on metalwork. Be careful not to brush the varnish too hard over silver as it will lift it, particularly if they are freshly painted. Spray varnishes are OK if you have a lot of figures to but I'm never happy with their inconsistency of finish – sometimes matt – sometimes not.



## PART EIGHT – FLAGS

As with horses flags often let figures down. Most people will try to avoid doing flags if they can, and buying pre-printed and coloured flags can be a reasonable alternative. Anyway if you decide to do the flags yourself here's my method. The basic material I use is tooth paste tubes. Not, I hasten to add the new plastic type ones, but the older aluminium types are perfect. Take the used tube and clean it up. I remove the paint from the tube with *Nitromores* then flatten it with a tea spoon to remove any creases (it helps if you don't roll the tube up when you use it). When you've got the flat bit of tube ready, cut out the shape of the flag you require.

It doesn't particularly matter what shape you want but remember always to leave a bit extra on the end to wrap around the pole or spear you are going to mount it on. If you're going to make a complicated shape do the difficult bit first before you cut out the rest of the flag. Once you've cut out the shape stick it to the pole, making sure you get a neat edge at the join. I usually paint the flags before I attach them to the figure as it's easier to paint the flag "flat". Undercoat the flag white using Humbrol matt white.

Once your undercoat is dry, draw on the design you require, be it Union Jack, heraldic design or whatever. I use a drafting pen to draw on the design (Mars Isographic 0.35 or 0.25 – any smaller will become blocked too easily). Now paint in the design. Again use a shade colour, then the colour proper and then the highlight colour. The wrinkle is not to paint the highlight colour on while the flag is flat. The toothpaste tube will allow you to fold in creases as if the flag is blowing in the wind. When you've folded your flag paint the highlights on the high points. You may find some of the paints will flake off when you fold the flag but this isn't normally too bad and can easily be touched back in.

Flags often have cords and tassels attached as decoration. I make them from 5amp fuse wire twisted to look like rope at 25mm scale. The tassels on the end of the rope are a bit more difficult. Make these from *Milliput* worked on the end of the wire. If you really can't do this you can sometimes buy cast ones (Hinchliffe used to do them).

On smaller figures I use the foil off *St. Ivel "Gold"* tubs as it is that bit thinner and more flexible. Pennants or lances are done in much the same manner except fold them first if they are of single colour. I think I should point out why I use toothpaste tubes and not paper or silk. This is mainly because it is stronger and for wargames figures this is a big plus. Paper and material flags always look stiff; now that may be accurate, but it doesn't look so good in my opinion. Pennants always look better flapping in the breeze and as they tend to be smaller than flags they need to be as robust as possible. Last point, most toothpaste manufacturers are changing over to plastic tubes so start saving those tubes now!! (You can use lead foil but it's a bit floppy compared with the aluminium foil from toothpaste tubes.)

## PART NINE – CANNONS

Assemble the gun as far as you can, leaving off the barrel. Undercoat the gun carriage white. When dry (overnight) paint it a sand colour, use Humbrol sand. Leave this to dry for at least six hours. Now you're going to use the same wiping technique you used to do the horse. Don't go mad as the oil paint can lift the Humbrol. Use burnt umber or burnt sienna oils mixed with white spirit. Paint any metalwork on the gun carriage black, then paint it the metal colour you want as I've described previously. Now paint the gun barrel, bronze or brass for early guns, iron for later ones. Stick the barrel to the carriage and base it up as before. I usually like to have paraphernalia around the gun: ram rods, sponges, buckets and barrels etc. If figures are to be put on the same base as the gun stick them on before you do the basing. The gun can be hard to handle while painting so I suggest you stick it to a base to help. I use epoxy and super-glue to assemble the cannon.

## CONCLUSION

There will be a South London Warlords painting demonstration at **SALUTE 88**, so if you want to see this stuff and more "in the raw", as it were, or just fancy a chat, come along; we'd be very happy to talk.

## FREI KORPS 15

Stand 22 in the Foyer  
*The Right Quality at the Right Price*

Romans & Gauls, Britain 312AD-1065, Elizabethans & Irish, Moghuls, Thirty Years War, English Civil War, Seven Years War, French & Indian Wars, American War of Independence, Napoleonic, Seminole War, US-Mexican War, American Civil War, US-Indian Wars, Maximilian Expedition, Italian Wars of Independence, Franco-Prussian War

SAE for lists:

25 Princetown Road, Bangor, Co. Down, BT20 3TA

## PLATOON 20



### MODERN & WORLD WAR II FIGURES

See all the latest releases  
on our stand No.22  
or send S.A.E.  
for latest figure listings

**MODEL FIGURES & HOBBIES**  
LOWER BALLOO ROAD, GROOMSPORT,  
CO. DOWN BT19 2LU, NORTHERN IRELAND.

## WARGAMES IMAGES

*MAKING OUR DEBUT AT SALUTE!*

Stand 29 in the Foyer

T-Shirts and Badges of your  
favourite Commander  
See our range at this Premier Event

Mail Order:  
9 Mitcham Place  
Bradwell Common, Milton Keynes  
MK13 8BS

T-Shirts £5.00. Badges 45p  
plus 10% p&p

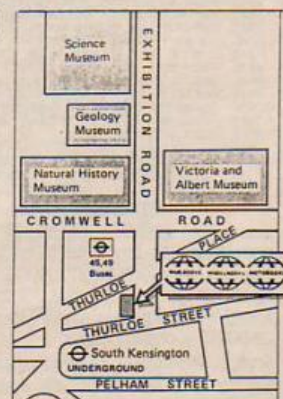
## MODELBOOKS

See us at Salute '88!  
Stand 24 in the Foyer

Why not also call in at our  
shop for all your book needs  
– we have 1000s of modelling,  
military, aviation &  
maritime titles.

We're just a short walk  
away, located at southern  
end of Exhibition Road,  
above Oppenheim Booksellers.

Open 7 days a week!





## SALUTE '89



If you enjoy Salute '88 make a date for Salute '89 at the same venue in April next year. Further details available from the Command Table, on stage in the Main Hall.



Two Hovels villages, Spanish above, Japanese on the flank, both in 15mm. The sheep are Campaign figures, available from Hovels. Wargamers who have read up on the battle of Gravelotte-St. Privat or seen that early fifties film 'Rob Roy' will know of wargame uses for flocks of sheep, historical and Hollywood-style. See Hovels on stand T11 in the Main Hall. Photos: D.M.

# HOVELS



## 15mm EUROPEAN VILLAGE RANGE

★★NEW★★

### MEDIEVAL VILLAGE

A complete medieval village from manor house to hovel – an exciting centre piece for your medieval battle or siege.

	unpainted	painted
1M5 Manor House in stone with tiled roof	5.00	10.00
2M5 Barn of timber with thatched roof	2.50	5.00
3M5 Stable block in timber with thatched roof	2.50	5.00
4M5 Religious in stone with tiled roof	4.50	9.00
5M5 Water mill of half timber with thatched roof	4.50	9.00
6M5 Inn of half timber with thatched roof	4.00	8.00
7M5 Yeomans house of timber with thatched roof	3.50	6.50
8M5 Bailiffs house of half timber with tiled roof	3.50	6.50
9M5 Peasants house of timber with thatched roof	2.50	5.50
10M5 Peasants house of half timber with thatched roof	2.50	5.50
11M5 Peasant hovel of timber with thatched roof	2.00	5.00
12M5 Blacksmith shop	4.45	10.50

Already released in this exciting growing range are:  
 SPANISH VILLAGE    RUSSIAN VILLAGE    ENGLISH VILLAGE  
 NORTHERN EUROPEAN VILLAGE  
 COMPLETE SOON – MORE COMPLETE VILLAGES

Many of our existing accessories i.e. walls, gates, fences, haystacks, bridges etc. are compatible with this range to form a full village for the wargamer and collector. See our ILLUSTRATED CATALOGUE for our many other ranges of buildings and figures in both 25mm and 15mm scales.

American distributors Stone Mountain Miniatures Inc. Box 594, Broomfield, Co.80020, Colorado, U.S.A.

Access, Mastercard and Visa holders can phone in orders on 0472-750552. Send a large s.a.e. plus 50p overseas customers 4 I.R.C.'s for our catalogue to: HOVELS (W) 18 Glebe Road, Scartho, Grimsby, South Humberside, DN33 2HL. See us at 'Salute' on Stand 11 in the Main Hall.

Warlords rehearsing the 'Power Armour in the 21st Century' game described below. Go along and join in, in the Main Hall.



**POWER ARMOUR IN THE 21ST CENTURY** This is a participation game for between two and twenty players and centres around combat between men equipped with heavy powered fighting suits. It is the twenty first century and the *Shutoral* forces are in command of a smaller rather earthlike planet which they have named 'New Berlin'. In the game a small outpost complex is being defended by the *Shutoral* troops from attack by *Mercenary* units. The game is computer driven using a programme by Warlord Tim Atkinson and Alan Marques using an *Atari ST* machine and is loosely based upon the *Marvel Super Heroes Role Playing* system. The figures are model kits from the *Nitto* company, from their 1/20th scale SF3D range. All modelling and scenery by Warlords members.

The game won the *Best Visiting Club* award at SELWG 87.





*Minifigs and Battle Honours 15mm Napoleonic figures from the collection of Phil Robinson. Battle Honours on stand T35 in the Upper Hall; Minifigs from P. & T. Bailey, stand T5 in the Main Hall. Photo: D.M.*

#### LEARNED SOCIETIES

The following Societies, membership by Annual Subscription, all producing their own bi-monthly journals specialising in specific areas of the Hobby, will be putting on demonstration games at Salute. Why not go along and join (in order of seniority) –

**The Society of Ancients** (Ancient and Medieval Warfare)  
Game W25 in the New Wing

**The Pike & Shot Society** (Renaissance Warfare)  
Game W12 in the Lower Hall

**Wargames Developments** (Wargaming ideas, concepts, rule mechanisms)  
Game W17 in the Lower Hall

#### **BELOW & LEFT: TWO PARTICIPATION GAMES BRIEFLY DESCRIBED.**

##### **ROB A BANK WITH A TANK**

This participation game can take up to six players at once and involves the participants in a sort of *Kelly's Heroes* scenario. The idea is to be the first player to get your allied tank column to the bank in the centre of town. Players may choose to work together or go solo: it looks easy but watch out for those Jagd Tiger's! Run by SELWG members Paul Greenwood and Ian Ramage the game is computer moderated using the tank combat calculator created by ex Warlords Dave Bodger and Robin Hunt. They use a Sinclair Spectrum machine for the purpose. The extensive scenery is mostly comprised of Faller and Pola railway buildings and the surroundings are meant to represent a Bavarian town suburb.

This game won awards at Claymore 87 and Armageddon 87



## KEEP WARGAMING

Paul and Teresa Bailey  
The Keep  
Le Marchant Barracks, London Road,  
Devizes, Wiltshire, SN10 2ER, UK  
Tel (0380) 4558  
with GAMES INNOVATION

## PAUL & TERESA BAILEY

We shall be at the following shows in the near future:

16th April	SALUTE, London Kensington Town Hall
7th May	ROLL CALL, Dunstable Queensway Hall
14th/15th May	POOLE Wargames Convention Henry Harbin School

Although we carry a wide range of wargaming equipment it is not possible for us to carry everything to every show, so we suggest that, to avoid disappointment, you contact us in advance so that we can bring your order with us.

We are distributors of SLS scenic products. Scatter material (available in 16 different shades); Lichens (3 shades); Hedging and Stone Walling (00 and N gauge); Granite Chippings; Cork Bark etc.

Remember we are also distributors for K & M Trees, the finest trees available for the wargamer.

For full details of all our services, send an s.a.e. to the above address.

Trade Enquiries Welcome

Shop Open Tues-Sat 10.00am-6.00pm  
VISA and ACCESS Accepted



# WHAT ABOUT THE WARLORDS?

# S.

The South London Warlords was founded in 1971 and within eight months of opening

held its first open day now known as SALUTE.

Among many facilities offered to the members by the Club is the in-house magazine - *COMMAND POST* - which from its early humble origins has now developed into a semi-professional bi-monthly publication containing high quality articles contributed by the membership for the membership and distributed free to the membership. The Club meets every Monday and Thursday with the bulk of the present membership attending on Mondays. Annual membership is only £18 per year

# L.

with no extra costs. New members have no obligation to join on their first visit and a reduction in

membership costs is given to younger members, OAP's and the unemployed. The Club is a non-profit-making organisation. All funds are allocated for the benefit of the membership including the provision of good quality scenery, regular social events such as visits to open days and pub evenings, production of display equipment and printing of the Club magazine. On the first Monday of every month a special participation game is run for the benefit of prospective new members and current members wishing to get involved in something a little different. As

# W.

mentioned previously, the Warlords has greatly expanded in terms of both size and the diversity of

wargaming styles within the Club, covering everything from Ancients to Modern, Fantasy and Science Fiction. Many Role-players now attend the Club and the range of RPG's encompasses anything from the now common place F&SF to Live Role-Playing. The Club is very proud of its array of activities and interests and encourages new forms of gaming or new styles of presentation. If you are planning on coming along one evening, we can assure you of a warm welcome and, hopefully, a very enjoyable time. Full details of how to join the Warlords are given below. □

## How to join the South London Warlords

If you want to join the WARLORDS, simply contact:

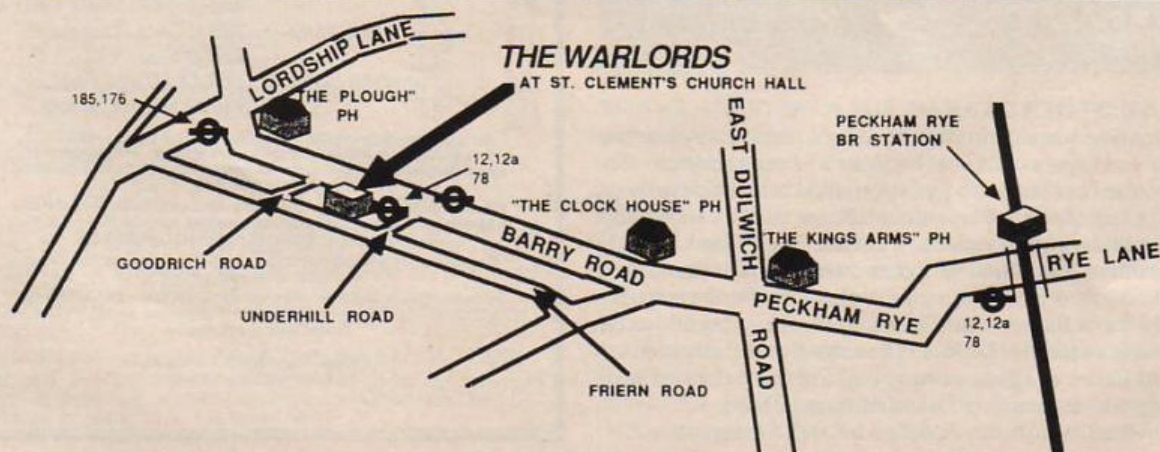
John Merritt  
Honorary Secretary  
16 Gainsborough Square  
Crook Log  
Bexleyheath  
Kent

John will make arrangements for you to visit the Club one evening or

alternatively, just come along to the Club on any Monday after 7pm and we will be more than happy to show you round. The map below gives clear directions with information on local buses and trains. If you come on the first Monday of the month, you'll be able to join in the special participation game that is run especially for the benefit of prospective new members.

Joining the WARLORDS costs only **£18.00 per year.**

Special reductions are offered to younger members, OAP's and the unemployed. Upon acceptance by the Committee of your application for membership, you will be expected to pay on your next visit. Depending on when, during the year, you join you will pay a proportional amount for the year remaining. □







SEE US AT:  
Sheffield Triples  
Spring Militaire  
Salute '88,  
Stand 16

P.O. Box 8, Heaton,  
Newcastle upon Tyne NE6 1ER  
Telephone: (091) 265 5800

**HOTSPUR MINIATURES** now offer  
over 180 20mm figures in the 1980s and  
Spanish Civil War ranges and over 150  
25mm medieval items c.1350-1450 a.d.

#### AS FOR QUALITY...

One of our customers said recently,  
"This is the first time I ever had to worry  
about painting TEETH on a 20mm figure!"

*Send an S.A.E. for our catalogue.*

Overseas wargamers contact us in **YOUR** area at:

New Zealand, Australia and Hong Kong:  
"Military Miniatures",  
Parnell Games & Hobbies Cellar,  
Downstairs 211 Parnell Road, Parnell,  
P.O. Box 9550, Auckland, New Zealand.

United States of America:  
"Alliance Miniatures",  
P.O. Box 2347 Des Moines,  
Iowa 50310, U.S.A.

## ESSEX MINIATURES

15mm & 25mm Miniatures  
**SALUTE 1988**  
Stand 6 in the Main Hall



Order now with Access, Visa or Cheque to avoid delays or stock  
shortages at Salute. Just collect your order on the day!

Telephone Orders: Phone 0268 682309  
Unit 1, Shannon Centre, Shannon Square,  
Thames Estuary Estate, Canvey Island, Essex, SS8 0PE



## HEROES MINIATURES

7 WAVERLEY PLACE  
WORKSOP, NOTTS  
S80 2SY



### MAIL ORDER SPECIALISTS

We stock the following products:

Heroes American footballers, 25mm Laserburn Sci-fi  
Asgard Space Marines, Starbeast, Spacefighters,  
Sci-fi ground attack vehicles, Tabletop 15mm Laserburn,  
Doctor Who figures by Fine art Castings, Super Hero  
figures, 20mm Modern Elite Forces, with all Skytrex's  
1/76th scale vehicles, Triton Napoleonic ships, Asgard  
Renaissance, Tabletop fantasy (formerly Asgard),  
Tabletop Torture Sets, plus all Tabletops rules,  
Not forgetting Ros & Heroics 1/300th WWII vehicles, &  
aircraft, plus Modern aircraft and Infantry, Scotia  
Models 1/300th modern and WWII vehicles, G.H.Q,  
1/285th scale modern.

Please send S.A.E. for full list

USA agent: Alliance Miniatures P.O. Box 2347  
Des Moines, Iowa 50310  
(Heroes Miniatures Products only)

## REVO Figures and Flags

Revo 25mm and 15mm self-adhesive flags. Printed in full colour, simply cut them out, peel off the  
backing and attach them to the flag staff. The range to date comprises:

25mm sheets	15mm sheets
No. 1 France Line Infantry 1804-15	No. 1 France Line Infantry 1804-12
No. 2 Britain Infantry 1801-15	No. 2 France Line Infantry 1812-14
No. 3 Britain Infantry 1801-15	No. 3 Russia Infantry 1813
No. 4 Britain Infantry 1801-15	No. 4 Austria Infantry 1806-15
No. 5 Austria Infantry 1806-15	No. 5 Prussia Infantry 1803-15
No. 6 Prussia Infantry 1803-15	No. 6 Britain 1801-15
No. 7 Russia Infantry 1803-15	No. 7 Britain 1801-15
No. 8 A.C.W. Union Infantry	No. 8 Britain 1801-15
No. 9 A.C.W. Confederate Infantry	No. 9 France 1815
No. 10 Bavaria 1803-15	No. 10 Spain and Portugal 1806-14
No. 11 Britain Guard Infantry 1815	No. 11 A.C.W. Confederate Infantry
No. 12 Brunswick and Nassau Infantry 1815	No. 12 A.C.W. Union Infantry
No. 13 German states Infantry, Hesse, Mecklenburg, Saxony 1803-14	No. 13 Bavaria 1803-13
No. 14 Spain and Portugal 1806-14	No. 14 Brunswick and Nassau 1815
No. 15 France Infantry 1815	No. 15 German states, Saxony, Hesse etc. 1806-14
No. 16 Cavalry standards, Austria, Britain, Prussia, Russia 1801-15	No. 16 German states, Baden, Wurttemberg etc. 1812-14
No. 17 Cavalry standards, France, Saxony, Baden, Bavaria etc. 1804-15	No. 17 French Guard Inf.
No. 18 German states Infantry, Lippe, Wurttemberg, Baden etc. 1812-14	No. 18 Nap. Cav. standards, Russ/Pruss/Aust.
No. 19 ECW Royalist inf. & cav.	No. 19 AWI Amer. & France
No. 20 ECW Royalist inf. & cav.	No. 20 AWI Brit. & German
No. 21 ECW Part. inf. & cav.	No. 21 ECW Royalist inf. & cav.
No. 22 ECW Part. inf. & cav.	No. 22 ECW Royalist inf. & cav.
	No. 23 ECW Part. inf. & cav.
	No. 24 ECW Part. inf. & cav.

#### WATERSLIDE TRANSFERS

Heraldic symbols. 4"x5" sheets filled with devices in various sizes suitable for many  
applications in different scales.

Series A Lions, eagles and other beasts  
A1 Red, A2 Black, A3 Yellow, A4 White, A5 Blue, A6 Green  
Series B Crosses, trefoils, fleur-de-lys etc.  
B1 Red, B2 Black, B3 Yellow, B4 White, B5 Blue, B6 Green  
Series C Ermine, vair, chequy etc.  
C1 Red, C2 Black, C3 Yellow, C4 White, C5 Blue, C6 Green  
Series D Axes, horse shoes, shells, garbs etc.  
D1 Red, D2 Black, D3 Yellow, D4 White, D5 Blue, D6 Green  
Price as per 25mm Flag Sheets

**REVO FIGURES** Standard range Napoleonic and E.C.W. plus multi-piece Normans,  
Saxons, Vikings and Landsknechts

Flag sheets 15mm = 40p each, 25mm = 70p each + 20% p&p over £6.00 post free (UK only)	
Figures 25mm Napoleonic and E.C.W. ....	20p per foot figure 20p per rider figure 40p per horse
Figures 25mm Multipart .....	30p per foot figure 30p per rider figure 40p per horse
	+ 20p p&p over £10.00 post free (UK only)

#### WHITTLESEY MINIATURES

PO BOX 46  
WHITTLESEY,  
Nr PETERBOROUGH, CAMBS PE7 2EW

Access purchases may be made  
by post or by telephone on  
0733 205131

Send s.a.e. of l.r.c. for lists of 60p for sample figure and flag plus lists.





Élite Miniatures 25mm Napoleonic Prussians from the 1805-06 period. From the collection of designer Pete Morbey. Élite figures are sold by Dave Thomas on the Connoisseur stand (T39) in the Lower Hall. Photo: D.M.

## The CONNOISSEUR Range

Stand 39 in the Lower Hall

See our Stand now  
for some great  
"SALUTE" Special Offers  
and a Display of the  
fantastic new range of Colonials

We also have a limited number of  
painted units and personality figures  
for sale

French Horse Artillery teams  
now available

PRICES	
FOOT .....	35p
CAVALRY .....	35p
HORSE .....	45p
CAMEL .....	60p

### Connoisseur Figures

Enchanted Cottage, Folkton, Scarborough, N Yorks, YO11 3UH.

Tel: (0723) 891062

Send £1 for sample figures and lists (UK only)

# FRONT RANK

for perfection in  
QUALITY AND DESIGN  
in 25mm and 15mm  
Wargamers and  
Collectors figures

## Figurines

NEW  
OUT NOW

### SEVEN YEARS WAR 25mm

French Infantry, Cavalry  
French Artillery Crew  
2 Exciting Personality Figures

#### ALSO AVAILABLE FROM FRONT RANK FIGURINES:

25mm E.C.W.  
25mm Jacobite Rebellion  
25mm A.C.W.

15mm A.C.W.  
15mm Wars of the Roses

PRICES (25mm)  
FOOT/CAVALRY FIGURES 28p  
HORSES 40p

PRICES (15mm)  
FOOT/CAVALRY FIGURES 10p  
HORSES 12p

SEND NOW for FREE comprehensive CATALOGUE and  
SAMPLE FIGURE! – Please include S.A.E.

We offer a fast & reliable mail order service, or telephone your order on

(0702) 341874



Stockists: London – Games People Play  
5 Wellington Terrace, Bayswater Road,  
Notting Hill Gate, London W2. 01-727 9275

Scotland – The War Gamers Dungeon  
132 Berkeley Street, (off Charing Cross)  
Glasgow. 041-226-4120

Our Address: Front Rank Figurines, 11 Southbourne Gardens,  
Westcliffe-on-Sea, Essex, SS0 0AG. Tel: 0702 341874  
(No visitors without prior appointment please)





Above: Wargames Foundry 25mm Franco-Prussian figures, available at Salute from Quartermasters Stores (T17) in the Foyer. Below: Front Rank Figurines 25mm ECW cavalry. (Stand T8 in the Main Hall.) Photos: D.M.





AND NOW – IF YOU GET TIRED OF WALKING AROUND SALUTE – HERE'S A GAME TO PLAY IF YOU'RE SITTING IN THE BAR FOR AN HOUR OR SO . . .

## CHAMPIONS OF THE GODS: BRONZE AGE HEROES IN THE TROJAN WAR

by Arthur Harman

*"Horatio, of ideal courage vain,  
Was flourishing in air his father's cane;  
And as the fumes of valour swelled his pate,  
Now thought himself this hero, and now that.  
'And now,' he cried, 'I will Achilles be,  
My sword I brandish – see the Trojans flee!  
Now I'll be Hector, when his angry blade  
A lane through heaps of slaughtered Grecians made..."*  
(from 'Feigned Courage' by Charles and Mary Lamb)

The Trojan War, as recounted in Homer's *Iliad*, continues to fascinate us today, despite the virtual disappearance of the Classics from many schools – gone are the days when one could assume that every schoolboy would be familiar with the deeds of the Heroes of Greece and Troy, as was the case when the Lambs wrote the poem quoted above in Queen Victoria's reign. However, recent books, notably Michael Wood's *In Search of the Trojan War*, and Peter Connolly's *The Legend of Odysseus* discuss the question of the historical authenticity of the Homeric epic; the latter volume's illustrations of Bronze Age warriors are calculated to inspire wargamers to recreate encounters of Achilles, Ajax, Menelaus, Diomedes and Hector in miniature. The following game was devised as a result of discussion with Andy Grainger and Peter Moles (who has developed his own version for use as a participation game at conventions), and is intended as a light-hearted 'After-Dinner' game for eight to a dozen players. It has no pretensions to be a serious recreation of either Bronze Age warfare or Homer's *Iliad*, and should be played in a suitably boastful and vainglorious spirit! Now read on, mortals, and discover what fate the Gods have decreed for you....

### CHAMPION OF THE GODS: RULES

#### Roles

Players have a dual role in this game; they portray one of the Gods of Mount Olympus, and also control the actions of mortal warriors, through whom the Gods play out their own feuds (at last, a game structure that uses the relationship between wargamers and their toy soldiers to simulate 'reality' to perfection!). Each God controls at least one warrior (who may rise during the game through champion to Hero) and his retinue of fighting men. The size of the warrior's retinue reflects his standing in the eyes of his comrades, as will become clear. Warriors fight for glory and loot; political and strategic consideration means nothing to them, war is merely an opportunity to display their prowess and increase their reputation; personal considerations outweigh the overall objective, particularly among the Greeks, who are fighting to help Menelaus to recover Helen because they once took an oath to get her back if she was ever taken from her husband. Thus, a warrior will disobey the orders of his notional commander and sulk in his tent if offended, or rush off on some desperate bid for personal glory.

The Gods, most of whom have already taken sides in the war, act to protect their favourites when *in extremis*, but do not intervene in mortal affairs lightly. They seek to score over each other through the agency of the mortal warrior, and to secure victory for the nation they support. Only Zeus, King of the gods (the umpire), remains neutral. He will only intervene to redress the balance between the two nations where the outcome of a battle does not appear to conform to the Golden Scales, with the sentence of Death in each pan, that Zeus uses to discover their fate....

#### Status and Challenges

Players begin the game as warriors, with a retinue of 6 fighting men. A champion has a retinue of between 7 and 12 men. Once his retinue is over 12, he becomes a hero. The retinue reflects the player's status and may increase or decrease as described below. Should his retinue disappear altogether, the player is disgraced and must withdraw from

the game. Heroes who win extra glory and renown that would normally be represented by extra members of their retinue, may acquire trophies and loot instead, which may, if necessary, be sacrificed in place of losing fighting men from the retinue.

At the beginning of each turn, players may issue Challenges. One mortal may issue one Challenge per turn, and may not challenge mortals whose status is less than his own, though a lower status Warrior may challenge a Champion or Hero. Refusing a Challenge incurs loss of renown, which is represented by losing one retinue member if the challenger is of equal status, two members if he is inferior in status. Zeus will decide the order in which mortals may declare their challenges, by die roll, status, size of retinue or whatever he chooses. Such is the power of the King of the Gods. When a Challenge is accepted, both parties advance to the centre of the plain in their chariots, their retinues following at a respectful distance, and disembark ready for combat.

#### Combat

Combat lasts a maximum of three rounds. Once a Challenge is accepted, each player must stake at least one, but not more than three, members of his retinue on the outcome of the fight. These represent the prestige gained by winning or lost by being defeated. In the first round of combat the higher ranking warrior, or the one with the larger retinue, stakes first (if both players are equal, let Zeus decide), and the other must 'see' him, as if in a poker game, or withdraw, losing one member of his retinue. In the second round the lower ranking stakes first, and the higher ranking in the last round, and the same rule about withdrawal applies. The members of both retinues that are staked are transferred to the winner of that round of the combat, unless there is a 'draw', in which case they remain 'in the pot' for the next round. If the last round is a draw, the stakes are returned to their original leader, save that a lower ranking player gains one of his opponent's men for having faced up to him.

The rounds of combat themselves are decided on a very simple basis. Each player begins the game with three cards, displaying pictures of a Sword, a Spear and a Shield. Players choose one card and present them simultaneously. The rules are:

SHIELD turns SWORD (ie Shield wins)

SWORD cuts SPEAR (ie Sword wins)

SPEAR pierces SHIELD (ie Spear wins)

Hardly a realistic representation of hand-to-hand combat, but simple and playable: where both players choose the same card, there is a draw.

There are two refinements on what is, basically, the children's – 'Stone, Scissors, Paper' game played with the fingers. These are, firstly, that Spear is a 'one shot' weapon for that turn only, and secondly, that Champions have an extra Spear Card, and Heroes an extra two Spear Cards (this, I, suppose, could represent their skill in retrieving their weapons, rather than carrying additional spears). If a Warrior, Champion or Hero is defeated in all three rounds of combat by his opponent, then he is in danger of being killed. He may appeal to his comrades to save him, which any other player who has not yet fought that turn may do by Challenging the Victor, whilst another forgoes combat that turn to drag the defeated player's figure to safety. Both players must be given a piece of loot, or a member of the potential victim's retinue, as a reward; if the player *in extremis* wishes, and has the necessary status, he may offer more! No player is under any obligation to save another, but to refuse to help a comrade calling for aid costs one member of one's retinue for Warriors and Champions, or two for Heroes (Heroes have a high standard of martial conduct to live up to!). If no mortal will come to his aid, the player at risk must call upon his God or Goddess to save him, which they will always do, subject to a maximum of three divine interventions per game, and remember that a God may take an interest in more than one mortal....



### Fate

At the beginning of each turn Zeus, who is equipped with a simple pair of scales, one pan of which is labelled 'Greeks', the other 'Trojans', selects two slabs of Plasticene from a row at random, and places them in the pans. The side that goes down is the side against whom he may deploy one Thunderbolt that turn. These are used, at Zeus's absolute discretion, to reverse the outcome of one combat, but do not prevent divine intervention to save the loser. In practice, Zeus will use the Thunderbolt to give a player who is in danger of being forced out of the game another chance, so long as it is in accord with the fate decreed by the scales.

### Chance

At the beginning of each turn, Zeus draws a Chance Card from a pack to set the scene for that turn. These will be incidents taken from the *Iliad*, such as Achilles withdrawing to his tent after Agamemnon took his captive, Briseis, in which case Achilles and his Myrmidons will not participate that turn, and may not be challenged to combat by the enemy.

### Victory

At the end of each day's fighting, or turn, the number of combats won by each side should be totalled, and the side with the higher total has won that turn. Zeus may care to limit the game to a predetermined number of turns, at the end of which Trojans or Greeks – and hence the Gods who support them – are declared victorious. Any player who has achieved, and maintained, Hero status until the end of the game has won a personal victory; there might be a 'Victor Pugnarum' (Yes, I know it should be Greek!) award for the Hero with the most loot and largest retinue.

### Terrain

A flat tabletop, possibly covered with a sand-coloured cloth, represents the Plains of Troy. Cardboard cut-outs of the fortress of Troy, the Greek ships and camp, and Mount Olympus should be positioned around it. For a demonstration or participation game at a convention, the scenery could be more elaborate.

### Figures

Each Warrior must begin the game with an easily identifiable personal figure, a chariot, horse and driver, and a retinue of six assorted fighting men. Extra figures may be placed in the background to create a picture of a raging battle. The game may be played with figures of any scale, from 15mm upwards, but if the game organiser insists upon Bronze Age, rather than Classic Greek, figures his choice will be limited. Personally, I have chosen figures from Chariot Miniatures, who have a Mycenaean and Minoan Greek range in 15mm, but since the *Iliad* is a work of fiction, there is no reason why one could not use almost any suitable Ancient or Fantasy figures, painted as fantastically as one likes! Zeus should hurl Thunderbolts at any player who starts a pedantic argument about Bronze age/Homeric armour and weapons!

### Source

Homer's *Iliad* is available in paperback in the Penguin Classics Series, and will be useful for names and incidents for Chance Cards.

If you want an authentic Bronze Age recreation, Peter Connolly's *The Legend of Odysseus*, Oxford University Press, 1986 is essential. His *The Greek Army* also has useful pictures and information.



Another convention, over two decades ago. The three bespectacled gentlemen in the front rank were already well known in the Hobby in the Sixties. The young sprog peering over their shoulders (& who supplied this photo) has become well known in the Eighties through his 'playable' wargame rules. Whether the player on the right flank has just thrown dice (which, apparently, usually landed on 'six!') or is gesticulating at the opposition is open to question. There may or may not be a prize of a bottle of champagne from the Warlords for the first correct answer – four names – submitted to the Command Table, on stage at 'Salute'. Either way it's an interesting bit of nostalgia.

## ◀ STRATAGEM ▶

18 Lovers Lane, Newark, Notts. NG24 1HZ

### Schreiber Card Buildings for 15mm (1:120 scale)

SCB1	Four timber-framed houses	£2.75
SCB2	Four buildings (inc. church)	£2.75
SCB3	Apothecary's, town gate, town walls, old house	£2.75
SCB4	Four old town houses	£2.75
SCB5	Four old town houses (all different to above)	£2.75
SCB6	Town Hall, school, well, fire-station	£2.75
SCB7	Town gate, town walls, two old houses (all different to SCB3)	£2.75
SCB8	Nassauer House	£2.50
SCB9	Watermill	£2.75
SCB10	Albrecht Durer's house	£2.50
SCB11	Church + vicarage	£2.75
SCB12	Windmill with Farmhouse	£2.75

Cheques/POs payable to Stratagem please.  
Overseas customers please remit in sterling.  
Personal callers by appointment only.

SCC1	Hoheneck Castle	£3.25
SCC2	Hornfeld Castle	£2.75
SCC3	Rosenburg Castle	£2.75
SCC4	Stolzenburg Castle	£3.25
SCC5	Falkenstein Castle	£4.25
SCC6	Greifenstein Castle	£4.25
SCC7	Rabenstein Castle	£4.25
SCC8	Weissenburg Castle	£2.75
SCC9	Siegmundseck Castle	£3.25
SCC10	Dreifenfels Castle	£6.75
SCC11	Ritterburg	£7.50
SCC12	Steinbeck	£9.50
SCC13	Barenfels	£4.95

(Barenfels is 1:200 scale. A little small for 15mm Very imposing with 6mm!)

#### Post & Packing:

UK/BFO: 10% (minimum 35p).  
Overseas: Surface 25% (minimum £1). Airmail 50% (minimum £2).

Pengel & Hurt series of booklets on the organisation, uniforms and flags of the armies of the Seven Years War. All booklets are 8x12, stapled with paper covers and black binding strip. Price indicates thickness and amount of illustration, ranging from 20 to 100 pages with up to 50% illustration.

PH1	Austrian Dragoons and Cuirassiers	£3.50
PH2	Austro-Hungarian Hussars & Artillery	£2.95
PH3	Austro-Hungarian Infantry	£4.95
PH4	Bavaria, Saxony & the Palatinate	£5.95
PH5	French Cavalry and Dragoons	£5.95
PH6	French Maison du Roi	£3.50
PH7	French Troupes Legeres	£4.25
PH8	French Infantry Regiments	£5.95
PH10	Prussian Dragoons and Cuirassiers	£4.95
PH11	Prussian Hussar Regiments	£3.25
PH12	Prussian Infantry Regiments	£5.95
PH13	Russian Cavalry	£3.75
PH14	Russian Infantry	£3.25
PH15	The Reichsarmee	£5.95
PH17	Swedish Army in Pomerania	£3.50
PH18	Prussian Flags (includes sword knots and drum borders for Prussian Army)	£1.95
PH19	German States	£5.95



# WARHAMMER

## ROGUE 40,000 TRADER



In the nightmare future of the fortieth millennia, only the superior psychic mind of the Emperor shields humanity from certain extinction. Dedicated to his service are the warriors, agents and myriad servants of the Imperium. Foremost amongst them stand the Space Marines, men strengthened by advanced bio-processing techniques to create the ultimate human warrior.

Warhammer 40,000 Rogue Trader is a miniatures based tabletop game designed for two or more players. You represent the forces of the Imperium or of any one of they many enemies ranged against its borders. Warhammer 40,000 Rogue Trader is suitable for games varying in size from shoot-outs and simple skirmishes to full-scale battles! Inside you will find rules and description covering -

- **Combat**

- Rules for warfare in the distant future.

- **Equipment**

- The technology of conflict described.

- **The Age of the Imperium**

- full details of history, background and warriors.

- **The Advanced Gamer**

- A further selection of rules and information for advanced play.

- **Special Scenario**

- an introductory game including all the details you need to play plus cut-out counters.



Available from all good games and hobby stockists, or in case of difficulty, direct from: Games Workshop Ltd, Chewton Street, Hilltop, Eastwood, Nottingham, NG16 3HY. US Customers please contact: Games Workshop US, 8920 Route 108, COLUMBIA, MD21045, USA.

For Access and Visa orders, ring the mail order hotlines on (0773) 713213/760462





MOVES	LOW ELEV.	HIGH ELEV.	BOUNCING
1st	no effect	no effect	no effect
2nd	3:2 against	2:1 against	3:2 against
3rd	1:1	3:2 against	2:1 against
4th	—	1:1	3:2 against
5th	—	—	1:1

For anyone interested in taking into account the amount of ammunition used in an action, the author of *Dienst der Artillery*, 1827 gives precise details of ammunition carried by Prussian batteries:

A 6lb foot artillery gun carried in its limber:

56 rounds shot, 14 rounds canister.

A 6lb horse artillery gun carried in the limber:

48 rounds shot, 12 rounds canister.

Each 6lb battery had 2 wagons, each carrying:

152 rounds shot, 40 rounds canister.

A 7lb howitzer carried in the limber:

15 rounds shell, 5 rounds canister.

Each 7lb howitzer had its own wagon, carrying:

66 rounds shell, 15 canister, 1 carcass, 2 flares.

A 10lb howitzer carried in the limber:

4 rounds shell, 4 rounds canister.

Each 10lb howitzer had 2 wagons, each holding:

44 rounds shell, 9 canister, 1 carcass, 2 flares.

A 12lb foot artillery gun carried in the limber:

12 rounds shot, 8 rounds canister.

Each 12lb gun had its own wagon, holding:

80 rounds shot, 20 rounds canister.

A 6lb battery had six guns and two 7lb howitzers. A 12lb battery also had six guns, and two 10lb howitzers. A 7lb howitzer battery had eight howitzers, so a 6lb battery would have 4 wagons, a 7lb howitzer battery would have 8 wagons, and a 12lb battery would have 10 wagons.

Reisswitz says that for close range, low elevation, and random shot, the artillery could be expected to fire at 3 rounds per minute, and at high elevation ranges, 2 rounds per minute.

# ECHELON DESIGN

3 BEECH GROVE, REEDLEY, NELSON, LANCs

## NEW! 25/30mm ACW!

### INFANTRY

each 35p

- ACW 1 MOUNTED COLONEL
- ACW 2 OFFICER KEPI WITH SWORD
- ACW 3 OFFICER KEPI WITH REVOLVER
- ACW 4 OFFICER HAT ADVANCING
- ACW 5 DRUMMER BOY KEPI
- ACW 6 PRIVATE ADVANCING
- ACW 7 PRIVATE ADV HIGH PORTE
- ACW 8 PRIVATE ADV FIRING
- ACW 9 PRIVATE KNEELING FIRING
- ACW 10 PRIVATE SHOULDER ARMS
- ACW 11 PRIVATE ADVANCING
- ACW 12 PRIVATE ADV HIGH PORTE
- ACW 13 PRIVATE ADV FIRING
- ACW 14 PRIVATE KNEELING FIRING
- ACW 15 PRIVATE SHOULDER ARMS

\* 4 DEAD & FALLING FIGURES NOW ALSO AVAILABLE

- 30/E 1 PACK OF 10 KNAPSACKS 50p
- 30/E 2 PACK OF 10 ROLLED BLANKETS 50p

- 30/H 1 PRANCING HORSE 50p

FULL RANGE TO FOLLOW TO INCLUDE ALL ARMS EQUIPMENT AND SEVERAL PORTRAIT FIGURES AND DIORAMAS

ACW 7

ACW 6

ACW 1 30/H 1

ACW 9

ACW 8

ACW 3



25/30mm

## NEW! DG 1 THE DUEL

MID. 18th CENTURY PORTRAIT GROUP ON A SCULPTURED BASE! price £3.95p

### POST AND PACKAGE

- UK / BFPO 10% min 50p
- SURFACE 25% min £1
- AIR 50% min £2

Cheques and PO's in Sterling only - payable to ECHELON DESIGN please

MAIL ORDER ONLY

# GAMES WORLD

RECRUIT AT WEST LONDON'S  
LEADING GAMES SHOP

MINIFIGS (15mm)

TTG GHQ RAL PARTHA  
DIXON GRENADEER CITADEL  
FALCON AHKETON, PLUS  
RULES, PAINTING SERVICE,  
BOARD GAMES, RPGs  
& SOFTWARE

129 KING STREET, HAMMERSMITH,  
LONDON, W6 9JG. PHONE 01-741 4467

Nearest Tube Hammersmith. Late Opening Thursday Until 8pm

When replying to adverts please mention Wargames Illustrated.



# THE LAND IS DEAD

## An introduction to the Cape Frontier Wars, 1799-1878

PART TWO by Ian Knight

With the official renunciation of British rule west of the Kei and the recall of Sir Harry Smith at the close of the Sixth Frontier War in 1835, an uneasy peace settled over the Frontier. A well meaning Governor tried to deal fairly with the Xhosa, but he was deeply resented by the British settlers, who felt they had been the victims of unprovoked Xhosa aggression. And the underlying tension over the competition for grazing land continued.

Among the Xhosa, young Sandile assumed more and more power amongst the amaNgika. His people brought their grievances to him, and, influenced by a new generation of warriors who had not known the bitterness of defeat by the British, Sandile adopted an aggressive tone in his dealings with the British. It was matched by a hardening of the attitude of the Colonial authorities. Throughout the early 1840s, tension mounted.

Then, in March 1846, a Xhosa tried to steal an axe from a trader's store. The trader spotted him, and the culprit was arrested. Angry warriors attacked the police escort as it took the thief to jail, and rescued him. The British decided that Sandile should be responsible for the activities of his people, and demanded that he turn the man over. Sandile demurred. The British put together an expeditionary force and set off to Sandile's Great Place in the foothills of the Amathole to teach the chief of the Ngqika a lesson.

The force consisted of infantry, a regular cavalry unit, the 7th Dragoons, and some Cape Mounted Riflemen, a local force consisting largely of Khoi, who were to prove excellent bush fighters. The column had with it some 125 wagons. As it made its way along a pass at a place named Burnshill, the Xhosa opened fire from the dense bush on either side, and charged the centre of the wagon train. So restricted by the bush were the troops that they were severely mauled as they tried to make their way along the line in small groups. Eventually the British commander managed to extricate the survivors, abandoning 65 wagons to the Xhosa. Among the loot was a sizable supply of ammunition and the Regimental Silver of the Dragoons. It was a stunningly successful application of a strategy the Xhosa were to perfect in the coming months, and the start of the Seventh Frontier War – "The War of the Axe".

As the expedition against Sandile fell back, so the exultant Xhosa rose, and, once more, swept into the Colony, driving out the settlers, burning, looting, and driving off cattle. It was a depressingly familiar pattern.

On May 28th a force of 8000 warriors – the largest single army yet fielded by the Xhosa – attacked Fort Peddie. This was a star-shaped earthwork built to protect the Mfengu when they settled across the Kei before the death of Hintsu. Since the Mfengu had jubilantly thrown in their lot with the British when the current war broke out, they were a natural target for Xhosa revenge. The Mfengu were

armed with obsolete muskets, however, and, stiffened by a small garrison of regulars, supported by rockets, they kept up a heavy fire which prevented the Xhosa from closing. At last the attackers were driven off with the loss of over a hundred men.

The successful defence of Fort Peddie was one of the few bright moments for the British in the early part of the war. Time and again the Xhosa, who were for the first time using traded guns in large quantities, ambushed wagons or attacked outposts and disappeared into the bush before reinforcements could be brought up to defeat them. Then suddenly, unexpectedly, and by pure luck, the tide turned in favour of the Colony.

On June 8th, Colonel Harry Somerset set out from Fort Peddie with a force of Dragoons, Cape Mounted Rifles and two guns, to attack some Xhosa kraals. As he neared the Gwanga river, his scouts ahead of him crested a rise, reined in in astonishment, then galloped back to report. Ahead of them, crossing their front along the bed of the Gwanga, was a Xhosa army, entirely unaware of the danger it was in. Somerset deployed his men, led them over the ridge, and charged. The Xhosa bunched to greet them, but the Dragoons cut through them with their sabres, and the CMR, armed with double-barrelled shotguns for bush fighting, rode behind, gunning down the warriors. Caught in the open over three hundred Xhosa died.

The shock of the defeat at Gwanga caused the Xhosa to fall back to their old fastnesses. The War of the Axe dragged on to the dismal close of so many Frontier Wars. British patrols scoured the Amathole, but the chiefs kept one step ahead of them. In the end, it was hunger which forced them to surrender. The country was in the grip of a drought, and the British destroyed the crops of hostile clans. Many warriors, weary of the struggle, watched them do it. They would not fight, but they would not abandon their land either. At last, Sandile was arrested, and the other chiefs surrendered.

As the war fizzled out, the Colony welcomed back an old hero. Sir Harry Smith, fresh from his victories against the Sikhs in India, and openly calling himself "The Hero of Aliwal", had returned to take command of the Frontier. As he arrived at Port Elizabeth, he noticed the face of Maqoma in the crowd. He accosted the chief, and made him kneel, and Smith put his foot on Maqoma's neck, shouting out that he had returned to show the Xhosa who was in charge. It was a gesture which might have pleased the settlers, but Maqoma never forgot this ritual humiliation, and in the end it cost Smith dear.

With his usual flamboyance, Smith set about re-establishing British control west of the Kei, convinced that his personality alone was sufficient to awe the Xhosa. It was not. Trouble began brewing as soon as Smith arrived, and when it erupted, it was to prove more serious than ever before.



(1) The attack on the wagon train at Burnshill, the start of the "War of the Axe".



(2) A skirmish between the Cape Mounted Rifles and the Xhosa. The CMR proved an excellent force in bush-fighting, although some of their Khoi members deserted to the Kat rebels in the Eighth War.





(3) Xhosa warriors overwhelming a wagon-train – a tactic perfected in the 1840s.



(5) Smith's final assault on Maqoma's stronghold in the Waterkloof. This picture gives some idea of the rugged nature of the country.

As the drought continued in the years following the end of the War of the Axe, strange rumours unsettled the Xhosa. The drought, it was said, was caused by the magic of the British, who were trying to destroy the Xhosa once and for all. Xhosa prophets – like all tribal mystics, dismissed by the British as “witchdoctors” – began to promise the Xhosa miracles if they took to arms once more. When Smith blustered and raged at the chiefs, pointing out that he had garrisons ringing the Amathole, and limitless ships to bring reinforcements, Maqoma sneered “Yes; but do you have any ships that can sail *into* the Amathole?”

Smith decided to confront Sandile and make him accept his responsibility for the unrest. In December 1850, a column was sent to arrest him. It was a repeat of the Burnhill fiasco. As the column wound through the narrow Boomah Pass, there was a shouted war-cry and a crash of musket-fire from the bush. The Xhosa had gone to war once more. The fight was fierce and bloody, and the British decidedly got the worst of it. As the remnants of the column extracted themselves from the Pass, Maqoma and Sandile and the other clan chiefs prepared to sweep into the Colony.

Smith's situation was perilous. Convinced he had the Frontier under control, he had reduced the troops there to a mere 1,700; 900 of whom were needed to garrison forts scattered around the country. Smith himself was under virtual siege at a post named Fort Cox.

The settler villages established around the Amathole foothills suffered worst from the Xhosa rampage. On Christmas Day the warriors fell on the tiny village of Woburn. The handful of able men made a determined stand in one of the buildings, but the Xhosa finally broke in and killed them all. At Auckland, villagers noted that the streets were unaccountably full of Xhosa, who had come in under the pretext of trading. Suddenly a chief shouted a command, and the warriors produced assegais. The settlers fled to the church, with the Xhosa hard on their heels. For some hours they defended the church, until the Xhosa called out, offering women and children safe passage. The warriors let them pass, then rushed the church.

The men held out until their ammunition failed, and then they too were overwhelmed.

All along the frontier, the settlers were driven into defensive laagers or towns, and the military to their forts. The initiative remained with the Xhosa. Worse still, the Xhosa found a new ally. In 1829 a settlement had been founded along the Kat River, on land formerly owned by Maqoma. It comprised Khoi and mixed blood peoples, who gratefully set up their own farms, and dutifully volunteered their services to the British in subsequent wars. As time went on and the number of white settlers increased, covetous eyes were cast on the Kat River settlement, and the Khoi found themselves on the end of a bullying attempt to make life there unpleasant. Their grievances mounted, and at last they threw in their lot with the Xhosa. Armed and mounted, they made formidable enemies as they attacked white communities on their borders.

At last, Smith slipped out of Fort Cox – disguised as a trooper of the Cape Mounted Rifles – and made his way to King William's Town. Whatever his faults, he was not idle, and he immediately organised such raids against the Xhosa as his resources would allow. A Xhosa foray to the outskirts of the town was bloodily repulsed, and Smith went onto the offensive. The Kat River rebels were the first to feel his wrath. Over 2000 troops under Harry Somerset – the victor of Gwanga – made a successful night attack on the rebel camp. The rebels retired on an old frontier post, Fort Armstrong. Somerset assaulted it in the classic European style; he bombarded it with his guns, and then stormed it. His vengeful troops, particularly the volunteers, killed everyone they came across.

Whilst he kept up the pressure on the Xhosa, Smith strengthened his hand with reinforcements from home. Already the Xhosa were retiring to the Fish River bush and the Amathole; this time, Smith would have to go in and get them out.

Initial attempts were not promising. The newly arrived 2nd (Queen's) Regiment was sent into the Fish River bush. The country was broken, rocky and rugged, and clothed with tough spikey shrubs



(4) Colonial volunteers storming a mountain stronghold.



(6) A volunteer unit in the typical uniform of the Ninth War; note the Mfengu with their characteristic shields.





(7) A fight in the bush; although this picture is set in the 1870s, it is typical of such scenes throughout the Frontier Wars.



(8) A skirmish in the bush.

which not only snagged clothes and raked skin, but hid the enemy until it was too late. Employing their usual tactics, the Xhosa managed to split the troops into small parties, and overrun them piecemeal. Twenty-three men were killed in one fight alone – a high number by the standards of such warfare.

In the Amatholes, it was much the same story. Here the attention was directed against the Droomie Heights, a spur of the Amatholes which boasted a complex of gorges known collectively as the Waterkloof. It was here that Maqoma had gone to ground. On September 7th, 1851, Colonel John Fordyce led a force of 600 74th Highlanders into the Waterkloof. On an oppressively hot day, they struggled through the bush to climb the heights, but, as they marched down the other side, Maqoma's warriors ambushed them at the point where the track was narrowest. There was a stiff hand-to-hand fight in the gloom of the bush, and the 74th were driven out in disarray. With only 13 dead, Fordyce could count himself lucky.

For several months the fighting ranged back and forth around the Waterkloof. Patrols sweeping the area crossed and recrossed the same ground, but always Maqoma was one step ahead of them, abandoning one area only to reappear in another just swept by the troops. He struck whenever the British were most exposed.

Though elsewhere his troops were burning Xhosa homes and crops, politically, Smith was losing the war. In March 1852 he received an official recall. He determined to have one last crack at Maqoma. Mustering all the troops at his disposal, he ringed the Waterkloof and closed in. He bombarded Maqoma's personal stronghold, and stormed it at bayonet point. The chief, as ever, escaped the net, but his followers were scattered.

Try as he might, Smith could not make the chiefs surrender. He left the Frontier with the small consolation of his military success at the Waterkloof as compensation for the utter ruin of his policies. His successor was left with the task of bringing the Ngqika to heel. It was a long and wearying process. The Xhosa clung to their chiefs tenaciously, retreating deeper and deeper into their strongholds in a war of attrition they could not win. Gradually the sweeps cleared the bush and ravines. At last, in March 1853, Sandile and Maqoma surrendered.

The Eighth Frontier War had broken the spirit of the Xhosa, and there was to be one terrible manifestation of this. At the close of the hostilities the Ngqika were resettled on a cramped and crowded reserve away from the dangerous Amatholes and the Fish. Here they languished and, quite literally, died.

In early 1856, a young Xhosa maiden claimed to have visions, in which, she said, the dead chiefs of old appeared to her, and gave her a message. They were waiting in the afterlife to return and overthrow the British and deliver the Xhosa nation from its misery. But a price was to be paid, a sacrifice to prove the nation worthy. The people must kill their cattle. Only if they gave themselves into the hands of the spirits completely would the miracle occur. At first, few people took the prophecy seriously, but gradually it took hold of the national consciousness. Believers began to slaughter their beasts. When promised miracles failed to occur, believers accused unbelievers of spiritual sabotage and attacked them. Across the Ngqika reserve, and into Gcalekaland, the Xhosa killed their cattle. But the

old chiefs did not come, and there was no Millennium. The people, deprived of their main form of sustenance, simply starved. It is estimated that as many as 67,000 died. The land was indeed dead.

The grim period of the cattle killing marked the end of Xhosa independence. The Colonial authorities blamed the chiefs. Fierce old Maqoma was exiled to Robben Island, one of many African nationalist leaders to languish there. He died in 1873. Sandile took to drink. Even Sahrili, the great paramount chief of the Xhosa, across the Kei, was turned out of his traditional land and put on a location. A large chunk of Gcalekaland was given over to the Mfengu, who had proved loyal allies of the British in two wars.

There was to be one last Frontier War, a last spasmodic shudder in the Xhosa national corpse. Unlike the others, it began in Gcalekaland. Gcaleka resentment of the Mfengu – former underdogs, now raised up – seethed over the years. In August 1877 a party of Xhosa and Mfengu clashed at a wedding ceremony. A fight broke out, and the Xhosa went for their assegais. Young warriors appealed to Sahrili to redress past wrongs and fight as the Xhosa had in the old days. The paramount chief was old and tired, but weary of his humiliation. He would fight. The Xhosa attacked the Mfengu.

On the border, the Colony's police thought that this was just a faction fight, and sent out a patrol to break it up. The patrol ran into a Gcaleka army, and was forced to retreat. The Police post at Ibeka was placed under siege. Reinforcements were brought up, and the Xhosa driven off. The Colonial troops then advanced on Sahrili's Great Place, and burnt it. But it had been largely deserted. The Gcaleka had taken to the bush. Sahrili sent messages to Sandile asking the amaNgqika to join the fight. Sandile threw off the cloak of the drunken sot, and assumed the mantle of the warrior chief once more.

On February 7th, 1878, a combined Ngqika and Gcaleka army attacked the British camp at KwaCentane. It was defended by the First Battalion, 24th Regiment, earning their spurs as seasoned bush fighters. The Xhosa army numbered 5000 men – a large force, even by the standards of the old days. But the attacks were uncoordinated, and as the warriors advanced in dense masses, the concentrated volley fire cut them down. As they turned, they were chased from the field by the irregular cavalry. Nearly 400 dead were left on the battlefield.

The decisive defeat at Centane broke the spirit of the Gcaleka. The warriors retreated to their homes, and Sahrili fled. Deserted by his allies, Sandile had little option but to take to the bush. His followers made for the Kei. The Colonial troops tried to fence them in, but they slipped through the net. They made, as they always did, for the Amatholes.

The task of flushing them out fell to General Frederick Thesiger, soon, on the death of his father, to assume the title Lord Chelmsford. Like the 1/24th, he was destined to have grim experiences at the hands of the South African blacks before he left the continent.

The Ninth Frontier War dragged to a grim close, the troops slowly flushing out bands of warriors in the Amathole bush. Then, on May 29th 1878, a party of Mfengu skirmished with a group of Xhosa, wounding a Xhosa chief. Sometime later the chief was found dead in the bush; he had died from loss of blood following a shot through the



side. He was Sandile, chief of the amaNgqika. The last bands were gradually flushed out and killed.

The final Frontier War was over. The Xhosa had fought long and hard, but their chiefs, their way of life, and their land was gone. There was no one left to fight, and nothing left to fight for. It had taken just one year short of a century, but in the end, the whiteman had most definitely won.

For those who are interested in such things, there are still many Xhosa people in South Africa, officially designated citizens of two impoverished "Homelands", the Transkei and Ciskei, recognised as independent by no-one except South Africa. And their leaders today are amongst those best known in the struggle for freedom. One, Nelson Mandela, until recently was imprisoned, like Nxele and Maqoma before him, on Robben Island. History repeats itself.

#### Further reading

The best general history of the Frontier Wars is John Milton's *The Edges of War*, published in South Africa by Juta in 1983. It is balanced and readable and profusely illustrated. J.B. Pieres' *The House of Phalo* (Ravan Books, 1981) is a good study of the Xhosa up to the end of the War of the Axe, but is basically an academic work, and a little heavy going, best approached after some familiarity with the subject. Philip Gon's study of the 1/24th in South Africa, *The Road to Isandlwana* (A.D. Donker, 1979) includes a good study of the 1877-8 war. A.J. Smithers' *The Kaffir Wars* (Leo Cooper, 1973) includes a lot of campaign detail, but is so unsympathetic to the Xhosa throughout as to be almost offensive. Finally, Michael Barthorp's excellent *The British Army on Campaign* (1); 1816-1853 in the Osprey "Men at Arms" series contains superb studies by Pierre Turner of British uniforms in the Sixth, Seventh and Eighth Wars.

CONTINUES  
NEXT MONTH

## MICRO-SCAPE

Pond Cottage,  
The Street, Somerleyton,  
LOWESTOFT, Suffolk, NR32 5QB  
Tel: (0502) 731423

### Painting Service

25mm FOOT - 70p      25mm CAV - 1.40  
15mm FOOT - 45p      15mm CAV - 90p  
STANDARD BEARERS & FLAGS  
= DOUBLE PRICE

### NEW VETERAN MAGAZINE No. 5 OUT NOW

THIS ISSUE: Franco Prussian,  
100 Years War, Renaissance Russian  
and only 75p.

Send £1.00 For full listings and  
a sample 25mm figure (please do not  
request a specific sample).

Please add 10% p&p for UK/BFPO orders  
30% for Europe/50% for USA and Australia  
Cheques/PO's payable to Micro-Scape

# KHE SANH

## A POST-PRANDIAL ENTERTAINMENT

devised by Ian Russell Lowell

### Introduction

The basic idea is to recreate the problems facing an American fire-base in the Vietnam War: isolation and dependence on helicopters flying in supplies and evacuating the wounded. That's the serious word over, now to the game.

**Equipment.** About a dozen slightly inebriated players, a small (foldable) card table (preferably green baize), a larger solid table, a packet of straws, a packet of balloons, a lot of small plastic "mushrooms" (such as the playing pieces from the Invicta game *Mastermind*), a large room or preferably two rooms connected by a corridor.

**Setting up the game.** The small card table is placed flat (legs folded up) in the middle of the floor of one small room. It represents the Khe Sanh fire-base. Sprinkled on its top are numerous red plastic "mushrooms" representing casualties. The larger table is set up in the middle of the other room and represents the American airbase and headquarters. In neat piles (at least to begin with) are different coloured "mushrooms", each colour representing ammo., food, medical supplies etc. If using a large room please ensure there is a narrow "corridor" between the two tables (three people wide) to represent the flight path. The balloons are then blown up and distributed to under half the players, these represent the Viet Cong

and their flak; the straws are then distributed one each to the remaining players who represent the U.S. chopper supplies.

**Playing the game.** All players must keep their hands behind their backs throughout play: umpire be strict! The Viet Cong hold their balloons in their mouths and must not leave the small room/area with the fire-base. The Americans hold their straws in their mouths and must attempt by sucking through the straw to lift supplies from the H.Q. to drop (literally) onto the fire-base (journey out) and to evacuate casualties (red "mushrooms") by suction alone (journey back). The Viet Cong barrage can intercept these by means of their balloons. The umpire (with great difficulty) notes which supplies are/are not getting through and adds extra casualties as appropriate to Khe Sanh.

**The endgame.** Each lost supply or casualty is +1 to the V.C., likewise each supply dropped on to the fire-base or casualty returned to H.Q. is a +1 to the U.S. player. Winners have most points!

**[Umpire's dilemma.** In practise this is difficult to adjudicate as both sets of players are notorious cheats!]

[Ed: A subsequent phone call from Ian told of U.S. chopper pilots who put gummy substances on the ends of their straws to facilitate pick up!!!]



# BLAUWBERG, 1806

by Martyn C. Clarke

It had been a great victory, of that there was little doubt. Pounded to driftwood at Camperdown the Dutch fleet of the Texel had chosen honour and fidelity as its watch words, but at a cost of virtual annihilation and the certain loss of Holland's continued maritime role in world politics.

Eight years later as Napoleon's newly designated *Grande Armée* marched off to embrace glory on the field of Austerlitz, British troop ships prepared to edge their way out into a hostile South Atlantic. Their destination the Cape of Good Hope, their objective the seizure of the Dutch Batavian Republic's fledgling colony centred upon Cape Town.

On the 4th of January 1806 the sixty-three ship British fleet, carrying upwards of 6,360 troops grouped together into two brigades, one Highland and one Line, hove to, west of a now all too familiar Robbin Island. Scudding across the waves a small Dutch sailing vessel brought consternation and excitement to the inhabitants of Cape Town, but less so to the military under the capable command of Lieutenant-General Janssens. With very few troops remaining, having answered the all too frequent calls of the home government for additional soldiery, Janssens had set in motion a number of defensive initiatives in anticipation of such a British assault upon the colony.

Central, and of vital importance, to any Dutch defense were the officers and men of the 22nd Batavian line regiment, in reality a single infantry battalion of varying quality. Grouped around this nucleus, in their yellow faced, blue uniforms were the 400 odd men of the mercenary, predominantly German, Waldeck battalion, often called a regiment. Providing a weak skirmishing screen, a small force of around 200 green coated, rifle armed, Dutch Jagers supported by a few regular dragoons, and a small number of Dutch gunners completed the trained European element available to General Janssens on the eve of battle.

Sixteen field pieces yoked to horses divided between a small Dutch artillery cadré and a native Malay unit gave punch and credibility to the colony's defence. More uncertain in composition some 300 to 400 mixed Malays and Hottentots of no mean worth described as 'coloured artillerymen' would fight in the same army as 240 equally displaced, abandoned French sailors, the crews of two French vessels wrecked on the Cape. Hurrying in from the outlying districts, hardened burghers, 'sharp-shooters' all, brought the Dutch force up to a strength of around 2000 men, less than a 1000 being what might be termed regular troops. Beset by serious food shortages General Janssens was at times reduced to a mere two days supply of corn, enough to feed the army as it stood, but not the burghers flocking to join it. The initiative passed to the British.

Riding high at anchor in Table Bay the British force sent to oppose the Dutch in Southern Africa and to safeguard the trade routes to India, was formidable indeed. One battalion each of the 24th, 38th, 59th, 71st, 72nd, 83rd and 93rd infantry regiments plus a cavalry component made up of the 20th Light Dragoons eased the task of securing the Cape for Great Britain in her life and death struggle against Napoleon. Two howitzers and six light field pieces, eventually deployed upon the field of battle, diverted the attention of the three Royal Artillery companies on board. A small staff and a considerable number of pike armed sailors attended the army once it landed.

On the 6th January, scarcely a few days into the new year, the British army under Major-General David Baird effected a three regiment landing at a small inlet, twenty miles from Cape Town, called Lospers Bay. Opposing the landing a weak body of spirited citizen sharp-shooters, constantly under heavy naval bombardment, obliged the landing troops and their naval charges to approach the shoreline in a very extended line, landing boats well separated. Casualties, despite a brave Dutch showing on the heights of the Blauwberg, over-looking the surf, were light; only two of the landing party suffering wounds due to enemy fire. However, a boatload of the 93rd Highland regiment capsized whilst under sustained musketry with the loss of thirty five rank and file. Thereafter the battle died down.

The following day, the 7th, was a day of inaction, but witnessed an increase in the overall strength of both armies as they lay scattered on

and about the Blauwberg mountain range. Leaving a tiny garrison to safeguard Cape Town under the watchful eye of Lieutenant-Colonel Casimir von Procholow, General Janssens rapidly moved the rest of his heterogeneous force forward to confront the British before the Blauwberg heights. With equal alacrity Major-General Baird landed a further three battalions, bringing the British total up to 4500 musket bearing men. All but the 38th, deployed elsewhere, would have a part to play on the morrow, especially the three battalions making up the Highland Brigade, the 71st, 72nd and 93rd.

Dawn on the 8th January 1806 found the British awake early, not only awake but advancing at a steady pace upon the Dutch positions. Burgher scouts alerted General Janssens to the dangers of the British moves. For a brief moment or two an advance line of Dutch burghers stationed to the left of the Batavian front contested the British advance until they were driven off the Blauwberg by the approach of the British right flank.

Having gained the level plain behind the ridge both the British and the Dutch armies made haste to come to grips with one another, an impressive artillery barrage opening the day's play. On the Dutch side the bounding shot had a most adverse effect, the results of which would prove fatal to their cause. As if by pre-arranged design the opening cannonade brought about the flight of the paid Waldeck battalion, a desertion that left General Janssens in a quandary as further Dutch troops took flight – a section of the nearby 22nd line regiment.

Inevitably with their strength reduced to less than 800 regulars the Dutch were forced to give way before the inexorable British advance. Giving way though does not necessarily mean giving up as the remaining troops of all arms fought a vigorous action to deny the British the fruits of their labour. Rendering sterling service that day a mixed bag of 240 French sailors and marines fighting as a naval brigade assisted by around 350 valiant coloured troops helped to lessen the stigma of eventual defeat; whilst, giving a fore-taste of their combative nature, Janssens 224 Cape burghers played their weapons upon the solid red and blue line of impassive and seasoned British soldiery.

A sharp thrust by bayonet wielding Highlanders brought the business to its end as the Dutch conducted a skilled withdrawal, away from the victorious British, covered by the sniping fire of the small, steadfast and motivated burgher force, a force now facing a future under British rule.

Given the importance of their latest acquisition the price paid by the British Government was on the whole light: 15 killed, 189 wounded and 8 missing, although it must be remembered that the chances of survival after taking a wound were not all that good. On the Dutch side total casualties including all those killed, wounded or missing reached a sad figure of around 337 souls, 110 of whom were drawn from the French naval brigade.

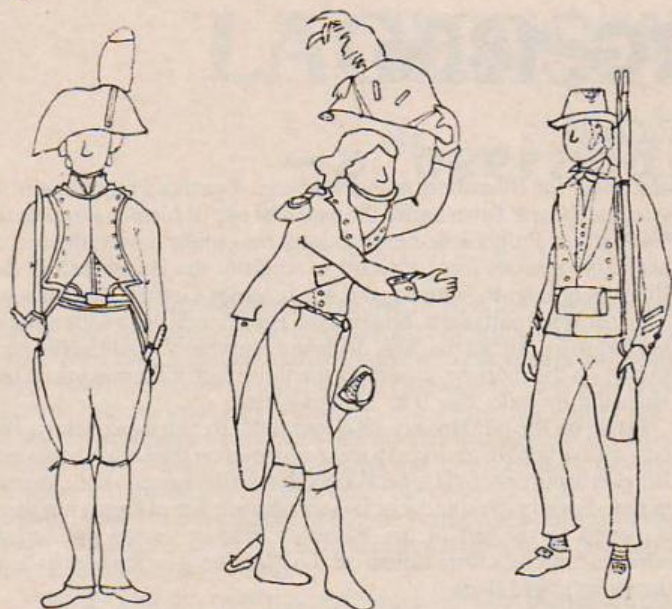
Ten days later, with von Procholow a prisoner and Cape Town occupied by the enemy, General Janssens, the first and last Dutch Governor of the Cape, surrendered despite the entreaties of a few determined burgher officers to do otherwise. The terms of the surrender allowed the Dutch regulars to return home to Holland, not as prisoners of war but as a brave and honoured foe worthy of respect. Those remaining in the colony having handed in their weapons were guaranteed those rights and privileges they had enjoyed under Batavian rule; those not wishing to stay were allowed to depart. Thirty one civil servants chose to do so, sailing for Holland along with ex-governor Janssens on the 6th March 1806. With them went the rule of Holland and the end of a way of life.

## Uniforms

Given that a host of subject matter already exists and deals specifically with the arms and uniforms of the British army throughout much of the Napoleonic Wars we shall instead turn our attention to the lesser documented uniforms worn by their Dutch adversary in the Cape that year of 1806.

Allowing for certain Dutch variation the line infantry of Holland, stationed in the Cape, wore uniforms little removed in style if not in





Dutch Artilleryman Dutch Jager Officer French Seaman

cut to these worn by their mentors, the French. The uniform of the 22nd Colonial battalion being no different to that adopted by Dutch forces elsewhere, a blue, French type *habit* with long characteristically Dutch turnbacks, piped white, and a white higher standing collar, edged red. Regimental colours manifested themselves in the red lapels, cuffs, cuff flaps and turnbacks, piped white. White shoulder straps edged red, white brandenburg loops and buttons appended to red lapels worn in conjunction with white waistcoats and breeches, with black knee length or short gaiters, buttoned up the side, completed the appearance of these isolated champions of Dutch involvement in Africa.

Those classed as grenadiers wore on their shoulders red fringed epaulettes and on their turnbacks red grenades. All wore a plain black shako with a single black pom-pom mounted over a white loop and button. Officers continued to wear the old style, somewhat overlarge, Dutch bicorne so typical of that nation, with a white over red feather. Silver epaulettes, short black boots and a red, white and blue waist sash made up their wardrobe.

Similarly the dress of the less-than-reliable Waldeck battalion, one of five such units in the Dutch Service, aped the appearance of their compatriots in the 22nd, save only that they paraded in yellow facings as evinced by their all yellow high collars, cuffs, cuff flaps, turnbacks and piping. It is not known whether these troops wore shako type headgear whilst in Africa. If not then one must suppose that they continued to use the all black bicorne, fronted by a black cockade and white loop and button above which there rose a single red-over-black feather plume. White belts and equipment allied to calfskin knapsacks were the universal trappings of both these formations.

Janssens' paltry force of Jagers, drawn from the 9th battalion stationed at the Cape since 1802, as befitting troops of that arm continued to wear the traditional green. Red collars, cuffs and cuff flaps helped distinguish them from other such units based in the homeland, in addition to the red piping of their turnbacks, pockets and waistcoats. As with those of the line, buttons were white metal, whilst turnbacks carried a small red bugle or horn. Military accoutrements were black, as was the bicorne with its green plume and hat cords.

Artillery gun crews and mounted dragoons continued to wear blue, the latter possibly appearing in overalls of that colour. Malay and Hottentot native troops may have worn some version of European dress given that they fought so well, being disciplined enough for the victorious British to subsequently take them into service.

Foot artillery personnel engaged in the battle sweated it out in uniforms virtually identical to those worn by artillery crews elsewhere and in particular those of their erstwhile allies the French, save only for the ubiquitous Dutch red-over-black plume. Dragoons however affected certain additional nationalistic traits by displaying tufted balls of red-over-white-over-blue on their white-plumed, black bicorne headdress. Otherwise they followed the general appearance of such troops as evinced throughout much of Europe at this time.

## WARRIOR MINIATURES

14 Tiverton Av., Glasgow G32 9NX Scotland.

Send a stamped addressed envelope plus a first class stamp for full cat. & price list. Overseas postage is extra, so please write first for order details to save time! Tel: 041-778-3426.

AS AN AID TO 15mm WARGAMERS WE OFFER "GET YOU STARTED" ARMIES FOR ONLY £9.95 + £1.30 POST.

BRITISH NAPOLEONIC.....	132 pieces
FRENCH NAPOLEONIC.....	140 pieces
ROMAN EMPIRE 1st C. AD.....	150 pieces
ENGLISH CIVIL WAR Royalist.....	144 pieces
ENGLISH CIVIL WAR Parliamentary.....	144 pieces
AMERICAN CIVIL WAR Union.....	136 pieces
AMERICAN CIVIL WAR Confederate.....	136 pieces
18th CENTURY.....	142 pieces

25mm NAPOLEONIC ARMIES ONLY £13.95 + £2.50 p&p  
FRENCH, BRITISH, AUSTRIAN, RUSSIAN, PRUSSIAN, SPANISH

Visa ——— GREAT VALUE ——— Access  
SEND FOR FULL CATALOGUE. MAIL ORDER ONLY.

## GREAT BATTLES OF HISTORY REFOUGHT!

All the information you need to recreate the titanic struggles of the Napoleonic era.

At last! The second in the American War of Independence series:

AWI/02 The Battle of Camden, 16 Aug 1780 Price £3.05

28pp. packed with information, maps, or bats, & rules for refighting not only Camden but also Hanging Rock & Rocky Mount!

The computer-generated maps are superb!

This is Peter Bateman's best to date. Don't miss it!

### OTHER TITLES:

MON/01 Tippecanoe	£3.50	FPW/GD1 Franco - Prussian War, A Guide	£4.25
AWI/01 Guilford Courthouse	£3.50		
1806/01 Sactee	£2.50		
1806/02 Thann	£2.50	FPW/Froeschwiller 1870	£3.50
1806/03 Akenberg	£2.50	ECW/Aberdeen 1644	£3.50
1806/04 Echmühl	£3.05		
1806/05 Aspern - Essling	£3.05		
1806/06 The Pieve	£2.50	ARMY AND UNIFORM GUIDES	£3.50 each
1806/07 Raab	£2.50		
1806/08 Wagram	£3.75	CB1 Russia 1805 - 14	
1813/01 Lützen	£2.50	CB3 Italy 1805 - 14	
1813/02 Bautzen	£2.75	CB7 Naples, Cleve - Burg 1805 - 14	
1813/03 Gross Beeren	£2.50	CB9 Prussia 1805 - 15	
1813/04 The Katzbach	£2.50	CB11 Saxony 1805 - 14	
1813/05 Dresden	£3.25	CB12 AUSTRIA 1795 - 1814	
1813/06 Leipzig	£3.75	CB14 Poland 1807 - 14	
1814/01 Brienne	£3.05	CB15 Prussia 1797 - 1805	
PEW/01 Rallice and Vimiera	£3.50	CB17 Baden, Württemberg 1805 - 14	
PEW/02 Corunna	£3.50	CB18 Sweden 1802 - 14	
FPW/01 Wagram	£3.05		

ANSCHLUSS PUBLISHING  
79 GODFREY ROAD,  
SPDXWORTH,  
NORWICH,  
NORFOLK.  
Tel: (06603) 890495

MAKE MORE OF WAR WITH

ANSCHLUSS

POSTAGE & PACKING

Publishing

UK/BFPO - 30p per Title EUROPE - 45p per Title AIR MAIL - £1.20 per Title

Dutch burgher forces seemingly fought and skirmished in their everyday dress. Early tinted prints show a variety of jackets ranging from baltic blue to russet brown. Buff breeches with a slight cut at the ankle appear to have been the norm, as were very large wide-awake type hats. Many such burgher troops utilised lightweight slipper style shoes or pumps in the less wild regions around Cape Town, at least that is if we are to go by the early pictorial evidence available for this period and this locale.

French naval ratings ought, according to military decrees dating from around 1804, to have taken the field in short blue jackets with turned down collars and lapels, ornamented with two rows of brass buttons, blue trousers and a red waistcoat. Whether they did or did not is a moot point. What is not beyond dispute is the military prowess of these unlikely soldiers and the improbable army they fought alongside.



# THE MISSOURI OUTLAWS

## Part III

by Mike Bell

### i) Chalk Level Road

In the Chalk Level road fight the three lawmen, Lull, Daniels and Boyle, were all armed with revolvers as indicated on the accompanying table of characters. As we have seen, Boyle fled before the Youngers caught up with his colleagues, therefore I suggest that you dice with a 50% chance of him fleeing before the fight begins. The game should begin with the Youngers facing the two or three lawmen and take it from there. The Youngers should be armed according to the table and as nobody stood out in the fight I have given them all fairly average factors. These are explained in the articles in Nos 27 and 28 of this magazine's predecessor. The detectives' objective is to kill or capture the two Younger brothers, while the outlaws have to eliminate the lawmen. This game is usually short and sharp as both parties are prepared for a fight and begin so close together. It is usually a matter of which side can score an effective hit first. Victory can be determined from the points values allocated to the lawmen and outlaws. Points are score for characters killed or seriously wounded and the side with the highest total when the fight ends is the winner. Any surviving Younger brother can take part in the Northfield raid, although there should only be a 50% chance of surviving any serious wounds.

### ii) The Northfield raid

The participants should be positioned as indicated on the map and armed according to the table of characters. Certain artificial rules have to be introduced to reflect the peculiar conditions of this fight. In the real thing it was difficult for the bandits to identify armed citizens in the gunsmoke and confusion. Therefore I suggest that you fill the doorways, windows and alleys with citizens and that the outlaws' targets are decided by a random dice roll until armed citizen are identified. Armed citizens can only be singled out once they have fired at the bandits. Although this is obviously an artificial rule it is necessary to prevent the citizens from being overwhelmed by 'telepathic' outlaws in the first turns of the fight. It must be applied sensibly however. It is clearly not on for a citizen armed with a rifle to walk up to an outlaw before firing, claiming the protection of this rule.

The outlaws' objective is to get their men away, preferably with the money from the bank. In the actual fight Jesse never attempted to open the safe before Cole yelled at him to get out. Once the game begins I suggest that you dice at the start of each move to determine whether Jesse and the others in the bank find the money or abandon the search and rejoin the men in the street. If the dice score exceeds 75% they will leave the bank, a score of less than 25% means that they have found the cash.

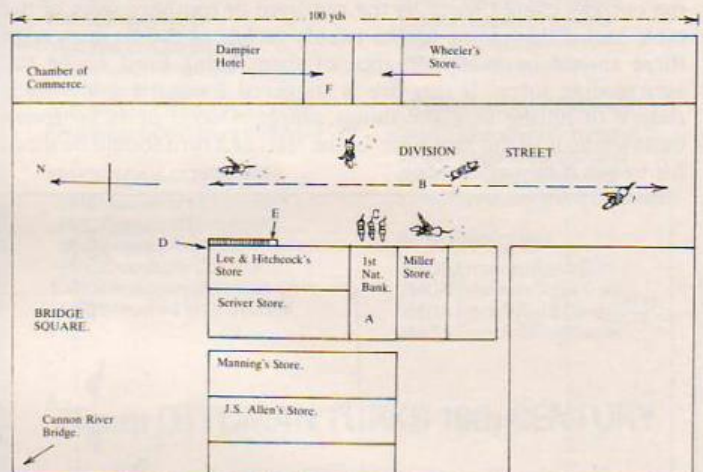
Some simple morale rules are necessary for the outlaws. I suggest that whenever an outlaw is killed or seriously wounded the outlaw player rolls the percentage dice with a 10% chance of abandoning the raid for every dead or seriously wounded outlaw. Thus if three outlaws were dead or seriously wounded there would be a 30% chance of the rest pulling out. Once again winning the game can be decided on a points basis. If the outlaws get more points worth of men away than the citizens kill or capture they have won. However, the points value of any outlaws who get away should be halved if they have not got the money from the bank with them.

There are also some restrictions on the citizens. As we have seen Manning's rifle jammed after his first shot. Therefore whenever Manning fires there should be a 10% chance of his gun jamming, in addition to whatever other missfire or jam rules you employ. Incidentally Manning's rifle is sometimes described as a Remington, which suggests that it might have been a Remington Rolling Block rather than the Sharps I have allocated him.

Henry Wheeler's gun is usually described as an old Army carbine. As it was a breechloader a Sharps is the most likely, although it could just as easily have been any one of a score or more types which were issued to the Union army during the war. There are two options for reflecting the limited ammunition Wheeler had with him when he first opened fire. The first is to give him the three rounds he actually had and roll a couple of 1-10 dice and total the score to determine how many turns it will be before the hotel clerk brings him more shells. The second is to roll a 1-10 die at the beginning of the game to determine how many shells he has found with the gun.

As the outlaws in the street had all been firing their revolvers for several minutes before the citizens retaliated I suggest that you roll a 1-6 die for the revolver of every outlaw in the street when the fight starts. The result is the number of rounds left in the weapon.

### NORTHFIELD, MINNESOTA



A = Jesse James, Charlie Pitts, Bob Younger.

B = Frank James, Clell Miller, Cole Younger, Bill Chadwell, Jim Younger.

C = Horses for party A.

D = Anselm Manning.

E = Elias Stacy (at top of stairs)

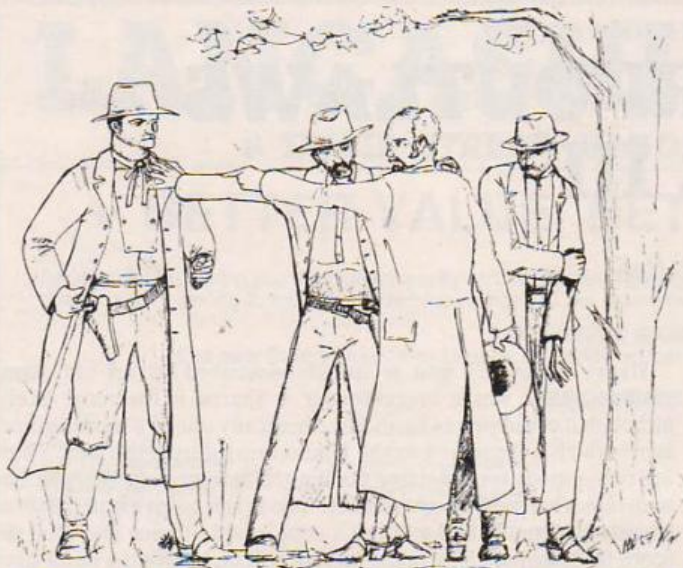
F = Henry Wheeler.

### iii) The Mankato gunfight

This game has the most variations in terms of bandit personnel as it is the last of the trio and therefore depends upon those who have survived the first two. It is possible that if Jim and John Younger have survived both Chalk Level road and Northfield relatively unscathed they will still be around. Similarly the rest of the cast list of outlaws depends entirely upon who survives Northfield.

The core of the outlaw band in this fight is the surviving Younger brothers. If Jesse and Frank have survived Northfield there should be a 50% chance that they have left before the fight begins. If the James boys stay then so will any other survivors, i.e. Pitts, Chadwell and Miller. If the James boys have gone their own way or are both dead or captured there should be a 50% chance that any of the above three who have survived have gone with them. Therefore the possibilities range from all nine outlaws being present to only one if only one Younger brother has survived and is deserted by the rest.

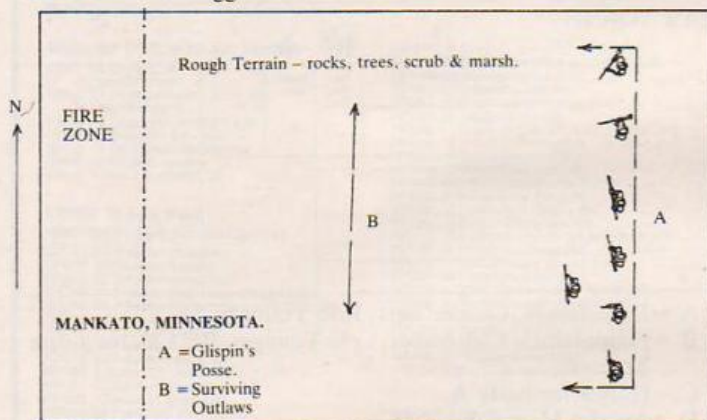




**THE PARTING OF THE WAYS.** Jesse James and Cole Younger are separated by Frank James during an argument over the fate of the wounded Bob Younger after the disastrous Northfield raid.

Glispin's force should enter the table as indicated on the map, while the outlaws set up roughly in the middle. To win, the outlaws have to break through Glispin's skirmish line and get off the table. Yet again victory can be determined by comparing the values of the outlaws killed or captured with the values of those who got away.

To reflect the off-table firepower of the surrounding possemen the outlaws cannot leave by the northern or southern sides of the table and if they come within twenty inches of the western edge there should be a 50% chance of them being fired on by the surrounding force. If this fire is triggered I suggest a low fixed chance of hitting to make things simple – say 5 or 10%. Every outlaw who is in the 'fire zone' at the start of a turn should be diced for to see if he triggers fire.



#### Wounds

In all three gunfights the outlaws fought on even after being seriously wounded. Therefore, I suggest that while the outlaws should of course suffer any movement and firing penalties for being wounded they will only drop out of a fight entirely if seriously wounded three or more times. In the Mankato game some of the outlaws may well be carrying over the effects of wounds received in the Northfield fight. Furthermore, the outlaws will surrender during the Mankato game if there is only one outlaw left who has not dropped out. Any citizen or lawmen who receive serious wounds will drop out of a fight straight away.

#### Deciding campaign victory

By the time you have played through all three scenarios it may well be clear whether the outlaws have won or lost. Overall victory can be determined simply by comparing the point values of those outlaws left alive and free with the values of those dead or captured. If the points values of those dead or in captivity is higher than those still free then the James-Younger band can be said to have suffered such severe losses that it is no longer an effective criminal force.

#### CHARACTER LIST

Name	Weapons	Factors					Points
		F	E	R	B	I	

##### i) Chalk Level Road, March 1874

Jim Younger	2 x .44 Colt Army	-50	6	8	8	5	8
John Younger	1 x double barrelled shotgun.	-50	6	7	8	5	7
Edwin P. Daniels	1 x cap & ball rev.	-55	6	7	8	6	6
Louis Lull	1 x .43 rev.* 1 x Smith & Wesson No.2.	-60	5	6	7	6	6
John Boyle	1 x cap & ball rev.	-70	3	3	2	6	6

Any survivors may take part in Northfield raid.

##### ii) Northfield, September 1876

Jesse James	1 x Smith & Wesson Schofield .45 rev.	-50	8	7	9	5	10
Frank James	1 x .44 Remington Army revolver	-45	9	8	7	6	9
Cole Younger	1 x Colt .45 Army revolver	-45	9	8	9	6	10
Bob Younger	1 x Colt .45 Army revolver	-50	7	6	8	5	7
McClelland Miller	1 x cap & ball rev.	-60	6	5	5	5	5
William Chadwell	1 x Colt .45 Army revolver	-55	6	5	5	4	5
alias Bill Stiles	1 x cap & ball revolver	-55	6	6	7	3	5
Charlie Pitts alias Sam Wells	1 x Sharps breech loading rifle	-50	5	7	8	5	-
Anselm Manning							

(Rifle sometimes described as a Remington)

Elias Stacy	1 x double barrelled shotgun	-50	5	8	7	9	-
Henry Wheeler	1 x Sharps breech loading carbine	-50	5	8	7	9	-

Any survivors may be able to take part in Mankato gunfight.

##### iii) Mankato, September 1876

Sheriff James	1 x breech loading rifle	-50	6	7	7	5	-
Glispin							
Captain W.W. Murphy	1 x .45 Colt Army	-65	7	5	8	6	-
Colonel T.L. Vought	1 x breech loading rifle	-60	7	6	8	6	-
C.A. Pomeroy	1 x double barrelled shotgun	-65	5	7	6	5	-
S.L. Severson	1 x breech loading rifle	-55	4	4	7	4	-
G.A. Bradford	1 x double barrelled shotgun	-55	3	5	6	5	-
Ben L. Rice	1 x breech loading rifle	-55	4	6	7	4	-

Dice for rifles: 0.50%, single shot, e.g. Sharps or Remington, 51-100% magazine, e.g. Henry or Winchester.

\*Lull's revolver is described as a .43 British made revolver. I can find no trace of a weapon of this calibre, therefore I suggest you arm him with a .44 Tranter, Webley or Beaumont-Adams.

#### Bibliography

- Breihan, Carl. *Younger Brothers*. San Antonio, 1961.  
 Breihan, Carl. *The Day Jesse James was killed*  
 Croy, Homer. *Last of the Great Outlaws*. New York, 1956.  
 Drago, Harry S. *Road Agents & Train Robbers*. New York, 1973.  
 Drago, Harry S. *Outlaws on Horseback*. New York, 1964.  
 Hansen, Ron. *The Assassination of Jesse James*. (A novel, but well worth reading). London, 1985.  
 Horan, J. *The Outlaws*. New York, 1977.  
 Horan, J. *Desperate Men*. New York, 1949.  
 Settle, William A. *Jesse James was his name*. Columbia, 1966.  
 Wellman, Paul. *A Dynasty of Western Outlaws*. New York, 1961.  
 Younger, Cole. *The Story of Cole Younger by Himself*. Chicago, 1903.



Discount Offer  
10% off orders  
over £50.  
20% off orders  
over £100.

## SCOTA MICRO MODELS

1/300th WARGAME MODELS

NEW!!

1/300th INFANTRY

### NEW RELEASES

RM47 BMP1K (command)	19p
RM48 BMP1K (com)	19p
RM49 BMP1R (recu)	19p
RM50 BMP1R (radar)	19p
RM51 BMP1E (add on armour)	21p
RM52 BMP2	23p
BM9 Challenger MBT	23p
SF12 Small Flying Saucer (1.5cm diameter)	20p
SF13 Large Flying Saucer (2.5cm diameter)	30p

### WWI (AFV's)

BF2 Mk II male	23p
BF3 Mk II female	23p
BF4 Mk IV male	23p
BF5 Mk IV female	23p
BF6 Mk V male	23p
BF7 Mk V female	23p
BF8 Mk V male	23p
BF9 Mk V female	23p
BF10 Mk V male	23p
BF11 Mk V female	23p
BF12 Mk VIII "Liberty"	23p
BF13 Mk IX APC	23p
BF14 Medium tank Mk A	23p
BF15 Medium tank Mk B	20p
BF16 Rolls Royce Armoured car	19p

### FRANCE

FF1 Char St Chammond	23p
FF2 Char 2C	23p
FF3 Schneider	19p
FF4 Ft-17 with cast turret	19p
FF5 Ft-17 with oct turret	19p
FF6 Ft-17 TSC comm tank	19p

### GERMAN

GF1 A7v	23p
GF2 A7v	23p
GF3 LK1 light tank	19p
GF4 Erhardt 17 Arm car	19p

### WWII POLISH

PS1 T7p medium tank	19p
PS2 T7p medium tank	19p
PS3 Tks-3 light tank	19p
PS4 Tks-20mm arm. lt. tank	19p
PS5 Vickers 6 Tonne	19p
PS6 Wz 34 armoured car	19p

### WWI NAVAL

NS1 British LCM Mk4	45p
NS2 American LCV	30p
NS3 British LCA	30p
NS4 LVT	21p
NS5 LVT	21p
NS6 LVT3	21p
NS7 LVT4	21p
NS8 LCT Mk5	£2.95

### 1/300th SCIENCE FICTION

SF1 Large tank (20 metres)	95p
SF2 Standard air cushion tank	25p
SF3 Air cushion scout vehicle	25p
SF4 Primitive grav tank	25p
SF5 Large grav APC	25p
SF6 Small scout grav vehicle	20p
SF7 Heavy grav truck	30p
SF8 Small grav jeep type vehicle	20p
SF9 Std. Imp. grav tank armed with hyper velocity gun	50p
SF10 Std. Imp. grav tank armed with heavy duty laser	50p
SF11 Land destroyer, ice tank with multiple turrets	195p

### WWII FRENCH

FS1 Renault AMC35 light tank	19p
FS2 Renault AMR 33v light tank	17p
FS3 Renault R35 light tank (open top)	19p
FS4 Renault ADK truck	19p
FS5 Renault ADK truck (canvass)	19p
FS6 Hotchkiss H35 light tank	19p
FS7 Char B-1 heavy tank	19p
FS8 Somua S-35 medium tank	19p
FS9 Chenille Lorraine type 371 supply carrier	17p
FS10 Panhard AMD 178 A/C	19p
FS11 Moraine saulnier 406 fighter	23p
FS12 75mm field gun	17p
FS13 25mm A/T gun	17p
FS14 Lait M711 field car	19p

### WWII JAPANESE

JS1 Type 97 CHI-HA medium tank	19p
JS2 Type 97 bridgelay	40p
JS3 Type 97 eng jungle outter HO-K	19p
JS4 Type 97 TE-KE light med tank	17p
JS5 Type 1 HO-NO St 75mm	19p
JS6 Type 4 HO-RO St 150mm	19p
JS7 Type 95 HA-GO light tank	19p
JS8 Isuzu 94 truck (open top)	19p
JS9 Isuzu 94 truck (canvass top)	19p
JS10 Type 89B CHI-RO med tank	19p
JS11 Type 1 HO-HA APC	19p
JS12 Type 95 scout car	10p
JS13 Zero fighter	23p
JS14 70mm infantry gun	17p
JS15 75mm mounted gun	17p
JS16 CHI-HA mine roller	23p

## AT LAST! THEY'RE HERE 1/300th SCALE INFANTRY

### WWI British (1916 pattern)

BF1 1 Infantryman with rifle	M1
BF1 2 Infantry officer	M1
BF1 3 Infantry bomber	M1
BF1 4 Vickers MG team	M4
BF1 5 Lewis LMG team	M2
BF1 6 Mortar crewman standing	M1
BF1 7 Mortar crewman kneeling	M1
BF1 8 Mortar crew commander	M1
BF1 9 Lying sniper	M3
BF1 10 Standing infantryman	M1

### WWI GERMAN (1916 pattern)

GF1 1 Infantryman with rifle	M1
GF1 2 Infantry officer	M1
GF1 3 Infantry bomber	M1
GF1 4 Maxim MG team	M4
GF1 5 Maxim LMG team	M2
GF1 6 Mortar crewman standing	M1
GF1 7 Mortar crewman kneeling	M1
GF1 8 Mortar crew commander	M1
GF1 9 Lying sniper	M3
GF1 10 Anti tank rifle man	M3

### WWI FRENCH (1916 pattern)

FF1 1 Infantryman with rifle	M1
FF1 2 Infantry officer	M1
FF1 3 Infantry bomber	M1
FF1 4 Hotchkiss HMG team	M4
FF1 5 Chauchat LMG team	M2
FF1 6 Mortar crewman standing	M1
FF1 7 Mortar crewman kneeling	M1
FF1 8 Mortar crew commander	M1
FF1 9 Lying sniper	M3

All figures are sold in the following manner:  
M1 Strips of 10 figures for 25p or packs of 50 for £1.15  
M2 Strips of 5 items for 25p or packs of 25 for £1.15  
M3 Strips of 8 items for 25p or packs of 40 for £1.15  
M4 Strips of 3 items for 25p or packs of 15 for £1.15

Send 3x13p stamps for full lists & further new releases, including: WWII Germans; Modern USA; British; South Africa; Argentina; WWII USA & various other items.

### TRADE ENQUIRIES WELCOMED

**U.S.A. DISTRIBUTOR**  
Sintac Inc.  
20 Astawan Rd.  
Natick Ct 06357  
U.S.A.  
**CANADIAN DISTRIBUTOR**  
Sentry Box West  
3308 West 4th Avenue  
Vancouver BC  
V6R 1N6

**Postage and Packaging**  
United Kingdom: 10% of order value, minimum P&P 40p. Orders of £30 or more in value P&P free.  
Europe: 20% of order value, minimum P&P 50p. Orders of £30 or more in value, P&P reduced to 10%.  
Worldwide Airmail: 50% of order value, minimum P&P £1.00.  
Worldwide Surface Mail: 20% of order value, minimum P&P 50p.  
The model's surface mail that we supply contain lead and are therefore not recommended for children under the age of 12 years old.

### MODERN USSR

RM1 BTR 152V (open top)	19p
RM2 BTR 152K (overhead armour)	19p
RM3 BTR 152U command APC	21p
RM4 BTR 152V with twin 14.5mm	19p
RM5 BTR 152V SP mortar	19p
RM6/CM12 ZIL 164 (open top)	21p
RM7/CM13 ZIL 164 (canvass top)	21p
RM8 BTR40	19p
RM9 BTR40 with armoured roof	19p
RM10 Gaz 66 truck	19p
RM11 Gaz 66 canvass top	19p
RM12 Gaz 66 box body	21p
RM13 Ka 2550 Hvy truck	23p
RM14 Ka 2550 canvass top	23p
RM15 BRDM2	19p
RM16 BRDM2 U	19p
RM17 BRDM2 Rkh	19p
RM18 BRDM2 with sagger	19p
RM19 SSA-9 GASKIN AAGW	19p
RM20 BRDM3 with Spandrel	19p
RM21 Gaz 66 Van body	21p
RM22 PMP Ferry/Bridge	50p
RM23 PMP Ferry/Bridge Ramp section	50p
RM24 TMM Bridgelay	50p
RM25 AT-1 Hvy tractor	23p
RM26 SSTM trench digger	23p
RM27 IMR CEV	21p
RM28 Gaz 66 Ambulance	19p
RM29 Gaz 66 airportable	19p
RM30 BRDM1	19p
RM31 BRDM1 with Snapper	19p
RM32 BRDM1 with Swatter	19p
RM33 BRDM1 with Sagger	19p
RM34 BRDM1 Rkh	19p
RM35 T-64 MBT	21p
RM36 T-55 MBT	21p
RM37 T-55 MBT	21p
RM38 T-52 with add-on armour	21p
RM39 BMP1 APC	19p
RM40 T64 MBT	21p
RM41 T64 with reactive armour	21p
RM42 T72 MBT	21p
RM43 T55 (A) MBT	21p
RM44 T55 ARV (BTS-2)	21p
RM45 T34 ARV	21p
RM46 T72 MBT	21p

### MODERN FRENCH

FM1 AML 20 A/C	19p
FM2 AML 90 A/C	19p
FM3 AML 60 A/C	19p
FM4 4 Crotale SOAA missile firing unit	25p
FM5 Crotale SPAA FCR	21p
FM6 GBU 15 heavy truck	23p
FM7 GBU 15 canvass top	23p
FM8 VAB 4x4 APC	19p
FM9 Panhard VBL	19p
FM10 AMX 10P tracked APC	19p
FM11 ERC-9014 A/C	19p
FM12 Tarasque towed	19p
FM13 AMX 10 PAC 90 FSV	19p
FM14 VAB 81mm Mortar	19p
FM15 VBC 90	19p
FM16 VAB 6x6 APC	19p
FM17 VAB 6x6 VCI	19p
FM18 VAB with HOT	19p
FM19 AMX 30 B2	21p
FM20 AMX 30 with side skirts	21p

### MODERN CHINA

CM1 T59 MBT	21p
CM2 T62 light tank	19p
CM3 T63 Amphibious light tank	21p
CM4 K63 APC	21p
CM5 K63 with Mg turret	19p
CM6 Type 77-2 APC	21p
CM7 Type 54 SP122 on K63 chassis	21p
CM8 K63 with 107mm MRL	21p
CM9 K63 with 130mm MRL	21p
CM10 K63 command APC	19p
CM11 K63 Ambulance	19p
CM12 Jay-fong CA10z truck (open top)	21p
CM13 Jay-fong CA10z truck (canvass top)	21p
CM14 Type 56 Artillery tractor	21p
CM15 BJ 212A jeep	10p
CM16 Type 63 SPAA	21p
CM17 Type 80 twin 57mm SPAA	21p
CM18 Type 69-1 MBT	21p
CM19 SP 152mm HOW	21p
CM20 Type 69-II 105mm armed MBT	21p
CM21 FM6 CO261 Hvy truck	23p
CM22 FM7 CO261 (canvass top)	23p
CM23 CO261 with 130mm MRL	23p
CM24 SP 122mm MRLs on armoured chassis	23p

### AUSTRALIAN DIST.

Gary Wells  
Essex Miniatures Ltd.  
9 Lowanna Place  
Hornsey, NSW 2077  
Tel: 02 214 7427

# JACOBITE MINIATURES

## Fine Scale 15mm Metal Models

Postage & Packing: UK-10% of order value (min.charge 50p). Orders over £30 post free.

Europe: 20% of order value (min.charge 50p)

Worldwide airmail: 50% of order value (min.charge £1.00)

Worldwide surface mail: 30% of order value (min.charge £1.00)

Payment: Cash, cheque, inland postal order, international money order should be made payable to Jacobite Miniatures

JACOBITE MINIATURES offer a range of over 1,000 figures covering many periods. Send 60p for full catalogue.

Prices  
\$1 - 10p  
\$2 - 11p

All figures are complete with pikes & shields where applicable

**SPECIAL OFFER** - Exclusive to readers of Wargames Illustrated - our ready made armies reduced from £20 to £15 for one army, or from £35 to £27.50 for two armies. The offer is good for March 17 - April 20. The prices include UK P&P only.

We offer a wide range of armies, made up to commercial lists where applicable. All armies contain 190+ figures. Send for catalogue for full details.

### READY MADE ARMIES

Napoleonic: French 1808	13th Century Polish
Prussian 1815	Russian Feudal
Baden	Norman
British 1815	Italian Wars:
Polish	French:
Wuerttemberg	Spanish:
Swedish	Italian:
Early Landsknechts	Royalist
Mongol	Scotts Covenanters
Viking	Parliament
Fantasy - Good	Spartan
Fantasy - Evil	Selucid
	600BC Greeks
	Persian
	Macedonian
	Saxon

### US DISTRIBUTOR

Sintac Inc.  
20 Astawan Rd.  
Natick Ct 06357  
U.S.A.

### CANADIAN DISTRIBUTOR

Sentry Box West  
3308 West 4th Avenue  
Vancouver BC  
V6R 1N6

### Send Orders to:

### JACOBITE MINIATURES

Dept. WI  
32 West Hemming Street  
Letham, Angus, DD8 2PU  
Scotland  
Telephone: 030 781 494  
Telex: 76252  
MGUGANG SMM

### FRENCH NAPOLEONIC

S1 NFR1 Fusilier adv	S1 NFR2 Gren/Volt adv
S1 NFR3 Inf. Drummer	S1 NFR4 Inf. Officer
S1 NFR5 Inf. Eagle Bearer	S1 NFR6 Light Inf. adv
S1 NFR7 Light Inf. Drummer	S1 NFR8 Light Inf. Officer
S1 NFR9 Light Inf. Eagle Bearer	S1 NFR10 Carabinier adv
S1 NFR11 Elite Light inf. in Colpack	S1 NFR12 Dismounted Dragoon adv
S1 NFR13 Dismounted Dragoon Drummer	S1 NFR14 Dismounted Dragoon Officer
S1 NFR15 Dismounted Dragoon Eagle Bearer	S1 NFR16 Dismounted Dragoon Elite Comp.
S1 NFR17 Sapper	S1 NFR18 Rifleman
S1 NFR19 Sergeant, Porte fannion	

### Guard

S1 NFR19 Old Guard Gren. adv	S1 NFR20 Old Guard Gren. Drummer
S1 NFR21 Old Guard Gren. Officer	S1 NFR22 Old Guard Gren. Eagle Bearer
S1 NFR23 Old Guard Chasseur adv	S1 NFR24 Old Guard Chasseur Drummer
S1 NFR25 Old Guard Chasseur Officer	S1 NFR26 Old Guard Chasseur Eagle Bearer
S1 NFR27 Middle Guard Fus/ Gren. adv	S1 NFR28 Middle/Young Guard Tirailleur
S1 NFR29 Middle/Young Guard Drummer	S1 NFR30 Middle/Young Guard Officer
S1 NFR31 Middle/Young Guard Eagle Bearer	S1 NFR32 Dutch Gren. adv
S1 NFR33 Dutch Gren. Drummer	S1 NFR34 Dutch Gren. Officer
S1 NFR35 Dutch Gren. Eagle Bearer	

### DANISH NAPOLEONIC

S1 NDE1 Musketeer adv	S1 NDE2 Grenadier adv (shako)
S1 NDE3 Inf. Drummer	S1 NDE4 Inf. Officer
S1 NDE5 Inf. Std. Bearer	S1 NDE6 Light Inf. man adv

### POLISH NAPOLEONIC

S1 NPO1 Fusilier adv	S1 NPO2 Gren/Volt adv
S1 NPO3 Inf. Drummer	S1 NPO4 Inf. Officer
S1 NPO5 Inf. Eagle Bearer	S1 NPO6 Gren. in B'sk
S1 NPO7 Gren. in B'sk Off.	S1 NPO8 Gren. in B'sk Dr.
S1 NPO9 Gren. in B'sk Esg-leBr.	

### BADEN NAPOLEONIC

S1 NBA1 Fus. adv (helmet)	S1 NBA2 Gren/Volt adv (helmet)
S1 NBA3 Drummer	S1 NBA4 Officer
S1 NBA5 Standard Bearer	

### BAVARIAN NAPOLEONIC

S1 NBV1 Fus. adv (helmet)	S1 NBV2 Gren. adv ( " )
S1 NBV3 Line Drummer	S1 NBV4 Line Officer
S1 NBV5 Line Inf. Std. Bearer	S1 NBV6 Guard Gren. adv (bisk)
S1 NBV7 Guard Gren. Dr.	S1 NBV8 Guard Gren. Off.
S1 NBV9 Guard Gren. Std. Bearer	S1 NBV10 Light Inf. man adv

### WURTEMBERG NAPOLEONIC

S1 NWU1 Musketeer adv (helmet)	S1 NWU2 Grenadier adv (helmet)
S1 NWU3 Drummer (hlm)	S1 NWU4 Officer (Bicorne)
S1 NWU5 Std. Br. (hlm)	S1 NWU6 Jager adv (shako)
S1 NWU7 Jager Off. (Bicorne)	S1 NWU8 Jager Cornet

### ENGLISH CIVIL WAR

### SCOTS INFANTRY

S1 ECW1 Lochaber axeman	S1 ECW2 Longbowman
S1 ECW3 Targe & claymore	S1 ECW4 Musketeer
S1 ECW5 Baggpiper	S1 ECW6 Officer
S1 ECW7 Std. Br. S/W	

### INFANTRY

S1 ECW1 Pikeman, kneel, charge pike, morion, back & breast plate S/W	S1 ECW2 Pikeman, stand, charge pike, morion, back & breast plate S/W
S1 ECW3 Pikeman, ord. pike, morion, back & breast S/W	S1 ECW4 Musketeer firing felt hat buff coat S/W
S1 ECW5 Musketeer firing, lobster pot, buff coat S/W	S1 ECW6 Off. felt hat, buff coat S/W
S1 ECW7 Std. bearer, felt hat buff coat S/W	S1 ECW8 Drummer, felt hat S/W
S1 ECW9 Fifer, felt hat S/W	S1 ECW10 Serp. morion, back & breast S/W
S1 ECW11 Pikeman, stand, charge pike, lobster pot, back & breast plate S/W	S1 ECW12 Dragoon, firing felt hat
S1 ECW13 Dragoon, firing lobster pot	S1 ECW14 Pikeman, kneel, charge pike, back & breast lobster pot S/W
S1 ECW15 Pikeman, ord. pike, back & breast lobster pot S/W	S1 ECW16 Off. lobster pot, back & breast S/W
S1 ECW17 Std. bearer, lobster pot S/W	S1 ECW18 Drum, lobster pot
S1 ECW19 Peasant S/W	S1 ECW20 Peasant, sword
S1 ECW21 Pikeman, adv felt hat buff coat	S1 ECW22 Ser







# gallia UK



**Back into the UK with a Bang the Premier range of Resin buildings are now available again**

1. Same high quality
2. Same extensive range.
3. Painted buildings.
4. Exciting new product lines.
5. Designer service, you tell us the buildings you want.

For the latest information and Catalogue please send £1.00 cheque, postal order, to:

**UK and European Customers**

**Contact:**

**Gallia UK**  
11 North Street,  
Wisbech,  
Cambs,  
PE13 1NP,  
England

**USA, Canada, Australasia Customers**

**Contact:**

**Gallia USA**  
4145 Amos Avenue,  
Baltimore,  
M.D. 21215,  
U.S.A.

Telephone: 0945 581582

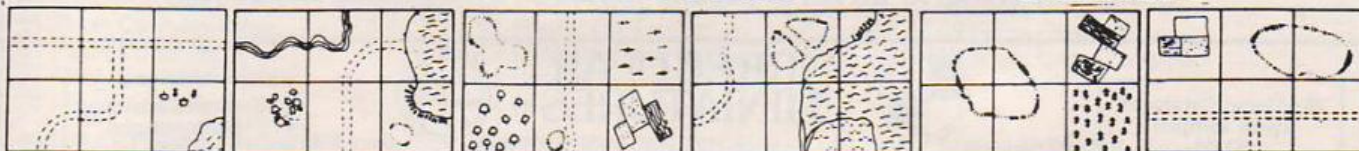
Telephone: 301 764 8100

★TRADE ENQUIRIES WELCOME★

## TOTAL

## SYSTEM

## SCENIC



SET 1 - £14.00

SET 2 - £17.00

SET 3 - £13.00

SET 4 - £14.00

SET 5 - £17.00

SET 6 - £14.00

### MINI-MATRIX

One foot square terrain blocks fully compatible with the basic range of TSS two foot squares, and incorporating some rather nice new features!

TSSHM1	Plain Grassland	£1.50
TSSHM2	Desert wasteland	£1.50
TSSHM3	Earth wasteland	£1.50
TSSHM4	Water, sea	£1.50
TSSHM5	Black, deep space	£1.50
TSSHM6	Gully	£2.00
TSSHM7	Marsh	£2.00
TSSHM8	Undulating Terrain	£2.00
TSSHM9	Undulating Terrain plus hills	£2.50
TSSHM10	Fields	£2.00
TSSHM11	Woodland (Trees extra)	£2.00
TSSHM12	Rough Grassland	£2.00
TSSHM13	Moor	£2.00
TSSHM14	Flat Heathland	£2.00
TSSHM15	Raised Heathland	£2.00
TSSHM16	Oasis	£2.00
TSSHM17	Small Pond	£2.00
TSSHM18	Straight through river	£2.00
TSSHM19	Straight through river c/w island	£2.50
TSSHM20	Corner river	£2.00
TSSHM21	Straight through stream/brook	£2.00
TSSHM22	Corner stream/brook	£2.00
TSSHM23	Road/track crossing river	£2.50
TSSHM24	Road/track crossing stream/brook	£2.00
TSSHM25	Junction of 2 roads/tracks	£2.00
TSSHM26	Cross roads/tracks	£2.00
TSSHM27	Straight road/track	£2.00
TSSHM28	Corner road/track	£2.00
TSSHM29	Village/Town road/track base	£2.00
TSSHM30	Corner coastline c/w beach	£2.50
TSSHM31	Straight coastline c/w beach	£2.50
TSSHM32a	Coastline c/w inlet bay/cove	£2.50
TSSHM33	Coastline c/w silted up estuary	£2.50
TSSHM34	Lake	£2.00
TSSHM35	Road/track plus field	£2.50
TSSHM36	Road/track plus marsh	£2.50
TSSHM37	Road/track plus wood	£2.50
TSSHM38	Road/track plus undulating area	£2.50
TSSHM39	Road/track plus gully	£2.50
TSSHM40	Sand dunes/rough areas	£2.00
TSSHM42	Modern Tarmac-ed road	£2.00
TSSHM43	River block plus fields	£2.50
TSSHM44	River block plus wood	£2.50
TSSHM45	River block plus village/town base	£2.50

### HILL PACKS:

TSS 101	Small Hill Pack (4-6 Hills)	£2.50
TSS 102	Medium Hill Pack (2-6 Hills)	£2.50
TSS 103	Large Hill Pack (1-2 Hills)	£2.50
TSS 103a	Extra Large Hill up to 36" long, 12"-18" wide	£6.00
TSS 104	Small Wood Base (Trees extra)	£1.00
TSS 105	Medium Wood Base (Trees extra)	£1.50
TSS 106	Large Wood Base (Trees extra)	£2.50
TSS 107	Large Hill with Craggy Face	£2.50
TSS 108	Small Corner Contour	£1.00
TSS 108a	Medium Corner Contour	£1.50
TSS 108b	Large Corner Contour	£2.00
TSS 109	Small Contour for 2 ft. block	£2.00
TSS 109a	Medium Contour for 2 ft. block	£2.50
TSS 109b	Large Contour for 2 ft. block	£3.00
BAGS OF FLOCK:		
TSS 200	Verdant green flock (ideal for basing figures)	0.60
TSS 201	Bag of sand flock	0.60
TSS 202	Bag of brown flock	0.60
TSS 203	Bag of sea blue flock	0.60
TSS 204	Large bag of green flock	0.60

**TERRAIN AVAILABLE IN VERDANT GREEN OR SAND**  
Two foot square blocks of flame retardant polystyrene, modelled to produce a realistic and versatile wargames scenery.

TSS 1	Plain Grassland	£4.00
TSS 1a	Sand	£4.00
TSS 2	Short Gully	£5.00
TSS 2a	Long Gully	£6.00
TSS 3	Marsh	£4.50
TSS 4	Undulating Terrain no hills	£5.00
TSS 4a	Undulating Terrain with hills	£6.00
TSS 5	Large Fields	£6.00
TSS 5a	Small Fields	£5.00
TSS 6	Woodland (Trees not included)	£5.00
TSS 7	Rough Grassland	£4.50
TSS 7a	Moor	£4.50
TSS 8	Flat Heathland	£4.50
TSS 8a	Raised Heathland	£5.50
TSS 9	Oasis	£5.00
TSS 9a	Small Pond	£5.00
TSS 10	Straight Through River	£5.00
TSS 11	Straight Through River with Island	£6.00
TSS 12	Corner River	£5.00
TSS 13	Road Crossing River	£5.50
TSS 13a	Rough Road Crossing River	£6.00

TSS 14	Straight Stream	£5.00
TSS 15	Corner Stream	£5.00
TSS 16	Road Crossing Stream	£5.50
TSS 16a	Rough Road Crossing Stream	£6.00
TSS 17	Straight Road	£4.50
TSS 18	Corner Road	£4.50
TSS 19	Cross Roads	£5.00
TSS 20	Junction 2 Roads (Corner and Straight)	£5.00
TSS 21	T Junction Road	£5.00
TSS 22	Village Road Base	£5.50
TSS 23	Straight Rough Road	£5.00
TSS 24	Corner Rough Road	£5.00
TSS 25	Cross Rough Roads	£5.00
TSS 26	T Junction Rough Roads	£6.00
TSS 27	Village Rough Road Base	£6.00
NOTE: All Beaches have shelving unless otherwise stated		
TSS 28	Sea with Islands	£4.00
TSS 28a	Water or Sea	£3.00
TSS 29	Cliff face with shelving Beach	£10.00
TSS 30	Corner Bay (left or right)	£6.00
TSS 31	Coastline c/w River Estuary	£6.00
TSS 32	Coastline c/w Inlet/Cove	£6.00
TSS 33	Coastline Straight Through	£6.00
TSS 34	Coastline with silted-up Estuary	£6.00
TSS 35	Lake	£6.00

### TERRAIN SPECIALS

Terrain Specials are available in any shape or form - your own designs are welcome. Here are some typical examples which are now available - each item comprises one block incorporating the features specified:

TSS500	Straight Road, with gully one side and woodland the other	£6.50
TSS 501	Corner Road, small Pond, Woodland	£6.50
TSS 502	Straight Road, small Brook and small Field	£6.00
TSS 503	Straight River with Woodland on either side	£7.00
TSS 504	Corner River with a small Village Base, Road or Rough Road	£6.00
TSS 505	Straight Stream with fields and Straight Road	£7.00
TSS 506	Small Gully, Marshy area and small Field	£6.50
TSS 507	Undulating area with Corner River	£6.00
TSS 508	Undulating area, small Pond and a Gully	£6.50
TSS 509	Heathland, Straight River and a small Woodland	£7.00
TSS 510	Undulating area, small Woodland and small Pond	£7.00

REMEMBER - You design it and we will build it

REMEMBER, when ordering by post please add 15% to all terrain orders up to the value of £35 (minimum postage charge - £2.00). For orders over £35, please add, only £5.00 for a securicor delivery.

Hexarain or Mini-Matrix terrain pack including trees, hills and other features delivered to you by Securicor, FREE OF CHARGE

MINI-MATRIX £34.95 contains 15 blocks, hill pack, contours and trees

HEXARAIN PACK £54.95 contains 15 Hexagons, hill pack, contours and trees

London Stockist  
Games People Play  
5, Wellington Terrace,  
Bayswater Road,  
Notting Hill Gate,  
London W2



Total System Scenic is now part of the Gallia UK Group  
11 North Street WISBECH, CAMBS PE13 1NP  
Tel: 0945 581582



TELEPHONE  
HOTLINE  
(0945) 581582

When replying to adverts please mention Wargames Illustrated.





# Wargames Foundry



21 Villiers Road, Woodthorpe,  
Nottingham NG5 4FB, U.K.

## 25mm FRANCO PRUSSIAN WAR 1870

Figures 35p, Horses 42p

FP.12d

We accept ACCESS and VISA



FP.16b

FP.16a

### INFANTRY

- FP1 French Officer, wearing kepi:  
a) waving pistol b) in cape, with pistol c) with binoculars
- FP2 French infantryman, firing:  
a) in full kit b) full kit & greatcoat c) light kit d) full kit with epaulettes
- FP3 French infantryman, advancing:  
Four types as per FP2
- FP4 French infantryman, defending:  
Four types as per FP2
- FP5 French infantryman, charging:  
Four types as per FP2
- FP6 French bugler in kepi:  
a) in greatcoat b) epaulettes
- FP7 French infantry sergeant, kepi:  
a) Arm outstretched, full kit  
b) Arm outstretched, full kit, greatcoat  
c) Arm outstretched, light kit  
d) Hand to mouth, shouting, full kit
- FP8 French Imperial Guard, at the ready:  
a) in bonnet de police, full kit  
b) in bonnet de police, light kit  
c) in bearskin, full kit
- FP9 French Turco/Zouave Officer:  
a) holding sword b) holding doffed kepi  
c) holding pistol
- FP10 French Turco/Zouave infantryman, attacking:  
a) fez & light kit b) turban & light kit  
c) turban & full kit d) winter kit
- FP11 French Turco/Zouave infantryman, running:  
a) fez & full kit b) turban & light kit  
c) turban & full kit d) winter kit
- FP12 French Turco/Zouave infantryman, firing:  
Four types as per FP11
- FP13 French Garde Mobile, in smock, walking
- FP14 French infantryman, dead:  
a) with kepi b) bare-headed

- FP15 Prussian Staff Officer:  
a) helmet b) cap c) greatcoat & helmet
- FP16 Prussian Officer, with sword:  
a) helmet b) cap & greatcoat
- FP17 Prussian Officer, with pistol:  
a) helmet b) cap
- FP18 Prussian infantryman, firing:  
Three types as per FP15
- FP19 Prussian infantryman, advancing:  
Three types as per FP15
- FP20 Prussian infantryman, charging:  
Three types as per FP15
- FP21 Prussian infantryman, at the ready:  
Three types as per FP15
- FP22 Prussian infantryman, loading:  
Three types as per FP15
- FP23 Prussian infantryman, marching:  
Three types as per FP15
- FP24 Prussian infantryman, drumming:  
Three types as per FP15
- FP25 Prussian infantryman, dead
- FP26 Prussian Jager Officer
- FP27 Prussian Jager, firing
- FP28 Prussian Jager, advancing
- FP29 Prussian Jager, at the ready
- FP30 Prussian Jager, loading
- FP31 Prussian Jager, bugler
- FP32 Bavarian Officer
- FP33 Bavarian infantryman, firing
- FP34 Bavarian infantryman, advancing
- FP35 Bavarian infantryman, charging
- FP36 Bavarian infantryman, at the ready
- FP37 Bavarian infantryman, loading
- FP38 Bavarian infantryman, marching
- FP39 Bavarian infantryman, drummer
- FP40 French Naval Officer
- FP41 French seaman, at the ready:  
a) ordinary kit b) winter kit

- FP42 French seaman, advancing:  
Two types as per FP41
- FP43 French seaman, firing:  
Two types as per FP41
- FP44 French infantry drummer  
a) full kit b) greatcoat & full kit
- FP45 Wurttemburger Officer
- FP46 Wurttemburger infantry drummer
- FP47 Wurttemburger infantryman, advancing
- FP48 Wurttemburger infantryman, firing
- FP49 French Imperial Guard, defending, bonnet de police
- FP50 Dismounted Prussian hussar
- FP51 Dismounted Prussian dragon
- FP52 Dismounted French hussar
- FP53 Dismounted French hussar (bearskin)
- FP54 Dismounted French dragon
- FP55 Dismounted French chasseur d'Afrique
- FP56 Prone, Prussian infantryman
- FP57 Prone, Prussian Jager
- FP58 Prone, French infantryman
- FP59 Prone, French Turco/Zouave
- FP60 Civilian, French, smock, clogs, flat cap advancing with musket
- FP61 Civilian, French, smock, clogs, kepi firing musket
- FP62 As FP61 but firing pepperbox pistol
- FP63 Civilian, French, top hat, coat, loading musket
- FP64 Civilian, French, female
- FP65 Franc-Tireur, marching, musket over shoulder, wearing slouch hat
- FP66 Ditto, wearing kepi
- FP67 Ditto, as 65 but advancing
- FP68 As 66 but advancing
- FP69 Prussian infantry standard bearer

**NEW RELEASES:** 3-Horse Limbers for E.C.W. & Marlborough's Army. £3.00. INDIAN MUTINY: IM.69 to IM.83 & Royal Horse Artillery 6 Horse Limber. £6.00

**THIRTY YEAR WAR:** 35 French & European Infantry & Cavalry which when used with our extensive E.C.W. range give complete coverage.

**POLISH ARMY:** 16th to Mid 17th Century. First release 7 Infantry.

**Other 25mm Ranges:** Franco-Prussians. English Civil War. Marlborough's Army. Wars of Roses. Wars of Religion. Dark Ages. Early Imperial Rome. Medieval. Huns. Samurai.

**POST & PACKING:** United Kingdom: Orders up to £15.00 - Add 15%. Between £15.00 and £25.00 - add 10%. MINIMUM POSTAGE 50p. Over £25.00 - Post Free. Europe: Add 30% (postage not used will be credited). U.S.A. & Australia: Add 50% for Air Mail (postage not used will be credited). FOR ACCESS/MASTERCARD/BARCLAYCARD/VISA PHONE: 0602 705949 (always include expiry date of your card).

When replying to adverts please mention Wargames Illustrated.

25+15mm Catalogue  
(with sample)  
£1.00



**IRREGULAR  
MINIATURES**  
LTD



DEPT.WI, 4 PARK ROAD, NORTON, MALTON, N. YORKS.  
YO17 9EA. TELEPHONE: (0653) 697693

6+2mm Catalogue  
(with sample)  
60p

### NEW 6mm 18th Century Range - Designer Ian Kay

Infantry are based in sizes. Cavalry are based in fours. Generals, Artillery etc., are based individually

XT16L	3 Mounted Generals	24p	XT31L	Lobster Pot Command Group	24p
XT20L	Line Cavalry in Troop	24p	XT32L	Charging Dragoons in Troop	24p
XT30L	Line Cavalry Command	24p	XT33L	Troop Dragoons Command Group	24p
XT40L	Hussars	24p	XT34L	Mid-Late 18th C. Musketeer in Troop and Turnback Coat	12p
XT50L	Dragoons in Dragoon Cap	24p	XT35L	Mid-Late 18th C. Command Group in Troop and Turnback Coat	12p
XT60L	Dragoon Command	24p	XT36L	Mid-Late 18th C. Grenadiers in Mire and Turnback Coat	12p
XT70L	Musketeers in Troop	12p	XT37L	Mid-Late 18th C. Grenadier Command Group	12p
XT80L	Musketeer Command	12p	XT38L	Mid-Late 18th C. Grenadier in Busty and Turnback Coat	12p
XT90L	Grenadiers in Mire	12p	XT39L	Mid-Late 18th C. Busty Grenadier Command Group	12p
XT10L	Grenadier Command	12p	XT40L	Highland Infantry in Kilts	12p
XT11	Gun, Crew and Limber	45p	XT41L	Highland Infantry Command Group	12p
XT12	Gallop Gun, Crew and Horse	24p	XT42L	American Militia Infantry	12p
XT13	Mortar and Crew (Hanging type)	12p	XT43L	Indian Sepoy Infantry	12p
XT14	Large Siege Gun with 8 Crew	40p	XT44L	Mid-Late 18th C. Mounted Dragoons in Crested Helmet	24p
XT15	Ammunition Wagon	28p	XT45L	Dragon Command in Crested Helmet	24p
XT16	Engineers/Labourers with Axes, shovels etc. (2 bases of three figures)	12p	XT46L	Cossack, Kosak or similar Mounted Lancer	24p
XT17L	Highland Infantry	12p	XT47L	Horse Grenadier in Mire	24p
XT18L	Lowland Infantry	12p	XT48L	Horse Grenadier Command	24p
XT19L	Jacobite or American Irregular Cavalry	24p	XT49L	Mahratta or Moghul Elephant with Crew	24p
XT20L	Infantry in Troop or Cap Skirmishing	12p	XT50L	Mahratta or Moghul Cavalry	24p
XT21L	Serbian or Croat infantry skirmishing	12p	XT51L	Mahratta or Moghul Infantry	12p
XT22L	Rogers Rangers' skirmishing	12p	XT52L	Pontoon Wagon Pontoon and Bridge Section	58p
XT23L	Mohican Indians skirmishing	12p	XT53L	2-Wheeled Supply Wagon	28p
XT24L	Early Grenadiers Advancing in Busty	12p	XT54L	Generals Coach with Team or 6 Horses	70p
XT25L	Early Grenadier Command Group	12p			
XT26L	Dismounted French Dragoons in stocking cap	12p			
XT27L	4 Horses with French Dragoon Horseholder	24p			
XT28L	Dismounted Dragoon in Troop	12p			
XT29L	4 Horses with Troop Dragoon Horseholder	24p			
XT30L	Early Austrian Hussars in Lobster Pot Helmet	24p			

6mm 18th Century Armies Unit strengths are based on a 1:20 figure scale

MARLBOROUGH PERIOD FRENCH ARMY, 7 battalions of 36 line infantry, 1 battalion Grenadiers, 2 Regts. of 12 Line Cav. 1 Regt. of 16 Dragoons, 16 Hussars, 4 Cannon and 4 Generals	£10.50
BRITISH/DUTCH army 6 battalions of 36 line infantry, 1 battalion Grenadiers, 2 Regts. of 16 line cavalry, 1 Regt. 24 Dragoons, 4 cannon and 4 generals	£9.80
AUSTRIAN ARMY - 5 battalions of 54 line infantry, 1 battalion Grenadiers of 36 infantry, 2 Cuirassier Regts. of 20, 1 Dragoon Regt. of 20, 4 cannon, and 4 generals	£11.20
JACOBITE REBELLIONS	
JACOBITE ARMY - 2 battalions of 36 Regular Irish/French Inf., 120 Highlanders 60 Lowlanders and 3 generals	£6.00
For Government Forces, use British 7 Years War Army	
7 YEARS WAR PERIOD PRUSSIAN ARMY - 8 battalions Line Infantry, 1 Cuirassier Regt., 1 Dragoon Regt., 1 Hussar Regt. (all of 36 men) 2 x 16 Grenadier battalions, 3 x 6 man Jager Corps, 4 cannon & 4 generals	£13.90
FRENCH/IMPERIAL Division 4 battalions Line Infantry, 1 Cuirassier Regt. Hussar Regt. (all of 36 men) 1 Dragoon Regt. of 20 men, 4 cannon and 4 generals	£13.80
AUSTRIAN DIVISION 5 battalions Line Infantry, 1 Croat battalion (each of 54 men) Cuirassier Regt., 1 Dragoon Regt., 1 Hussar Regt. (all of 36 men) 4 cannon 1 x 36 man Grenadier Regt. and 4 generals	£16.60
RUSSIAN DIVISION 8 battalions Line Infantry, 1 heavy car Regt., 1 Dragoon Regt., 1 Cossack Regt. (all of 36 men) 2 x 18 man Grenadier battalions, 6 cannon and 4 generals	£13.80
BRITISH/HANDOVERIAN DIVISION 8 battalions Line Infantry, 1 battalion Grenadiers, 2 heavy car Regts., 1 Dragoon Regt. (all of 36 men) 4 cannon and 4 generals	£13.90
AMERICAN WAR OF INDEPENDENCE	
AMERICAN ARMY 4 battalions Regular Infantry, 6 battalions militia infantry (all of 36 men) 1 heavy car Regt., 1 Dragoon Regt. (both of 24 men) 36 Light Inf. 4 cannon & 4 generals	£10.70
BRITISH ARMY Composed as British 7 Year War with 1 heavy car Regt. replaced by 36 Indian Light Inf. and 36 ranger style Light Inf. £13.80	
WARS IN INDIA Mahratta/Moghul Army - 4 elephants, 80 car, 20 Camelry, 240 Infantry, 2 guns & 1 rocket Launcher & General £12.40	

We accept ACCESS

### NEW! 15mm FOREIGN LEGION Designer Ian Kay

Figures are dressed and equipped for late Algerian War period.

- FL1 Legionary charging 12p  
FL2 Legionary standing firing 12p  
FL3 Legionary kneeling firing 12p  
FL4 Legionary Officer with sword & pistol 12p  
FL5 "Arab" camel rider with rifle 24p  
FL6 "Arab" cavalryman with rifle 24p  
FL7 "Arab" cavalryman charging with rifle 24p  
FL8 "Arab" infantry with sword 12p  
FL9 "Arab" infantry standing, firing rifle 12p

More figures to follow

### NAPOLEONIC 2mm COMPLETE ARMIES

Figure scale 1:25. Ground scale 1mm:12yds. Basic Armies for this popular period are listed below. Army packs for specific engagements (Borodino, Austerlitz etc.), to follow.

- French Army:** 48 Infantry Bns (24 figs), 24 Skirmish Inf Coys, 8 Heavy Cavalry Regts, 2 Lancer Regts, 6 Lt Cavalry Regts (all of 24 figs), 5 Foot Batteries & Limbers, 3 Horse Batteries & Limbers, Brigade/Corps/Army Command £3.00
- British Army:** 16 20-figure 1/2 Bns (Elite & Guards), 24 26-figure Bns, 4 15-figure 1/2 Bns (Light Inf), 8 5-figure Skirmish Infantry, 7 Heavy Cavalry Regts (16 figs), 6 Lt Cavalry Regts (24 figs), 4 Foot Batteries & Limbers, 2 Horse Batteries & Limbers plus Command figs £5.00
- Prussian Army:** (Post-Jena) 36 30-figure Infantry Bns, 8 5-figure Skirmish Coys, 3 Heavy Cavalry Regts, 4 Lancer Regts, 2 Lt Cavalry Regts (all 24 figs), 6 Foot Batteries & Limbers, 3 Horse Batteries & Limbers and Brigade/Corps Command £5.75
- Austrian Army:** 24 30-figure Infantry Bns, 6 30-figure Grenadier Bns, 2 30-figure Croat Bns (3x10 figs), 6 Coys of Jager, 2 Hussar Regts, 2 Dragoon Regts (32 figs), 2 Lt Horse Regts, 3 Hussar Regts, 1 Lancer Regt (36 figs), 8 Foot Batteries & Limbers, 4 Horse Batteries & Limbers, Brigade/Divisional/Corps Command £7.25
- Russian Army:** 30 30-figure Infantry Bns, 6 Jager Bns (each of 3x10 figs), 2 Cuirassier Regts, 2 Dragoon Regts (24 figs), 2 Hussar Regts (48 figs), 8 Foot Batteries (12 guns per Battery), 2 Horse Batteries (12 guns) and Limbers, Brigade/Division Command £7.25
- Cossack Regt:** (5 Sotnias) Per Regiment £9.30

### PLUS: 2mm Terrain Features Range - Designer Brian Gregory

- A comprehensive range of Terrain features to complement the above figure range, designed to provide strategic features for miniature battlefields five or six miles across!
- BG101 4 Small Coppes 24p  
BG102 3 Medium Coppes 28p  
BG103 2 Large Coppes 35p  
BG104 2 Stone Bridges 12p  
BG105 Courtyard Farm 12p  
BG106 Small Manor House 12p  
BG107 Roadside Cottages 12p  
BG108 Bridge with Riverbanks 12p  
BG109 Chateau and Grounds 28p  
BG110 Hill Farm 28p  
BG111 Church on Hill 28p  
BG112 Windmill on Hill 35p  
BG113 Water Mill & Bridge 35p  
BG114 Small Village 28p  
BG115 Village & River Crossing 28p  
BG116 Riverside Town 70p  
BG117 Large Town £1.05
- BG118 Castle/Fortress £1.05  
BG119 Small Wooded Hill 28p  
BG120 Large Wooded Hill 35p  
BG121 Small Ridge 28p  
BG122 Large Ridge 35p  
BG123 Wall Sections (4) 28p  
BG124 Hedge Sections (4) 28p  
BG125 Riverside Inn & Bridge 12p  
BG126 Wooden Bridges (inc. Pontoon)(2) 12p  
BG127 Large Wood 40p  
BG128 Small Redoubt 28p  
BG129 Large Redoubt 28p  
BG130 Army HQ Command Post 12p  
BG131 Grand Redoubt 35p  
BG132 L-Shaped Farmyard 12p  
BG133 Row of 4 Large Tents 1.25  
BG134 Row of 6 Small Tents 1.25

Please write or ring for details of 2mm Army Packs for 7 Years War, Franco Russian or ACW.

When replying to adverts please mention Wargames Illustrated.



# Frei Korps 15

NEW – 15mm Metal Figures – NEW

## THE AMERICAN REVOLUTION 1775-1784 PART 1



Howe



Burgoyne

### BRITISH/LOYALIST

RWB1 Grenadier, full kit  
RWB2 Line Hatman, full kit  
RWB3 Line Infantry, full kit  
RWB4 Light Infantry, skirmishing  
RWB5 Highland Line Infantry  
RWB6 Highland Grenadier  
RWB7 Highland Light Infantry  
RWB8 Artillery crew  
RWB9 Grenadier command  
RWB10 Line Infantry command  
RWB11 Light Infantry command  
RWB12 Highland command  
RWB13 Highland Grenadier command  
RWB14 Light Dragoon  
RWB15 Light Dragoon, dismounted  
RWB16 Light Dragoon command  
RWB17 Light Dragoon command, dismt  
RWB18 Colonels  
RWB19 Howe, Burgoyne, Cornwallis  
BSSY6 Iroquois Indians  
FSY33 Abenaki Indians

### RULES ETC.

Konig Krieg Rules 1740-86 £3.75  
Festung Krieg Seige Rules £2.50  
Military Uniforms in America  
Vol. 1 American Revolution £25.00  
**Flags**  
No. 19 American & French 40p  
No. 20 British & German 40p  
Funken U.S. Wars Vol. 1 & 2 £8.95  
Funken Lace Wars Vol. 1 & 2 per Vol.  
+ 15% p&p

### AMERICAN

RWA1 Militia  
RWA2 Continental in hunting shirt  
RWA3 Rifleman  
RWA4 Continental Line Hatman 1776  
RWA5 Light Infantry  
RWA6 Marine  
RWA7 Militia command  
RWA8 Continental command  
RWA9 Light Infantry command  
RWA10 Artillery crew  
RWA11 Rhode Island Artillery crew  
RWA12 Washington's Legion, 3rd Dragoons  
RWA13 Washington's Legion, 3rd Dragoons, dismt  
RWA14 Washington's Legion, 3rd Dragoons, command  
RWA15 Washington's Dragoon, 3rd Dragoons, command, dismt  
RWA16 Colonels  
RWA17 Washington, Greene, Gates  
RWA18 Casualties (will do both sides & Seven Years War)

### ARTILLERY

ORD39 Cohorn Mortars (2) 20p  
ORD40 3pdr Battalion Gun 20p  
ORD42 6pdr Field Gun  
ORD43 12pdr Field Gun  
ORD44 10pdr Howitzer  
ORD49 24pdr Heavy Gun 60p  
ORD50 Naval Gun  
ORD51 32pdr Fortress Gun 60p  
ORD70 French 4pdr Battalion Gun 20p  
ORD71 French 8pdr Field Gun  
ORD72 French 12pdr Field Gun  
ORD73 French 6pdr Howitzer

### PRICES

Infantry (10 per pack) 90p  
Cavalry (5 per pack) 90p  
Command Pack 45p  
Artillery Crew 40p  
Personality & Staff Packs 80p  
Field Guns 40p

P. & P. UK add 10% (min. 30p) £10 and over Post Free  
BFPO Post Free. Europe add 20%  
U.S. customers send for special airpacket rates



Greene



Gates

FREIKORPS 15, 25 Princetown Road, Bangor, Co. Down, BT20 3TA, Northern Ireland

When replying to adverts please mention Wargames Illustrated.



**GAMES:** Galore, too numerous to list from all leading and most minor producers. Wargames, fantasy, sci-fi, role playing, sports and business games. Specialist games magazines. Second hand and out of print games.

**FIGURES:** ESSEX & MIKES MODELS: We are the premier UK stockist.  
HINCHLIFFE 20 & 25mm: We are the London agent.  
JACOBITE 15mm: We are the London agent.  
FRONT RANK: We are the exclusive London agent.  
10 HIGH & WARBAND: We are the London agent.  
FALCON: New Premier Ranges of 25mm & 15mm from the USA.

## GAMES PEOPLE PLAY

The gamers games shop

### NEW and RECENT RELEASES

Air Strike (Air Superiority Ground Missions)	16.95	(GDW)
Team Yankee (Modern Small Unit Actions)	15.95	(GDW)
Partisan (A.S.L. Resistance Actions)	12.95	(A.H.)
Thunder at Cassino (3rd Battle, 1943)	18.95	(A.H.)
Gulf Strike (2nd Edition, updated & revised)	29.95	(V.G.)
La Grande Armee (Nap. Wars 1805-15, Div. level)	19.95	(SPI)
Moscow 1941 (Moscow Offensive & Counter Offensive)	15.95	(SPI)
Hetzer (Sniper, WWII Expansion)	10.95	(SPI)
7th Fleet (Modern Pacific Naval Ops)	29.95	(V.G.)
Lee vs Grant (ACW)	17.95	(A.H.)
Open Fire (Ambush style solo, in tanks)	27.95	(V.G.)
Leatherneck	16.95	(A.H.)
Battlemech Plastic Kits (11 sets)	6.90 ea	(FASA)
Warhammer 3rd Edition (Fantasy WG Rules)	12.99	(G.W.)
Warhammer Siege	TBA	(G.W.)
Chapter Approved (WH, 40000 update)	6.99	(G.W.)
Talisman Timescape (Talisman exp.)	7.99	(G.W.)
Megatraveller	16.95	(GDW)
Star Wars R.P.G.	9.95	(West End)
Star Wars Sourcebook	9.95	(West End)
Star Warriors (Fighter Combat Boardgame)	14.95	(West End)

For full list of Board and Role-playing Games send large S.A.E. (22p stamps)

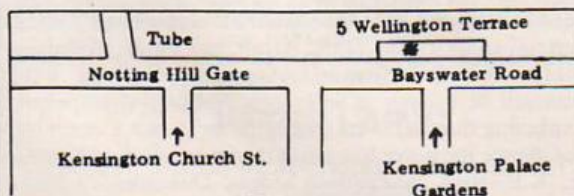
Computer Games + Run 5 (five that is)

### GAMES PEOPLE PLAY

The Gamers Games Shop

5 Wellington Terrace, on Bayswater Road, Notting Hill Gate,  
London, W2 4L (just 1.5 miles from Marble Arch, a few minutes from  
Notting Hill Gate  
Tel: 01-727 9275

Tube: Notting Hill Gate (200 yds)  
Circle, Central and District lines  
Buses: A2, 12, 27, 28, 31, 52, 52A, 88



When replying to adverts please mention Wargames Illustrated.



## SUSSEX MINIATURES With MESS ROOM BOOKS

2 CIRCUS PARADE, NEW ENGLAND RD.,  
BRIGHTON, E.SUSSEX, BN1 4GW

TEL: 0273-570551

### SUSSEX MINIATURES

Manufacturers of SUSSEX MINIATURES, THE TIN SOLDIER. Sole agent for SKYWARRIOR 1/300 aircraft. For a catalogue for the ranges below please send 30p and a S.A.E. (Med. Size).

#### SUSSEX RANGES 25mm

Viking-Saxon-Welsh-Norman-Armenian-Thracian-Hun-Macedonian  
Camillan Roman-Franco-Prussian 1870-Swiss-Burgundian  
English Civil War - with Scots and Highlanders.

#### TIN SOLDIER RANGES

15mm. Fantasy-Aztecs-Medieval-Viking-Saxon-Norman-Carolingian  
Byzantine-Arab Hellenistic.

The UNIVERSAL SOLDIER (Headless Figures with add on Heads/Shields/  
Weapons to make your own figures).

25mm. Fantasy-Peter Adams Fantasy-Samurai-Aztecs.  
1/300 SKYWARRIOR white metal planes.

#### NEW SKYWARRIOR 1/300 AIRCRAFT

WWII		MODERN	
GB207 Whirlwind	45p	GB106 Jaguar	50p
GB208 Wellington	£1.20	WP105 MiG29 Fulcrum	50p
GB209 Meteor F3	50p	US123 A10	60p
NG208 ME163 KOMET	30p	US124 F14 Tomcat	80p
SU203 YAK 3	40p	US125 Rockwell B1	£3.75
SU204 LA 5	40p	US126 A4F Skyhawk	50p
US213 C47/DC3	£1.25		
US214 Dauntless	50p		
US215 Waco Hadrian	£1.00		

Trade enquiries welcome for  
SUSSEX MINIATURES and TIN SOLDIER.

MAIL ORDER welcome.  
AMERICAN EXPRESS



CLASSIFIED ADS.  
15p per word + VAT

#### FOR SALE

**SUPERBLY PAINTED 15mm ARMIES:** Napoleonic Austro/  
Russian, 230 pieces, £70; Palmyran, 160 pieces, £50; T.Y.W.  
Imperialist, 210 pieces, £65. Tel: Stuart (051) 6381608.

#### WANTED

**BOOKS BOUGHT FOR CASH.** Top prices paid for books on all  
military, naval, aviation and transport subjects. **Keegan's Book-**  
**shop, Merchant's Place, Reading, RG1 1DT. Tel: (0734) 587253.**

#### SERVICES

**WARGAMES FIGURES PAINTED** to collector's standards. Send  
s.a.e. or two I.R.C.'s for price list to: D. Seagrove, The Last Detail,  
196 Parlaunt Road, Langley, Slough, Berkshire, SL3 8AZ.

**MOONDUST PAINTING SERVICE,** discount for Club & N.F.P.S.  
members. For details send s.a.e. to: 39 Gilpin Road, Newton  
Aycliffe, Durham, DL5 5EQ or Tel: Aycliffe 310335.

**BATTELEMENTS.** For superb quality model buildings made to  
your requirements write or talk to Ian Weekley for a quote.  
Catalogue £1. Ian's book "Building for the Military Modeller"  
published by Batsford at about £9.95 (a must for every wargamer!)  
will be available from bookshops in the late summer. Battlements,  
The Old Anchor of Hope, Lammas, Norfolk, NR10 5JF. Tel:  
(060546) 708.

**HALES MODELS.** 15/25mm Models made to your own require-  
ments. Send £1 for catalogue or 5 IRC's to: 43 Hawksclough,  
Skelmersdale, Lancs, WN8 6PY. Tel: 0695 32325.

#### THE TRANSFER MARKET

**ATHENA BOOKS** are pleased to announce that from January 1st  
1988 they have taken over International Military Books of  
Gillingham, Kent. Athena is now the largest, specialist military  
bookseller in the U.K., with at least 40,000 volumes always on  
shelf. In future Athena will be producing eight catalogues per year,  
Spring and Autumn listings of all military titles in print, and six  
bi-monthly lists of secondhand, out of print, and antiquarian  
military books. The bi-monthly lists will also contain a selection of

## THE NATIONALS 88

THE 1988 NATIONAL WARGAME CHAMPIONSHIPS

3rd. and 4th. of SEPTEMBER 1988

at the

PORTLAND LEISURE CENTRE

Muskham Street, The Meadows, Nottingham

Your host club this year is the Nottingham Wargames Club

The following periods will be fought

PERIOD	RULES	LISTS	SCALES	
			Senior	Junior
ANCIENTS	WRG 6th. Ed.	Books 1 & 2	25mm	15mm
DARK AGES/MED.	WRG 6th. Ed.	Books 2 & 3	25mm	-
RENAISSANCE	WRG	WRG	25mm	15mm
NAPOLEONIC	WRG	TTG Lists	15mm	-
19th. CENTURY	Newbury 19thC.	**	15mm	-
WWII	Firefly	in Rules	1/300	-
MODERN	Challenger	**	1/300	1/300
NAPOLEONIC	Action Under	**	1/1200	-
NAVAL	Sail			

\*\* Indicates that specific lists will be provided

JUNIORS MUST BE UNDER 18 ON SEPTEMBER 5th. 1988

**CLOSING DATE FOR ENTRIES is the 1st. of APRIL 1988**

Entrance Fees - Seniors £3, Juniors £2

Cheques and PO's to be made payable to 'THE NATIONALS 88'

Entries and Enquiries to:-

Mr. T. Allen  
28 Thistledown Road,  
Clifton,  
Nottingham  
NG11 9DP

**LAST CHANCE  
TO ENTER**

newly published books. Should anyone wish to see any of these  
book lists, will they please send a s.a.e. to: Athena Books 34  
Imperial Crescent, Town Moor, Doncaster, S. Yorks, DN2 5BU.

**SOUTHSEA MODELS** are expanding and on the move to 69 Albert  
Road, Southsea, Portsmouth, Hants, PO5 2SG. We have outgrown  
35 Highland Road and are now moving to a shop and store area  
over twice the size. This should speed the efficiency of our Minifig  
mail order business and accommodate our Games Workshop  
products. Southsea Models will be the 1st of the Games Workshop  
specialist retailers. Southsea Models, with their large MINIFIG  
stocks will still be attending all the major events of the year.

#### CLUBS AND SOCIETIES

**St. HELENS WARGAMES & ROLE PLAYING SOCIETY.** The  
St. Helens wargamers and role players have amalgamated and  
moved to larger premises in North Road in St. Helens town centre.  
The club would welcome new members over the age of 16 years at  
the meetings on Wednesday evenings and Sunday mornings. We  
play wargames of all periods from ancient to modern, Science  
Fiction and Fantasy wargames and role playing games and a variety  
of boardgames. For more details contact Ron Ball (Tel. St. Helens  
29729) or Mike WILLIS (Tel. Up Holland 625574).

**PROCLAMATION.** Do you have a boring modern-day routine?  
How would you like to experience an attack in column against a  
British Napoleonic Line? If you would then join our ranks in the  
Twenty First Regiment de Infanterie de Ligne. We take spare  
uniforms to all our events and we try and equip all our new recruits.  
The Twenty First is the only French Regiment in the Napoleonic  
Association that recruits nationwide, in fact we are proud of our  
family atmosphere. If you are interested in the research side only  
we can still help you. For more information write to the Adjutant:  
Chris Durkin, 22 Swallow Street, Oldham, Lancashire. Tel:  
061-652 8738.

#### FORTHCOMING EVENTS

**THE MAILED FIST WARGAMES GROUP** are holding "Ceasefire  
88" on September 10th 1988, at the Armitage Centre, Manchester.  
At "Ceasefire 88" the Miniature Armoured Fighting Vehicle  
Association will be joining us with their National championships  
and by combining the two events we hope to attract a much larger  
attendance, hence the move to a much larger venue. Further details  
from: Mr. R.E. Bigg, 30 Furnace Street, Dukinfield, Cheshire,  
SK16 4JA.



## SPRING MILITAIRE '88

Lancastrian Hall, Chorley Road, Swinton, Manchester

### APRIL 2nd & 3rd 1988

– hosted by the organisers of Northern Militaire

– a regular spot for the Military Show calendar in addition to Northern Militaire '88 November 5th & 6th 1988

– an opportunity to see the growing range of Bicombe Figures

– ample car parking alongside the Hall

– Bar and Snack Bar facilities

– Good access from M6 and M62

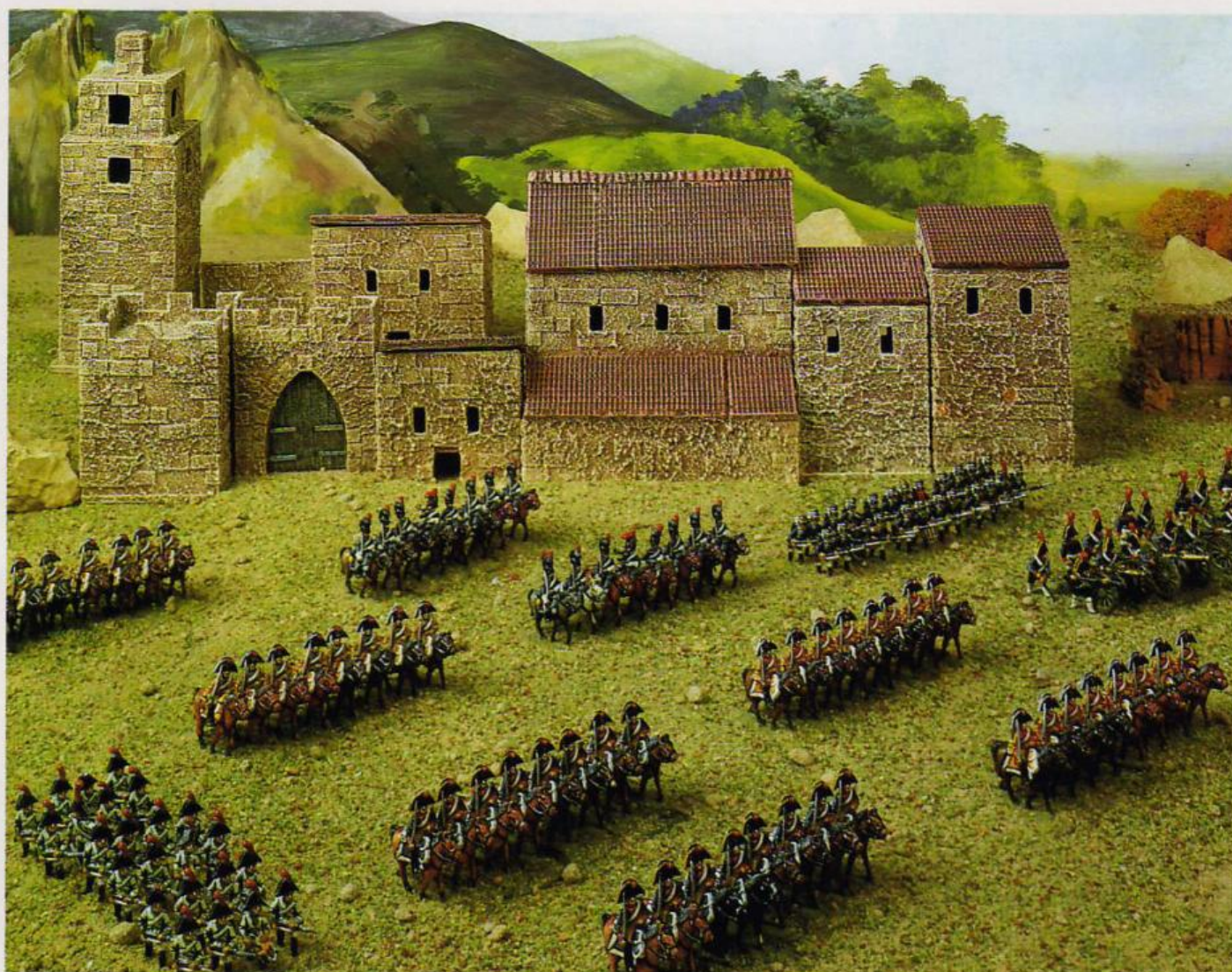
Saturday 10.30am – 5.00pm

Sunday 10.00am – 4.30pm

Admission Adults £1.00

Under 14 and O.A.P. 50p

Enquiries to: Mrs J. Hinchliffe 0484 665782 or 0484 850654  
Mr J. Leigh 061 7944575



More Minifigs men: a 15mm Spanish force of Napoleonic times – surely one of history's prettiest armies. These were painted by Mac Warren of Hull, but now nestle in the editor's collection. In spite of a lack of "first team action" (owing to no 15mm French army!), they're not on the transfer list, and several "managers" waving fat chequebooks have been turned away. The peninsular buildings are from Hales Models, eight scratch-built pieces in a small set that can be moved about to give some variety. Backdrop: John Blanche.



