WARGAMES JOURNAL

THE CHANCES OF ANYTHING

COMING FROM MARS

ARE A MILLION

TO ONE...

NEW!

Overwatch

Uther

NUTS!

Brush Strokes

CONTENTS PAGE

THE LOST LEGION

The poor souls of the Lost Century are back again for a mission that could decide their very fates. Will the hardy legionnaires be able gather enough supplies for the journey home? Not if the Germans can help it they won't.

The 10mm models gracing the content's page are Pendraken and painted by our own Dave Robotham. You can see more images at www.thecourtjestersstudio.com

THE 95th RIFLES

The Peninsular War is the scene and the elite British infantrymen are the players in this article about the boys in green. Sharpe himself would be proud.

THE BATTLE OF DREUX

The French Wars of Religion were a period of much bloodshed towards the end of the sixteenth century. In this article Catholics and Protestants square up for a game of Armanti.

IN FOCUS:

Little Big Men

Weekend Warriors

Airfix Spitfire

10mm Underrated

1982 Lebanon War

Airfix British Paras

Hougemont

REGULAR ARTICLES

Editor's Column

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LITTLE BIG MEN

EDITORIAL
Exciting Times Ahead

We've done it again I'm afraid. This latest issue of Wargames Journal is bigger than the previous issue, weighing in at a whopping 134 pages. That's why we're a little late with the release this month, but once you've finished reading I'm sure you'll find it in your heart to forgive us.

What articles do we have for you to enjoy? Well, for one there is the second part of our Lost Century campaign. In the latest part the fleeing legionnaires take to raiding a seemingly undefended German village to gather supplies for their long march back to safety. If you're new to the magazine you can find the first scenario in last month's issue, and an introduction to the massacre in Teutoberg forest in the issue before that.

Our art editor, Stephen Rhodes, has put finger to keyboard to scribe a whimsical article about Victorian-era British soldiers invading Mars. I kid you not. We were so taken with Black Hat's excellent range of figures that it was almost a race to write some scenarios for them. As it turns out Stephen is a pretty quick typist.

The Dark Age Britain of King Arthur has always been of keen interest too me, especially after reading the excellent Warlord trilogy from Bernard Cornwall. So when a reader sent me a scenario about Uther Pendragon, the father of the legendary King Arthur for Games Workshop's LOTR rules, I couldn't say no.

WW2 enthusiast and famed dice roller Rich Jones supplies a battle report for his new "favourite" game NUTS! in a Tale of Two Dice Rolls! What else? Well, we have a look at the Peninsular War with Colin Patterson's The 95th Rifles. You know? the ones from Sharpe.

You want more? Luckily there is a lot more, and if you like sci-fi and fantasy then you'll be especially happy with this issue as we're happy to announce the birth of OVERWATCH. In a nutshell we've loosened the lead (leash if you're American) on painter supreme Dave Robotham and OVERWATCH is the result. I would tell you more but Dave is waiting in the wings to divulge all so it would be rude of me to ruin his big moment. Flick to page 82 to find out what the fuss is all about.

A few weeks ago the WJ crew camped out in the local village hall for a weekend of serious gaming. We had four tables set up which we used for all manner of different games ranging from Somalia 1993 to Stargate. It was a great few days where the fun of the game and not the number of rivets was the most important factor.

Some of the games were planned, others were done on the fly and some of the ones that we made up on the spot were some of the most fun. At WJ we don't take our wargaming too seriously, by that I mean no one really gets bent out of shape if the forces aren't balanced, or if the "wrong" models are being used and most of the time we don't feel the need to always check the rulebooks. If everyone has fun the game is a success win, lose or draw.

Obviously winning puts an extra smile on the victor's face and is great ammunition for winding up the opposition, but it's not the reason why the game was played in the first place. If you only play to win and end up losing then you'll end up in a bad mood. If you play to have fun and lose then it's no big deal.

At least that's what I tell myself.

Cheers, Tom
tom@rebelpublishing.net

WARGAMES JOURNAL

By Dave Robotham

FLAMES OF WAR

DETAILS OF FUTURE PRODUCT PLANS

This is not the end.
This is not the beginning of the end.
But maybe this is the end of the beginning.
Winston Churchill

Love it or hate it you have to admit that Battlefront have got one hell of good brand. The biggest sticking point I find many people have with that brand is the idea of tournament gaming.

I have travelled all over the world to play in collectable card game (CCG) tournaments so I am completely at home with the idea of a game being written and played at competitive levels; however I am very much aware this is certainly not everyone's cup of tea.

With tournament gaming comes the idea of using points to work out an army list and this is another area that causes a great schism amongst WWII gamers. But whatever your opinion on Battlefront and Flames of War, they seem to be on to a winner.

So it was with great interest that I read Battlefront's GAMA announcements concerning the direction its game will be taking in years to come. The first item announced was the consolidation of its ten mid-war Intelligence Handbooks into two 180 page books. I think this is a great idea on many levels. This is a good one for retailers because they will not have to have ten books filling space on their shelves.

For new players to the game they can just pick up the one book and have all the information there and ready to game with. Yes I suppose you could argue that all they are doing is making it so that you have to spend even more money to get one briefing but I think that would be an unfair judgement, at least when you just look at the proposed mid-war books.

Then there is the 2nd edition of the main FoW rulebook which will be a mammoth hardback tome of gaming. One area of FoW many people (even the fans of the game) complain about is the changing of rules and errata and MRPs that afflict the game.

Each new book that was released changed aspects of the game, usually for the better, but this constant re-writing of the rules often made it hard to keep up to date with things. Well in this instance a new rulebook is a godsend. **IF THEY GET IT RIGHT.**

The new book will not include any armylists but will include the fully revised set of rules and hosts of other hobby and gaming information. I applaud any game that increases the page count in its main rulebook to include modelling and hobby material.

Battlefront have an ace up their sleeve when it comes to facing the backlash from existing players faced with expensive updated rulebooks. They are giving you the rules for free (just the rules mind you, a mini version not all 280 pages…). All you have to do is present your 1st edition rulebook to be stamped at your local retailer and you can claim your new version of the rules. Top marks there Battlefront.

However, even with all this
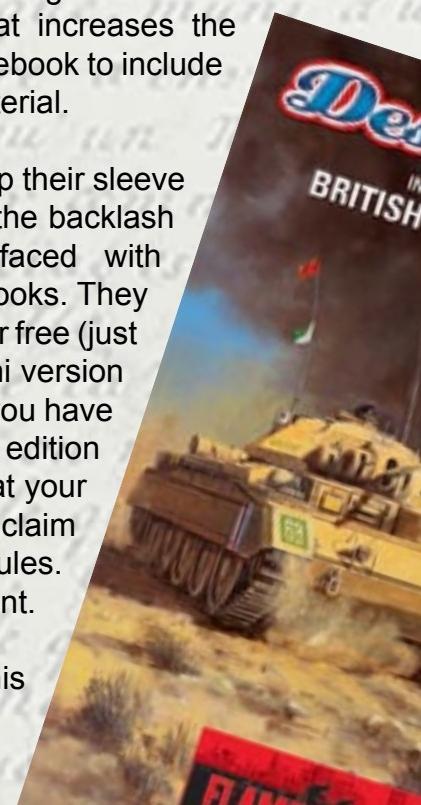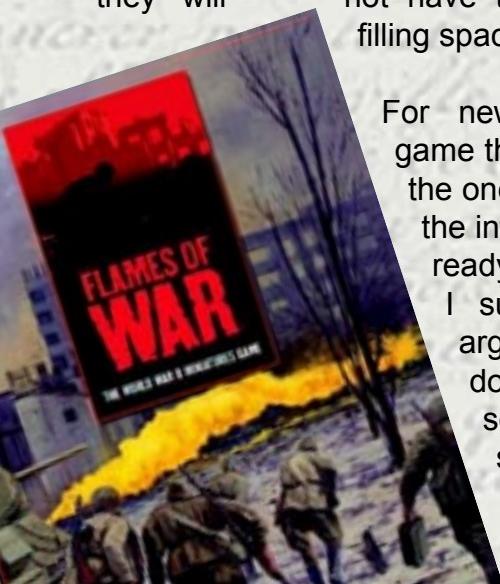
joy of free rulebooks I cannot help but wonder if the cost to get involved in what is already an expensive game is being ramped up to Games Workshop levels. But if anyone has proved you can still sell £25 hardback rulebooks and £15 army books it is Games Workshop. I am happy to wait and see Battlefronts pricing structure before making any judgments about this.

Next up is the big one. The series of books many people have been waiting for, the late-war source books. And if you thought the ten mid-war supplements were over the top in terms of quantity you will not be impressed at all with the planned twenty Intelligence Briefing styled books and the five campaign books that are slated to be released over the next 5 years.

To me this plan sounds incredibly daunting but at the same time exciting. The quality of layout and colour pages in the mid-war books gives me high hopes for a series of fantastic reference guides for wargaming the period that are accessible to new gamers and gamers starting WWII for the first time.

The final wrap up of information provided by Battlefront included a huge teaser and some other rather interesting products. The early-war period gets a new book released in early 2007, presumably to get some form of product out covering the beginning. There is a new range of resin aircraft due to be released along with a host of new early-war models.

And of the products confirmed in this press release, the "battlefield in a box" idea is the one I am most intrigued to see more details of. The idea of being able to buy a set of scenery to fill a gaming table for a specific theatre seems like it should be a winner with many gamers.

It just remains to be seen if the quality of the final product lives up to what I might be expecting.

And lastly the big tease… Battlefront have confirmed that they will be taking the FoW rules set and moving it to a new historical period in 2007. And that is all they have said.

No one we have talked to has any idea where they are intending to take the new game so your guess is as good as ours right now.

In fact the one thing we have been able to agree on here in the WJ studio is that there are a veritable plethora of different time periods Battlefront could choose…our money is on Vietnam (think ANZACs) or Napoleonics.

So from where I am sitting, the future for Battlefront is bright, the future is WWII shaped…
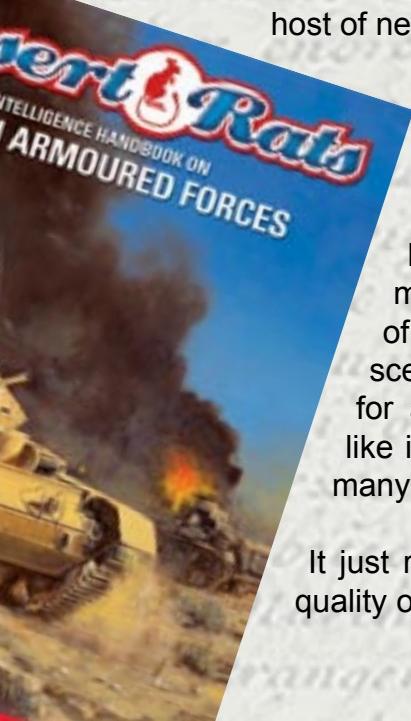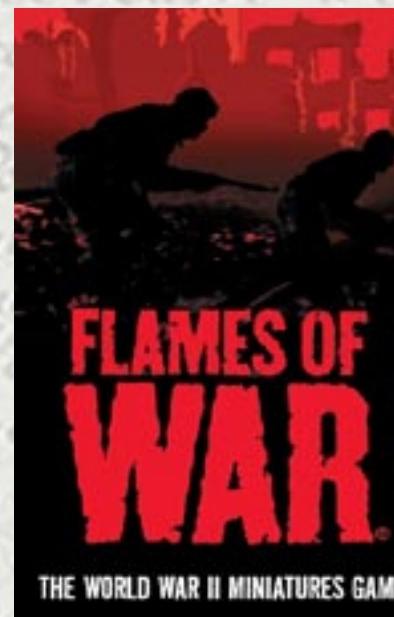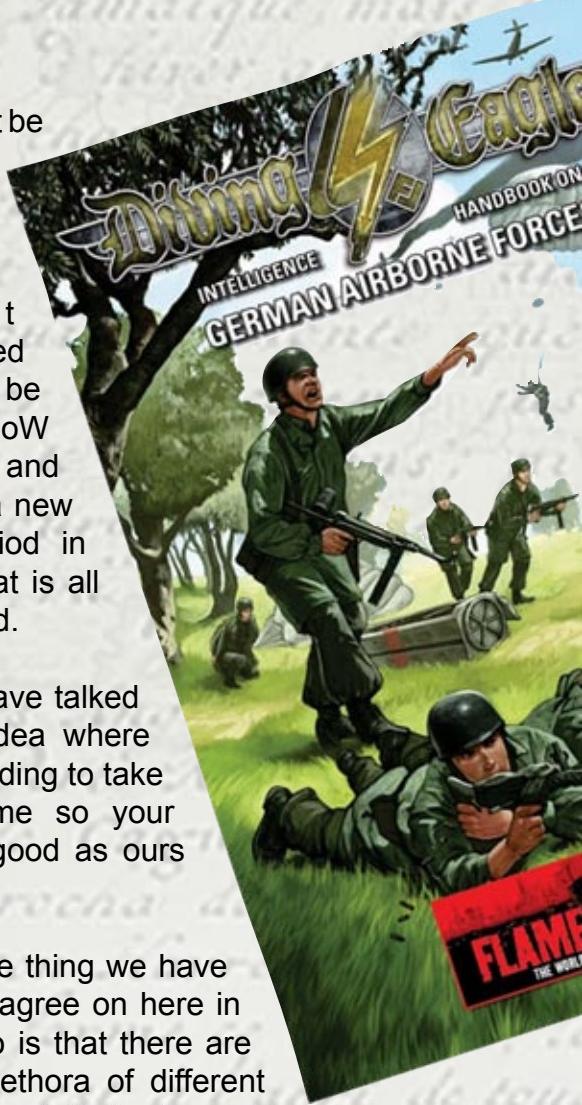
NAPS IN A BOX

BACCUS 6MM ANNOUNCES NAPOLEONIC ARMY PACKS

With its Polemos Napoleonic rules set just around the corner Baccus has announced a set of Army Packs to go alongside them.

For each nation, there is starter pack containing a mix of infantry, cavalry and artillery. For example, in the French Army pack, you get 240 infantry, 108 cavalry of various types, 4 artillery pieces and some generals to command them all with. Expanding your army is simply a case of adding the contents of booster packs. You can buy infantry, cavalry and artillery boosters for all the major nations.

The company says that its new Army Packs are designed to give buyers exactly the right numbers of strips that are needed to build Polemos Napoleonic armies using standard 60mm x 30mm bases, so you don't waste money or effort.

There is also the Polemos Napoleonic Boxed Set. This contains all you need to start wargaming in Napoleonics:
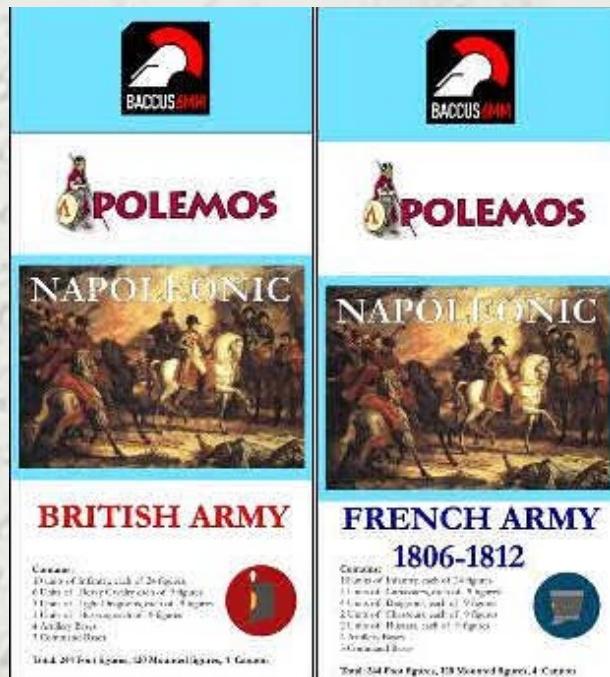
1 x Polemos Napoleonic Ruleset
1 x Polemos British or Austrian Army Starter Pack
1 x Polemos French Army Starter Packs
2 Sets of pre-cut bases
1 x British or Austrian flag sheet
1 x French flag sheet
1 x Painting guide for British or Austrian and French armies
2 x Farm buildings and Plinths
1 x Large House and Plinth

Just add paint and away you go!

Army Packs and boosters are available immediately. Polemos Napoleonic Rules and Boxed Sets will be available from April 1st.

They can be collected from Baccus at upcoming shows in the UK like Triples or Salute. Baccus requests that if this is your choice then please get in touch as soon as possible. To place orders North American customers can order these items from Milites Minimus in Canada and Heritage Studios in the US.

By Stephen Rhodes
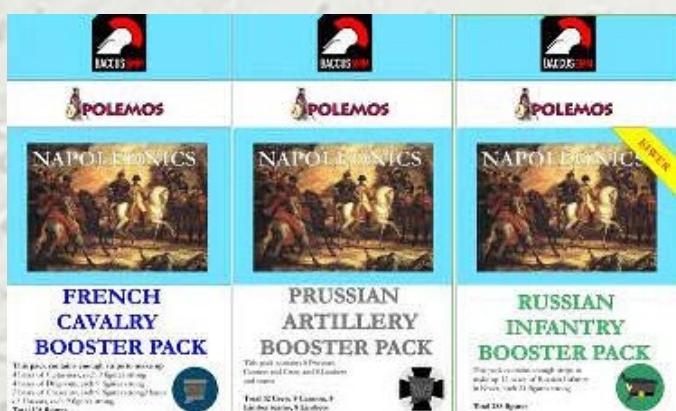
Is BIG really better?

What a way to start an article …is BIG best? Well in my case if that's a pie I'd say a definite yes. I'm also a huge fan of lots of figures on the table, which is something else that gets me in lots of trouble this end, usually with figure painter types and the person who guards the chequebook.

So why am I banging on about this? Well I'm utterly fascinating by the chatter around these days about the Big Battalion and the old days of gaming. Like a lot of people my age gaming started for me in the 1970s. It was a friend of the family who is to blame, a Mr Robinson as I knew him, who had a fabulous railway layout that I used to yearn to own. Then my addiction grew from simply looking and trains to building models – I was given 60 plus models kits when he moved house – and then the whole thing blossomed into wargaming.

That was it. Figures galore squirreled away in my parent's house and me sitting there writing my own little rules for how to kill them all. Mr Robinson gave me some wonderful books by a man called Donald Featherstone and I even had a few by an Army officer, who I immediately thought walked on water with wargaming because he was ...an army officer!

My naivety at this age was wonderful and just about every troop type was covered by the same sets of rules. Half the time I gamed based on how cool they looked, although back then I'm not sure the word cool was part of my vocabulary. As I got older and actually read the books I'd been given properly my love of it all kicked in, the magic of the history which was to be expanded upon by a history teacher at the boarding school my parent's sent me to.

I was hooked and I was hooked to one of the worst subjects: Napoleonic's. I was so into battalion after battalion of figures on the table and before I knew it I had thousands of them. I had the little buggers stored at school; my parent's house and even at a friend's house. It's a bit of a memory leap of faith (my father gave all my figures away when I went to live in the US, he thought I'd grown out of IT) but I seem to remember having 96 figures to my Battalions.

I never really played anything else other than Napoleonic wargaming back then. I remember going to a wargames club in the US when I lived there and being treated like a leper because I didn't play ACW. Now it makes me chuckle, back then I remember thinking that the old guard were bloody rude and not open to new blood.

Thank God all clubs aren't like that or I'd have never have got back into gaming at all.

When I did make it back into this hobby my passion for large games and large units kicked in, as if it had never gone away. My Dark Age collection is a great example of this. I play a heavily stylised version of Warmaster because it allows me to move/play with lots of units and get through a game painlessly. Well my Saxon army stands at around 2,000 figures and my shieldwall is the width of a gaming table. But it's an **OVER THE TOP** army and I don't actually need that many toys. Some day I'll learn I suppose.

I use the core Warmaster mechanic of three bases to a unit but I use large bases and have about 36 foot figures per unit, unless it is a warband and it could swell to 72 figures.

I've resisted the madness of my youth with Napoleonic gaming, always being a bit sensible, embracing the newer generation of rules like Shako, to cap my wanton ways. Of late it's come back though after I had an enjoyable evening playing the Grande Armee rules from Sam Mustafa. Now I'm doing Borodino using 6" x 6" bases and 15mm figures with each base representing a Brigade and I'm sticking up to 72 figures per base.

I remember telling Tom Hinselwood what I was doing and he stared at me like I'd just said something really stupid. He kept telling me that I was going to have to get thousands of figures painted and that it would be vast in size to play it. He said I should half the base size and be sensible. I hear that a lot.

New boy Dave Robotham perhaps best sums it up for me: "it doesn't need a ton of soldiers on a table to make it a great game" he told me three weeks ago. "It's the whole game, the figures, the terrain and the people. More the people and the way you play the rules."

He's right. My love of **BIG** has never left me and I don't play with the 3 sides of A4 rules I made up the night before a game. I take my old fashioned ways and play them a little differently, have a go with these new fangled rules and then surround myself with people I enjoy gaming with.

In some ways nothing has changed. I wonder what happened to that history teacher…

By Neil Fawcett

MEMORY LANE

A little while ago Humbrol (Airfix) gave us permission to use some of its vintage illustrations inside Wargames Journal. We completely forgot about it - until now that is. Do you remember those halcyon days of old when your plastic Airfix figures were scattered over the kitchen table or living room floor?

We certainly do, in fact Neil Fawcett is going through a bit of a 'trip down memory lane' phase and was last seen buying yet another huge batch of 1/32nd scale WWII Airfix figures from eBay.

So for no other reason that to enjoy the artwork of yesteryear we hope you enjoy this British Para landing scene.

www.airfix.com

1879: THE MARTIAN

The new range of figures from Black Hat Miniatures inspired us to create this three part mini-campaign. We provide a potted account of the Earth's War with Mars and its subsequent bid to vanquish an alien invasion fleet. The first game takes place on Earth, just outside London in the leafy English countryside with the second game on Mars as the Expeditionary Force lands. The final game takes place in the shadow of Elysium Mons in the heart of the Martian homeland.

INTRODUCTION

It was the balmy summer of July 1879 when the spacecraft came, giant cylindrical shapes entering the Earth's atmosphere, descending towards the world's capitals. Thousands of vessels worldwide were striking fear into the hearts of the occupants of the small blue planet that circles Sol. Mars had attacked!

The military was mobilised and world leaders waited for something to happen, but no attack came, not for a whole week. The metal shapes were just sitting above the cities as people eventually came out from their hiding and looked bemused at the shining shapes, wondering what their fate was to be.

The attack started on July 11th with violent scarlet rays erupting from the vessels, striking down all those who stood before them and tearing down buildings that had stood for a 100 years, rending them brick by brick to nothing more than rubble. The carnage lasted until July 13th when holes appeared in the vessels in the sky and metallic globes streamed out.

Cephalods, as they were soon to be known as, passed like a swarm of death over cities and into the neighbouring lands. First the major population centres were destroyed and then the smaller ones attacked as the swarm consumed the inhabitants and military. No one was safe.
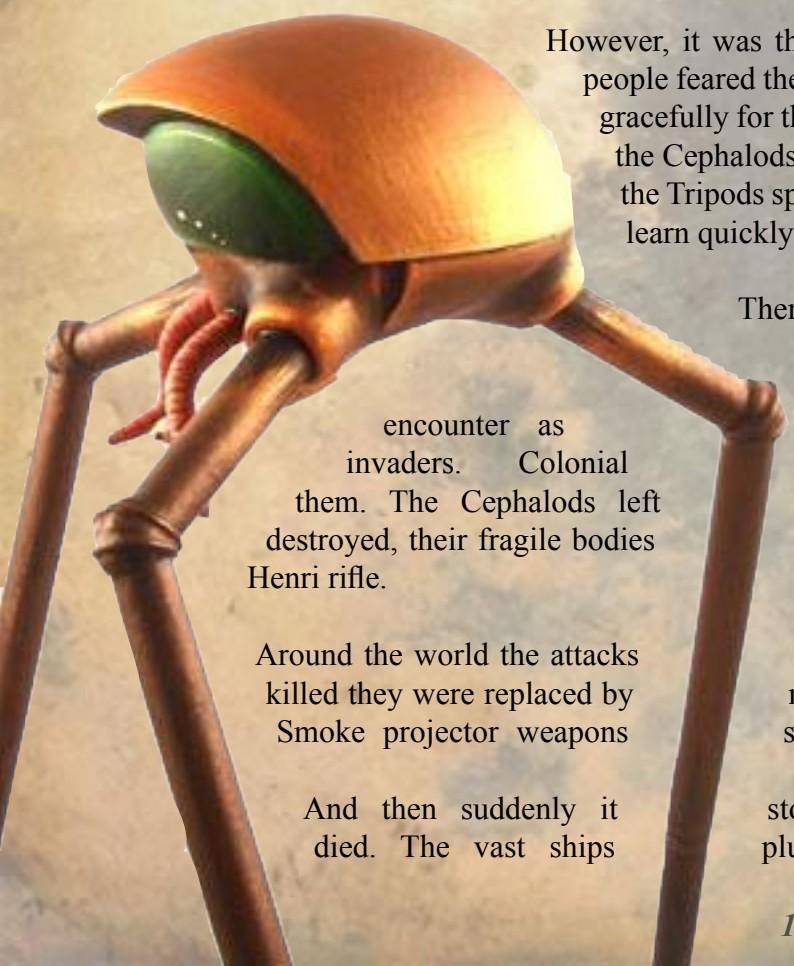
However, it was the Tripod Walking Machines that people feared the most - giant machines that moved gracefully for their bulk - acting as the guardians of the Cephalods as they waged war. The Heat Ray of the Tripods spat death and the military was forced to learn quickly how to deal with this metallic menace.

There were some battles that saw the military strike back and destroy the enemy, The Battle of Winchester [Game 1] being just such an Colonial troops stood firm and beat back the alien artillery cornered the Tripods and destroyed without mechanical support were then overcome and unable to withstand the lead bullets of the Martini

encounter as invaders. Colonial them. The Cephalods left destroyed, their fragile bodies Henri rifle.

Around the world the attacks killed they were replaced by Smoke projector weapons

kept coming and never seemed to end. As aliens were more and more warriors, the Cephalod Heat Ray and spewing out death t those who dared oppose them.

And then suddenly it died. The vast ships

stopped. The troops froze where they stood and simply plummeted to the earth, to be destroyed in fireballs of

collosal destruction. Some small numbers survived the crash and it was upon these ruined remains that the greatest minds on the planet descended. The greatest scavenging operation in earth's history began.

No one knew what killed the Cephalods, no one knew if more would come. But what was clear was that Earth was not alone and now the time for the military to act was over, stepping aside in favour of brain not muscle. The future of the human race hung in the balance and man had no time to waste …

RULES

We have used the rules that Black Hat Miniatures has developed for this scenario, although we have also developed an in-house set of Warmaster rules that we will be playing in our own future games. You can find the play test rules at http://games. groups.yahoo.com/group/martianempires/

You won't go far wrong if you think of the rules sharing a commonality to Warmaster in the way they play. As it is Warmaster is an excellent mechanism for gaming these figures and we'll be rolling out a set of add-on rules for Warmaster just as soon as we finish play-testing them.

THE MINIATURES

When Black Hat Miniatures sent us the figures for review they were well received by all of us. Even those who aren't 'that into science fiction' found the Martian Warfare idea to be inviting. A few of us have played the Space: 1889 game from Games Design Workshop (GDW), created by the one and only Frank Chadwick, and the arrival of Mike Lewis' miniatures got us a little frothy, to quote the wargaming vernacular.

Set in Victorian times this game was a great role playing experience and if anyone gets a chance we'd heartily recommend it. But back to miniatures wargaming and the Black Hat figures. They are heroic 15mm, by that we mean they follow the new trend for 18mm and are packed full of character.

We have used a 40mm x 20mm basing convention and each British unit is normally made up of 4 figs per base, 3 bases per unit and therefore 12 figures to a unit. The Martians are deployed in a more irregular way and vary between 4 and 5 figures per base. So a unit of Martian Infantry with guns will be 6 bases to form a unit and 5 figures per base, so 30 to paint for a unit.

Guns and Gatling Guns are on either 40 or 50mm squares and cavalry work out at 6 bases to a unit for Martians and 4 bases to a unit for British. Black Hat recommends 3 cavalry figures per base for British (12 to a unit) or 2 to a base for Martians (12 to a unit). Leaders should be based up on single bases, perhaps as mini-dioramas, using a circle (as we do) or a square.

WINCHESTER
BRITAIN'S FIRST VICTORY

This is an ccount of the Earth's War with Mars and its subsequent bid to vanquish an alien invasion fleet. We were inspired the new range of figures from Black Hat Miniatures to create this three part mini-campaign. Game 1 takes place on Earth, just outside London in the leafy English countryside, the second game is on Mars as the Expeditionary Force lands and finally Game 3 takes place in the shadow of Elysium Mons in the heart of the Martian homeland.

INTRODUCTION

This battle was a close run thing and on several occasions the Cephalods came close to overrunning the British lines, but it was quality soldiering and that stiff upper lip that the Colonial soldier and officers displayed on many an occasion that saved the day.

Fighting had been going on for most of the day when the British Commander, Lord Walter Ragnill, ordered a hasty retreat. He believed that only by concentrating his force could the day be won and historically he was right.

The battle takes place at roughly 2:15 in the afternoon. The British are exhausted but soldiering on. Having seen two Tripods toppled earlier in the day by massed artillery fire the British Commanders now believe that victory is possible, a leap of faith that has spread to the men.

As you can see from the map the British are deployed using wooded area to anchor their flanks and within these tree lines they have placed Gatling Guns and artillery pieces. The gaming table is a simple 4' x 4' board with a road starting in B1 and exiting at C4. The wooded areas are dense and whatever rules you use should allow for reduced movement by any unit passing through the wooded areas.

The British have formed their defensive positions and placed a Gatling Gun and Artillery piece in C1 and D4. They have located infantry between the wooded areas and held two units of Lancers in reserve.

Martian deployment is a simple one: forward en masse and straight in. The giant Tripods are the backbone of the Martian assault and will act as the spearhead for this force. The Tripods are to be located in A1 and A3.

SPECIAL RULES

The only special rules to be played are on the Artillery and Gatling Guns that are hidden in the wooded areas. They have had time to dig in if the player so wishes. The only problem with this is that if they choose to dig in then they do get the –2 (hard cover) modifier **BUT** they are will take 2 full turns to be dug out and then moved.

VICTORY CONDITIONS

This is a last man standing battle. To the Cephalods they will fight until all humans are killed, showing no quarter. The British are keenly aware of the gravity of the situation (something they'll get used to not having so much of when they eventually get to Mars!) and will show no signs of giving ground.

As a result **ALL** British units will fight with a +1 morale modifier as if an Inspirational Leader is attached.

Orders of Battle for Winchester

The following forces are to be deployed as per the map and the preceding text:

British Home Forces	**Martian Invasion Force**
1 x Army Leader	1 x Army Leader
2 x Commander	2 x Commanders
2 x Guard Infantry (4 stands per Unit)	5 x Cephalod Infantry (3 stands per Unit)
4 x Infantry (4 stands per Unit)	2 x Cephalod Heat Ray (3 stands per Unit)
2 x Guard Cavalry (4 stands per Unit)	2 x Cephalod Smoke Projector (2 stands per Unit)
2 x Gatling Guns (2 stands per Unit)	2 x Tripod
2 x Artillery (2 stands per Unit)	
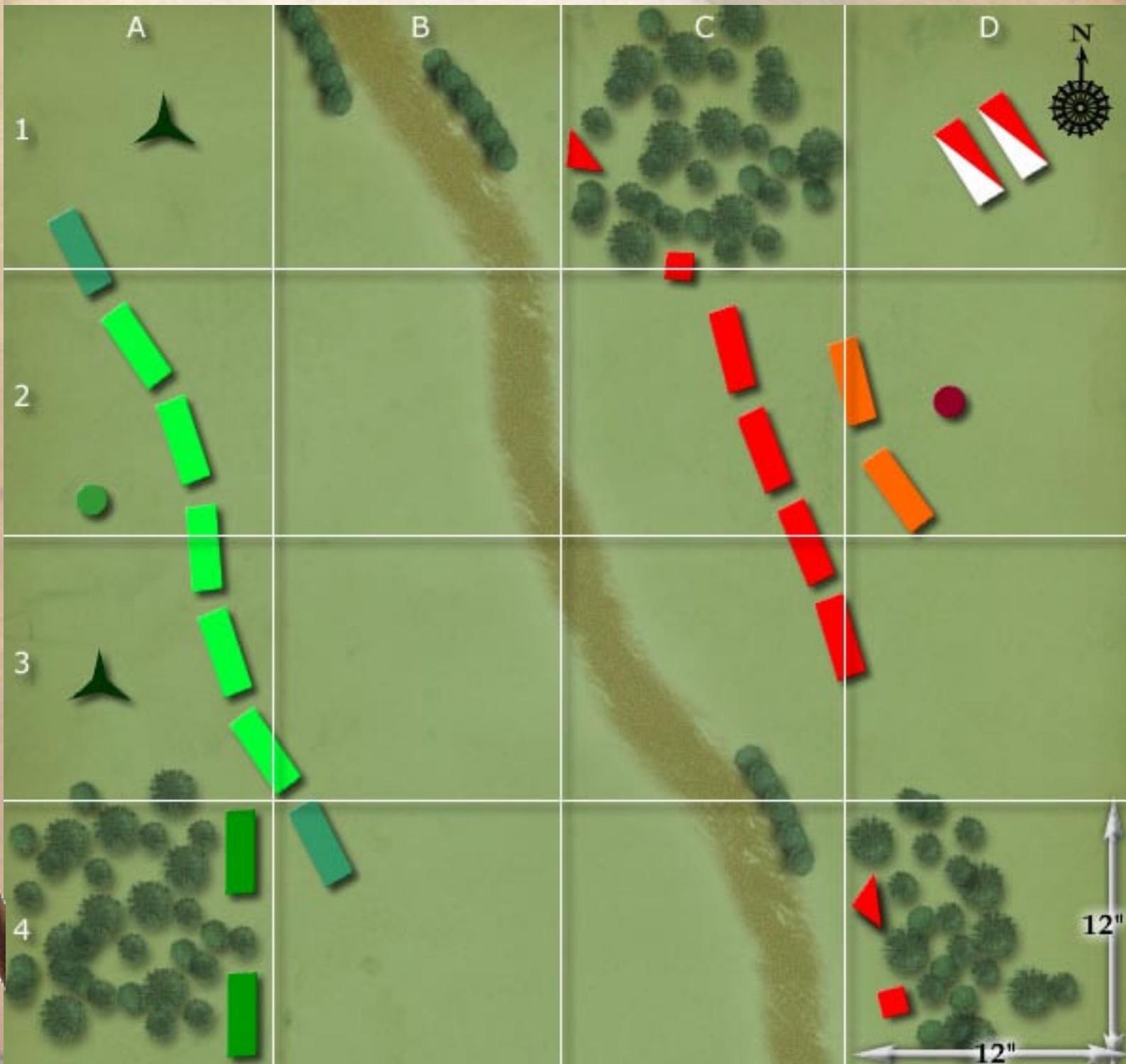
LANDING SITE
THE BATTLE OF ECHO 4

We've taken the decision not to pollute the history created by Black Hat Miniatures for its Martian game. So we've created our own reasons for the attack on Earth, the mission to Mars and the battles that are to be fought on this barren red planet. Our first Martian action takes place near to the first landing site of the Expeditionary Force at Echo 4.

INTRODUCTION

After the stellar performance by the British Forces at Winchester the end was nigh for the Martians, at least on Earth. The demise of the invasion force was celebrated around the globe, but the answer as to why they died so suddenly was to remain a mystery for many years.

For two years after the invasion the wrecks of giant ships, the Tripods and the bodies of the aliens were investigated. The greatest minds of the time united in the pursuit a single goal: harness the power of the invaders, create new weapons and, in the event of a new invasion, destroy the enemy.

It was an unknown British scientist who made the first major discovery. Edmund Blackstein managed to isolate a mineral from one of the drive units of a Martian Craft – the first he knew of his discovery was when he floated to the ceiling of the room he was working in.

Blackstein was to head up the team that worked with this mineral – nicknamed Edmuntium 826 by the other scientists – who worked to create a small craft that was capable of lifting 2 men into the air. It was discovered that shrouding the Edmuntium in lead reduced its powers and so its anti-gravitational field could be reduced.

It was to be many months before the scientists stopped crashing the ship, but soon they had fine tuned the controls and construction of a larger vessel was commenced. The Victoriana as she was to be named could carry hundreds of men, supplies, artillery and horses.

As Blackstein's work progressed another amazing discovery was to be made. The eminent scientist Ernst Mach was to make a discovery that astounded his peers in Prague. Mach was already a renowned scientist with his 1877 paper on Supersonic Velocities, but it was the discovery of Chambers inside a Martian ship in Germany that seemed to stop 'life' that stunned academia.

Using an energy supply inside the ship that had somehow survived the crash landing Mach discovered that a man-sized chamber could stop life, pause it, only to be restarted when the occupant was removed. After a successful test where a dog was kept in the field 'alive' for two months it was decided that a human test subject would be used. It was a great success and as many chambers as possible were salvaged from other crashed ships.

The final major discovery that was to put all of the pieces together was made four years after the Martian invasion by German scientist Ludwig von Bultzmann who was sadly killed when an engine system of amazing power propelled him and the part of a craft he was viewing into the sky and into space.

The combination of the Blackstein anti-gravity system, Mach stasis chamber and Bultzmann Rapid Propulsion was enough to convince the world's military leaders that an invasion fleet to Mars, which had been discovered as the home of the aliens, was
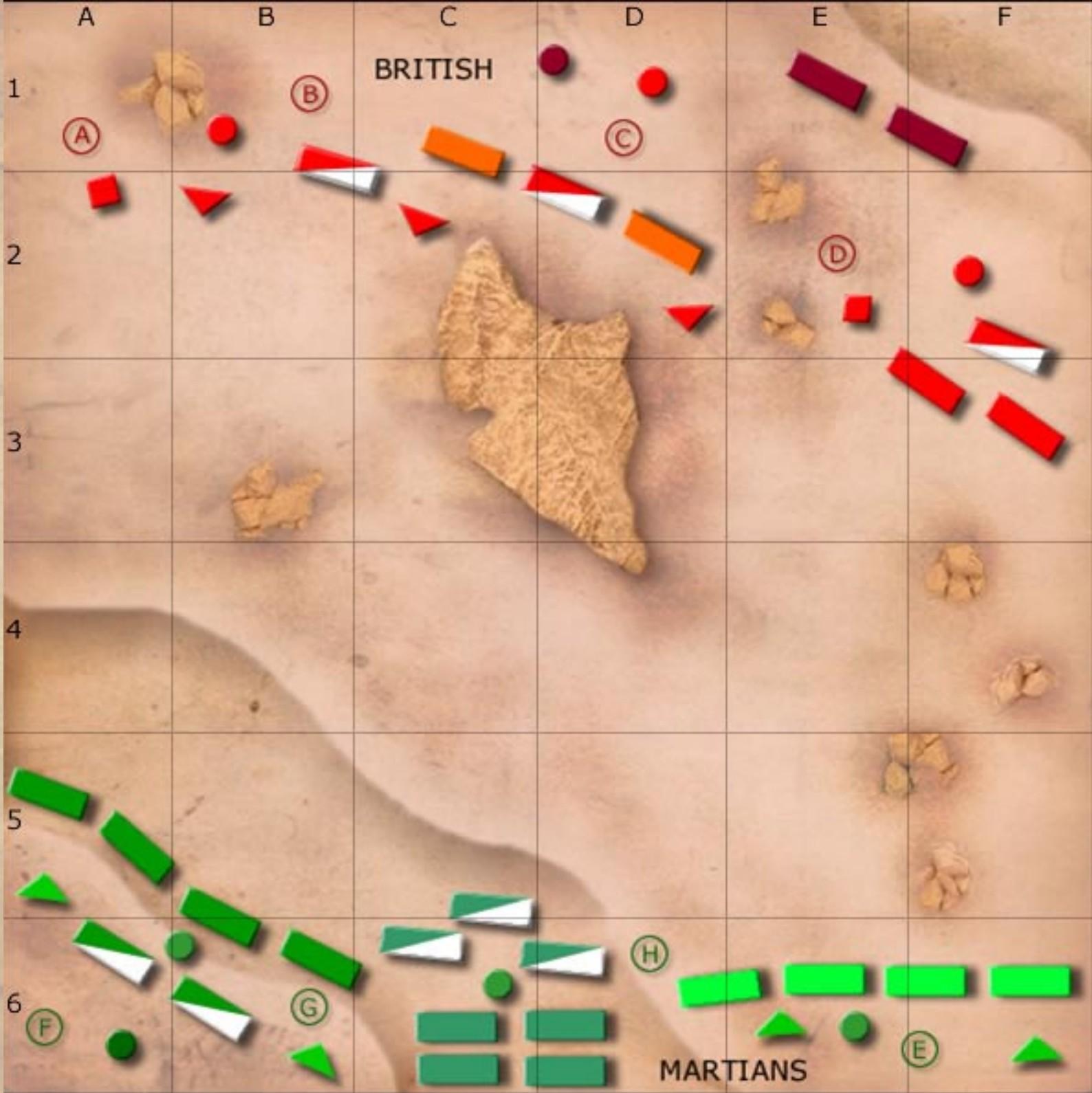
BATTLE MAP KEY

● Army Leader	Ⓐ Scout Tank	● Army Leader	Ⓔ 2-Man Flyer
● Commander	Ⓑ Walker	● Prince	Ⓕ 2-Man Flyer
▰ Gatling Gun	Ⓒ Heavy Tank	▲ Artillery	Ⓖ Scout Flyer
▼ Artillery	Ⓓ Scout Tank	▰ Militia Cav.	Ⓗ Scout Flyer
▰ Lancers	▰ Rocket Troops	▰ Regular Inf.	▰ Militia Inf.
▰ Guard Inf.	▰ Regular Inf.	▰ Guard Inf.	▰ Guard Cav.

not only a possibility, but a necessity.

The nations of the World united in their goal to create an Expeditionary Force that would go to Mars. Each Nation that had the military might harvested their own crashed Martian ships, scientists having shared all they could with each other. The two nations neck and neck with each other were Britain and Germany, their superior scientific minds advancing the creation of giant ships that it was hoped could traverse the stars.

It was the September of 1885 when Britain announced that seven StarShips (a name chosen by Queen Victoria herself) would leave Earth, heading for Mars and an unknown destiny. An Expeditionary Force of 7,000 men, 1,500 cavalry and artillery and support troops were assembled at Salisbury Plain to board the craft:

Flagships
Victoria Regina
The Prince Albert
Charles Dickens

Support Craft
Bulwer-Lytton
Disraeli
Lord Cardigan
Lord Palmerston

It was to be a volunteer only mission as no one knew what would happen, or for that matter how long such a mission would take. Confident that the stasis chambers would keep the men and animals alive a small crew of astronomers and scientists would 'fly' the StarShips to Mars, recording events and ageing as the mission progressed.

Five years after leaving Salisbury Plain the Victoria Regina was to touch down on Mars in an area that was to become known as Area F-4, Quadrant Echo 4 to the cartographers on the mission.

THE FIRST BATTLE
The landing was not quite what was expected by the military commanders and there were casualties. More worrying was the damage to the ships as they came in to land. Test flights on Earth had been a success but for some reason the ships came in too fast in the Martian atmosphere and the pilots, inexperienced at this sort of manoeuvre barely landed the ships in one piece.

After the military personnel and animals were revived from their slumber it was discovered, much to the dismay of the men onboard, that the journey had taken just under 5 years to complete. Although most of the enlisted men who had volunteered were single men they still had families and the thought of another 5 years on top of the mission length led to a fall in morale.

The problem for the scientists was one of working of the unknown. They had guessed when the generals had asked how long it would take. After all, they had no idea Mars was 300 million miles away and they had no idea how fast these ships would travel with the engines they had discovered. The naivety of the souls

Orders of Battle for Echo 4
The following forces are to be deployed as per the map:

British Expedition Forces	Martian Defence Force
1 x Army Leader	1 x Army Leader
3 x Commander	3 x Princes
2 x Gatling Gun	4 x Regular Infantry
2 x Artillery	4 x Guard Infantry
3 x Lancers	4 x Militia Infantry
2 x Guard Infantry	3 x Guard Cavalry
2 x Rocket Troops	2 x Militia Cavalry
2 x Regular Infantry	4 x Artillery
2 x Scout Tank	2 x 2-Man Flyers
1 x Heavy Tank	2 x Scout Flyer
1 x Walker	

who had embarked on this mission was both brave and foolhardy.

The first disaster to beset the Martian mission concerned the horses. The effect of the environment and gravity led to the horses dying if pushed too hard as the animals' bones became brittle. The cavalry officers were devastated by the loss of their mounts but little could be done about it. The Earth's Campaign to Mars had become a foot and armoured vehicle (AV) affair.

It was a week after the landing that life was first sighted on the Martian landscape. Scout vehicles were sent out and strange animals brought back – unusual giant lizard creatures that displayed an uncanny similarity to that of the Earth horse. It was decided that as the cavalry lacked mounts, a period of time that allowed these creatures to be 'broken in' would perhaps add an element of mobility back to the army.

One month after the landing the first Martian Cavalry unit proudly displayed its abilities to the campaign commander who then ordered that all former cavalry units should be equipped with this new breed of equine.

Two months further into the campaign and there had still been no sign of the Martian invaders of Earth. Plans were made for a long range mission that would strike out into the desolate landscape. It had been discovered that the landscape was not quite as arid as was first suspected following the landing.

Those officers who had served in India and Africa found themselves quite at home in the heat and 'thin' air and a freak accident uncovered natural water pockets under the red sand of Mars. It was found that a natural crystalline formation would mark the location of an underground water pocket, enough to provide a large force of men with water for several weeks. The only major worry was food but it was decided that where there was water there was food to be found!

FIRST ENCOUNTER – OF A MARTIAN WAY
Three days before the expedition was to set off a scout arrived back at Base Camp to report that a large dust cloud was moving towards the craft. It was anticipated to arrive in less than 2 days and a delay was put on striking out the force. This was a wise move as a dreadful dust storm engulfed the camp and struck with uncanny accuracy. Had the men and beasts been outside of the craft they would surely have perished.

As fast as the storm hit it vanished and it was then that an army was sighted setting up battle lines less than 3 miles from the Base Camp. The day was here: colonial troops would attack the Martians on their own soil, paying them back for the attack on Earth.

AN UNKNOWN ENEMY
It quickly became clear that the enemy facing the British force was not that which had attacked Earth. As alien as they were to the British commanders there was some reticence to attack and it was decided to allow the Martians to make the first move. There was some thought of sending out an envoy to 'talk' to the creatures, but it was deemed a worthless idea and quickly dismissed.

Battle commenced roughly 10 weeks after the landing (although days and weeks had become an odd concept to the men of the mission) with the Martians charging headlong at the British. Guttural screams shocked the troops, experienced men who had fought across the world, but they stood firm, awaiting the first units of Martians to get to within effective range of their rifles and cannons …

The two armies met in a rocky area and as the British had the advantage of seeing the enemy approaching they assembled troops within the cover of the rocky outcrops. The Martians would have to cross open ground to get to them, hopefully enough to counter their superior weight of numbers.

It would be best if the players set up the game board – which is 6' x 6' – as per the map. This will stop the British player becoming 'compromised' because an opponent can see what unit is located where. Another way is to alternate setup. If players take it in turn to deploy either a Brigade of figures or two units at a time, alternating until they run out of units to put on the table.

VICTORY CONDITIONS
This is a fight to the death – as it nearly always is! The Martians want to rid their world of the invaders and the British need to survive and go on to destroy the rest of the Martians. OK, so a story plotline weaker than a pint of shandy, but for now it will do.

The armies will basically have a break point and you should play until it is reached. Add up the units, halve the number and that is the point at which an army will break and flee the battlefield. For the Martians this is

CITY ASSUALT
IN THE SHADOW OF ELYSIUM MONS

This is our third and final battle and takes the colonial force to the outer walls of a giant Martian city. It is here that the dreaded Cephalods, the foul creatures that invaded Earth, are said to come from. But things are about to go badly wrong for the Earth force. As the army approaches the city walls, which tower high into the sky, Martian war units deploy behind it, rising mysteriously from tunnels beneath the red sands. A fight on two fronts is afoot as the brave colonial warriors' battle for their lives ...

INTRODUCTION

The mighty mountain of Elysium Mons towers high into the Martian sky, a freak event in the history of the planet when part of it was thrust skywards, no doubt part of some monumental natural event. Legend on Mars has it that the mountain is the result of an angry God of War smiting an opponent and crashing a battle lance into the ground.

Either way the sight of it filled the scientists of the expedition with excitement and the soldiers with dread. By the time the expedition reaches the Martian City almost two full years have passed. A reorganisation of troop types and a slimming down of battalion sizes has increased the number of units available to the commanders and on top of this certain Martian tribes have become loyal to the British. These are known as Askaris and are good fighters.

NOTE: *This scenario does not include the use of Askaris but they can be easily added to any game/ campaign.*

Having sighted the huge City the British force moved rapidly to attack it. Intelligence indicated that this was the outer defences of the mighty Martian Empire with whom Britain (and for that matter the rest of Earth) was at war. It was thought to be the location where the dreaded Cephalods were created.

As the British force approaches the City they are awestruck by the gigantic walls which tower above them. The City was built countless millennia ago by a race of giant Martians, huge multi-armed beasts who ruled Mars with a cruel and oppressive mailed fist. This race has slowly died out, but some tribes exist on the planet and are often press-ganged into armies or into local tribal disputes.

As the British force advance on the City a force of Martians deploys in front of the giant walls, a small force and not of a size that the British commanders anticipated they would be greeted by.

The battle lines are drawn and it is now that the trap is sprung! Giant tunnels are unearthed behind the British and suddenly they find themselves fighting a foe to the front and the rear.

Dave Robotham's Expeditionary Force is taking shape. These fine examples are of regular British Infantry - not a red jacket in sight...

BRITISH

(A)

(B)

(C)

(D)

MARTIAN DEPLOYMENT 3,4
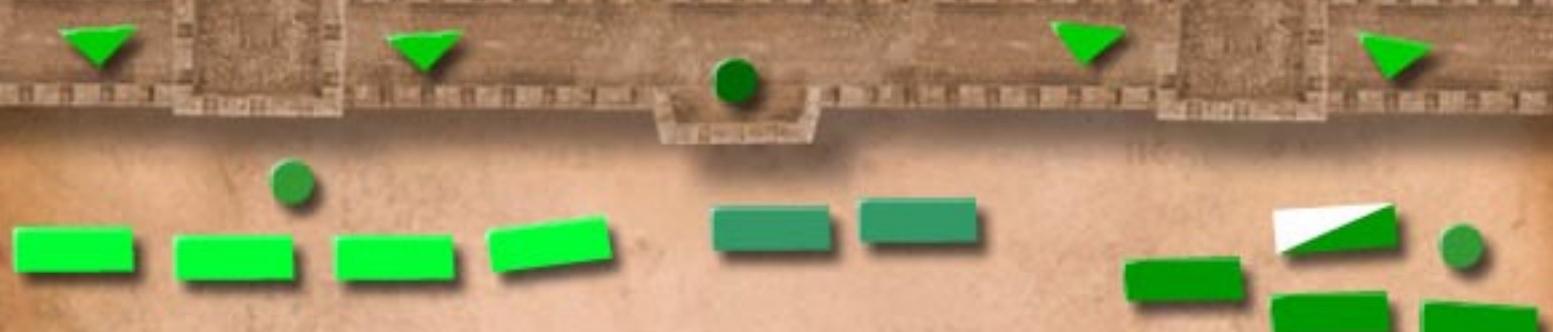
MARTIAN DEPLOYMENT 1,2

MARTIAN DEPLOYMENT 5,6

SPECIAL SCENARIO RULES
The following units can be deployed by the Martians:

2 x Guard Infantry
2 x Guard Cavalry
1 x Militia Cavalry
1 x Militia Infantry

These troops can start to be deployed from Turn 1 of the game and arrive both randomly in terms of location and randomly in terms of unit designation.

Roll 2D6 and use one or location (marked on the map) and one to choose which unit arrives:

1 – Guard Infantry
2 – Guard Cavalry
3 - Militia Cavalry
4 – Militia Infantry
5 – Guard Infantry
6 – Guard Cavalry

When the last unit arrives roll another D6 and this is where the Prince who commands this force will arrive.

MAP
As you can see from the map on the previous page this is a large game. But you can easily vary the table size to suit your needs and as long as you leave room for the Martians to arrive behind the British troops you should be fine.

We played this game several times and eventually we settled on a 7' x 5'. The city wals are completely optional but we found a couple of Games Workshop Mighty Fortresses lying around and used those. designed for heroic 28mm scale these walls are pefect as the once mighty defenses of a Giant Martian race!

The rest of the terrain is pretty open and we simply scattered sand and rubble over a set of gaming boards. Stones and rocks from a local garden centre provided the rest of the terrain. What we would say is that if you don't use the walls then just put the models against the back edge of your gaming table and class them as in hard cover behind the mighty walls.

Orders of Battle for Elysium Mons

The following forces are to be deployed as per the map:

British Expedition Forces

1 x Army Leader
3 x Commander
2 x Gatling Gun
2 x Artillery
4 x Lancers
2 x Guard Infantry
2 x Rocket Troops
4 x Regular Infantry
2 x Scout Tank
1 x Heavy Tank
1 x Walker

Martian City Defence Force

1 x Army Leader
2 x Princes
4 x Regular Infantry
2 x Guard Infantry
3 x Militia Infantry
1 x Militia Cavalry
4 x Artillery
2 x 2-Man Flyers
2 x Scout Flyer
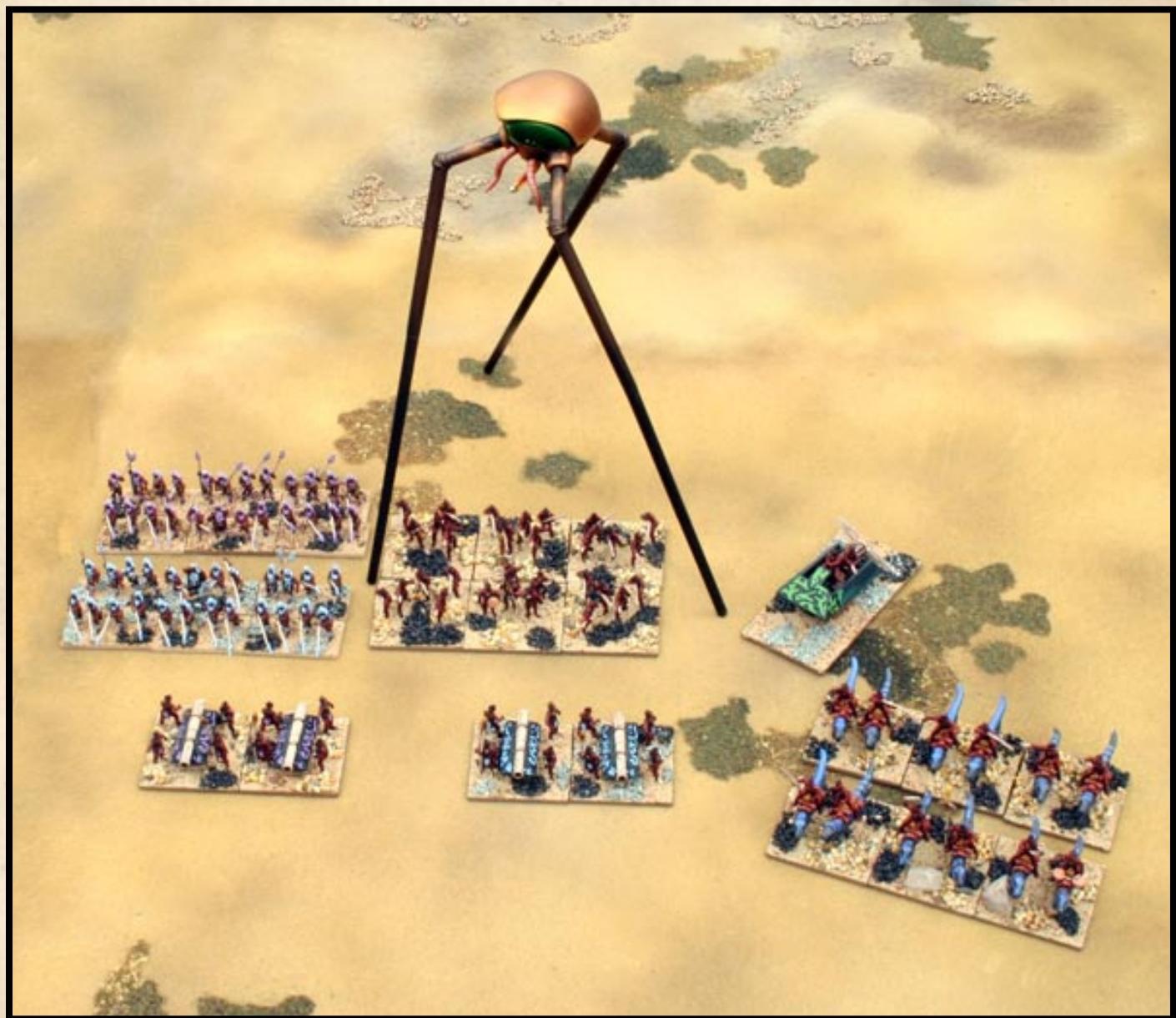
The beginnings of Al Padfield's Imperial Martian Army - plus Dave Robotham's Tripod!

UTHER PENDRAGON

Lee contacted WJ after reading our intentionally rather farcical article in the last issue of the magazine "I Am Your King" having been inspired to create a simple skirmish game based on the exploits of Uther Pendragon. He even provided some stats for GW's Lord of the Rings rules and promises us some more penmanship at a later date.

INTRODUCTION

I guess like many I am fascinated by the fabled exploits of King Arthur. The constant churn of questions about his existence, or even his lack of, is a wonderfully evocative subject that can keep a conversation going for hours. And as a Monty Python fan I particularly enjoyed last month's article entitled I Am Your King.

However, as an enthusiast of Arthur, or Ambrosius Aurelianus or whoever he really was, I wanted to design a scenario with a more serious approach to the deeply fascinating historical period.

Now I'm not going to try and decipher the real from the fake in this article and please don't for one minute think I'm setting myself up as an Arthur know-it-all. I'm just trying to create a simple game that is fun to play and so what follows is an interpretation of what I have read and feel is appropriate to a game.

SONS AND FATHERS

Now as we all know Uther Pendragon (pen-dragon meaning 'Head of Dragons') is said to be the father of King Arthur and is thought to be the younger brother of Ambrosius Aurelianus. Both of these are the younger brother of Constans and basically they are the heirs to the throne of Logres (the ancient Welsh name for England).

NOTE: *The name Pendragon is explained by the fact that Uther once saw a comet shaped like a dragon and it inspired him to create a battle standard shaped like two dragons.*

Things tend to get rather messy at this point and for ease I'm going to go with the following: Constans is the king of England, but controlled by Vortigern, and the three brothers (Uther, Ambrosius and Constans) are the sons of Constantine III, the claimant to the Roman throne from 407-411 AD.

So what else do we need to know? Well let's go with the storyline that Igraine, the wife of Gorlois, Duke of Cornwall was a rare beauty and as such Uther Pendragon falls hopelessly in love/lust with her, knowing that his want for another man's wife will bring about war!

When Gorlois finds out that Uther wants his wife he hides her away at Tintagel, atop the cliffs of the Cornish coast, and conducts his own war against Uther from his castle at Dimilioc. During the latest battle Uther, bewitched by Merlin to look like Gorlois, enters Tintagel castle and beds Igraine, siring the young boy Arthur.

As this 'event' takes place Gorlois is killed in combat and all hell breaks loose.

Uther's advisor throughout all of this is Merlin, and eager to unite the warring factions in England against the threat of the Saxons; had given Uther the tool to bring the warlords together, Excalibur! OK, so whether it is ornamental, non-existent or perhaps even a magical sword of power let's say it was in Uther's possession and he used it to gain power.

Uther has clearly shown his lack of 'Kingsmanship' and saddened by the events with Gorlois, Merlin and Uther argue with the Celtic sorcerer (*mystic or sorcerer –*

you choose) demanding that when Igraine gives birth the child will become his ward. Uther, foul in temper, rides off and heads to the one place where he feels he can be alone with his thoughts – The Pool of Despair.

THE SCENARIO
So the lead up to this little skirmish is somewhat contrived and a mish-mash of history, legend and movie. But we can live with that.

In his despair Uther rode off leaving his bodyguards behind and they are racing to catch him up. Hence the trap was sprung as Uther knelt alone by the pool. Initially chasing Uther are 4 of Gorloi's Champions and 2 each arrive at the points marked X. This may seem unfair but Uther is a mighty warrior and as a result his odds of surviving this initial attack are high!

The game starts with Uther kneeling by the edge of the pool in D4 at the point marked with a U, close to the boundary of square C4. Uther's horse is tethered at point A next to the shrine.

Out of the woods in B4 comes a force of Warriors loyal to Gorloi who move towards Uther at a quick pace and begin the game at the points X. Because Uther is distracted and the warriors have moved with stealth, Uther must make a roll to see whether or not he 'notices' them, his attention turned to the tranquil waters of the pool. Roll a D6 and apply the following:

1 Uther is so oblivious to his surroundings that the warriors get 2 free Movement phases with which to close the

ROLL CALL

UTHER PENDRAGON

FIGHT	STRENGTH	DEFENCE	WOUNDS	ATTACK	COURAGE	M/W/F
5/-	4	6	3	2	7	3/3/3

Wargear
Sword, heavy armour and shield. Optional spear if special rule is invoked.

Champion
Uther is a great warrior in Britain and has fought in more battles than any man alive. When fighting multiple opponents he receives a +1 Attack bonus.

2 X ELITE BODYGUARD

FIGHT	STRENGTH	DEFENCE	WOUNDS	ATTACK	COURAGE	M/W/F
4/-	4	5	1	1	4	0/0/0

Wargear
Sword, heavy armour and shield.

3 X VETERAN BODYGUARD

FIGHT	STRENGTH	DEFENCE	WOUNDS	ATTACK	COURAGE	M/W/F
4/-	4	5	1	1	4	0/0/0

Wargear
Sword, armour and shield.

GORLOI'S CHAMPIONS X 4

FIGHT	STRENGTH	DEFENCE	WOUNDS	ATTACK	COURAGE	M/W/F
4/-	4	6	1	2	5	1/0/0

Wargear
Sword, heavy armour and shield.

The remainder of Gorloi's force is composed of 10 foot figures and these are all warriors. Use the following stats:

GORLOI'S WARRIORS X 10

FIGHT	STRENGTH	DEFENCE	WOUNDS	ATTACK	COURAGE	M/W/F
4/-	4	5	1	1	4	0/0/0

Wargear
Sword, armour and shield.

distance. The game therefore begins at the start of Turn 3. This is not good news for Uther.

2 – 3 Uther is caught unawares but the warriors get 1 free Movement phase after their initial deployment. The game begins at the start of Turn 1

4 – 5 Uther's senses are alert and he turns to see the warriors as they emerge from the trees. Begin Turn 1 as normal.

6 Uther's uncanny senses warn him of danger and he spots the enemy warriors before they leave the trees. Move them six inches back into the wood. Begin Turn 1 as normal.

TURN BY TURN
Depending upon the D6 roll made earlier it is now the end of Turn 1, 2 or 3. This has a direct bearing on the rest of the game as it relates to the arrival of more troops onto the battlefield. Use the following table to work out troop arrivals:

Turn 1:
No extra troop deployments.

Turn 2:
Dice for Uther's bodyguards. Roll a D6 and on a 6 they arrive in C1.

Turn 3:
Dice for Uther's bodyguards. Roll a D6 and on a 5+ they arrive in C1.

Turn 4:
Dice for Uther's bodyguards. Roll a D6 and on a 4+ they arrive in C1. Also dice for the rest of the ambush force – roll a D6 and on a 3+ they arrive in A3, starting at the edge of the tree line.

Turn 5:
Uther's bodyguards arrive automatically (C1) and at the same time so does the remainder of the ambush force (A3).

REINFORCEMENTS
Uther's bodyguards have been riding at full speed to catch up to their leader, fearful of an ambush. They arrive in C1 and will make straight for Uther, attempting to cut off any enemy who are approaching him.

Use the stats supplied on Page 26 for Elite and Veteran Bodyguards.

OPTIONAL SPECIAL RULE
Excalibur is sheathed on Uther's horse and Uther is only armed with his hunting knife until he can get to his sword! In this case have Uther originally armed with only a spear, but if he reaches his sword, it gives Uther +1 Strength. Another way to play it is to allow the weapon to causes wounds on 3+.

VICTORY CONDITIONS
Gorloi's men have only one thought in their heads: revenge. They want Uther dead and Excalibur captured. To this end they will fight to the death, all the time trying to slay Uther. If they achieve this goal then the Britons lose and the future of the land now hangs in the balanced. However, if Uther and his men slay all of Gorloi's men

10MM
THE UNDERRATED SCALE

These great pictures came in from a UK reader (Bruce in Petersfield, Hampshire). They show his 10mm US Armoured Combat Command Group (in the making...) with some scratch built terrain. Bruce says 10mm is a vastly underrated scale - especially for WWII – offering true combined arms and command experience every time. He plays the Blitzkrieg Commander rules.

NORMANDY, JUNE 1944
A TALE OF TWO

It's always fun to let Rich Jones loose with a set of WWII rules - no sharp implements, but rules are OK. He's a junkie for them and so after reading his review of the NUTS! rules we decided to let him try them out using Neil Fawcett as a test subject (some would say large guinea pig). The following is an account of how the rules played over two attempts at the same game.

In the review segment of Issue 4 of Wargames Journal we looked at the NUTS rules from Two Hour Wargames (THW). As always with a rules review I was putting a few of the guys through a game or two so they could see what I had been banging on about.

Neil Fawcett was lured away from his desk as he had been intrigued by the review and pulled rank to get onto the US Airborne's side.

Nothing too surprising there, but he was still rolling dice and getting carried away two games later – he would normally have been drawn back to his desk after about half an hour. In fact he was so enamoured with the rule mechanics that at the end of the first game he said I couldn't play any more until his exploits had been immortalised in print. By the end of the second his exploits had taken a turn for the worse, as you will see!

By that time though it was too late to get out of it and this article shows how bad dice rolls really can mess up a perfectly good game!

The scenario was a fairly simple and small layout and we used the rules ability to handle multiple players on one side against a fairly autonomous foe (although one of us did take the German side). The rules were not 'tweaked' at all, although a couple of scenario specific rules were quickly made up to deal with the dawn light and muzzle flashes.

If you are interested in playing the scenario the map and Squad/Section lists will allow you to tailor it for your rules of choice, or even splash out on the PDF and try NUTS!

DICE ROLLS!

BY RICH JONES

The game play revolved around the theme of two ragtag Squads of US Airborne on the morning of D-Day +1 who have been ordered to clear out a two storey cottage which supposedly harboured a FAO who was instrumental in bringing shells from inland guns onto Omaha beach.

The cottage was fortified and the Germans had one forward LMG post near the table's edge and one LMG posted on the cottage bunker roof. A couple of sentries were posted between the cottage and the forward post. The rest of the Germans were in the bunker sleeping or in the cottage playing cards. None of the Germans started in a case of readiness.

• Visibility was limited and the Airborne troops were in a good position to catch the foe by surprise. The following scenario rules were used:

• The starting visibility was limited to 16" – this increased by a D4 inches per move.

• Groups could make an 'insight' check against muzzle flashes – but all fire done onto muzzle flashes was worked out at –1 to the firer's REP and the target was always deemed to be in 'cover'.

• A group movement within 24" of an enemy may cause a noise to alert the enemy – roll 2 dice against the highest REP present in the group – two fails means they have made a noise and the enemy are 'alerted' to their location. Until any on table firing or a noise within 24" alerts the defenders they may not move.

• Each new turn the German player rolls a D4 and keeps an ongoing total until the FOA is dead or captured. This represents the number of artillery strikes he has bought down onto the beach. In this way different players can play the Germans and you can see which American 'team' managed to limit the amount of strikes the best. This lends a sense of urgency to each game.

The following battle reports reflect the differing fortunes of each US 'team' in the two games and shows how the rules can give a completely different game depending on the 'reaction' tests made or failed.

Italics in either report are used to 'explain' game mechanics and action as opposed
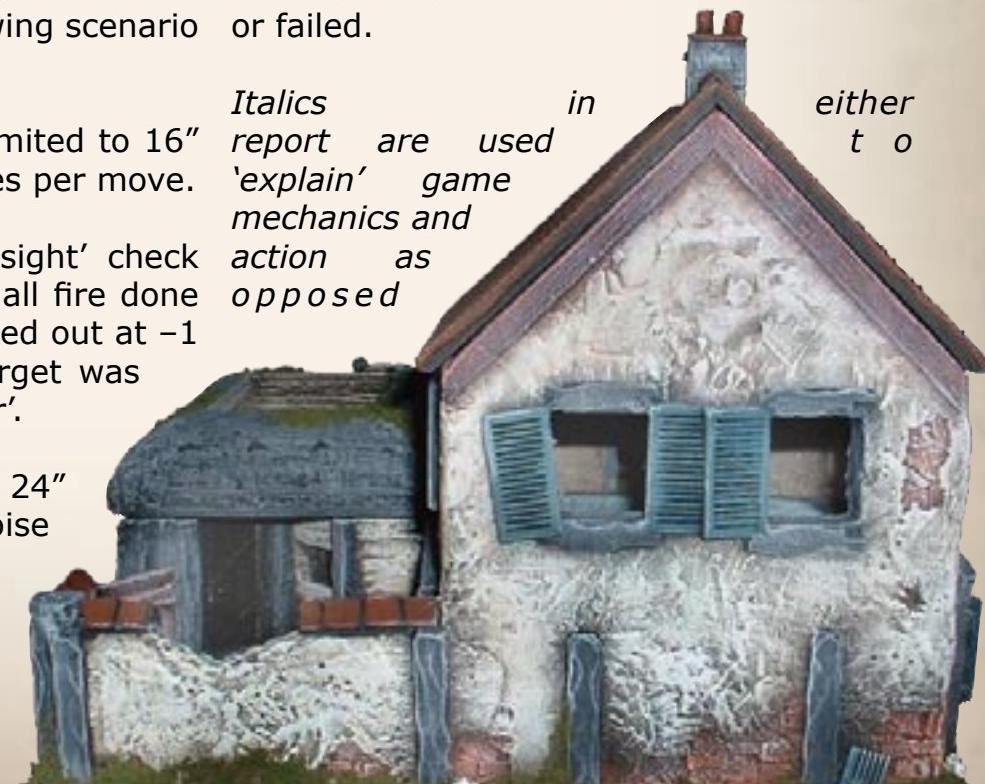
to the 'narrative'.

D-DAY HEROES SAVE THE DAY

As our valiant troops continued to struggle ashore to continue liberating France they were facing an increased amount of shelling from the inland batteries of the enemy. The heavy shelling was killing many, making the beach exits impassable and holding up the following waves. Most of this shelling was being directed from a lone fortified cottage on some high ground situated behind the beach some 3 miles away.

However the enemy was unlucky that behind the beaches small groups of British and American Airborne troops were banding together and attacking the enemy's facilities. One such band led by a Lt. Summers identified the cottage and mounted a frontal bayonet charge on the enemy position. An official army spokesman has branded the operation a perfect example of small unit infantry action and has put the group forward for various citations.

The following is the official army statement concerning the action:

At 0400 hours on D-Day +1 a small group of troopers made up from various units of the 101st Airborne identified a fortified building that was sheltering an enemy Forward Artillery Observer. The building was defended by a number of Light Machine Gun armed German troops. As daylight was fast on its way Lt Summers decided that there was little time to spare and ordered his troops to perform a frontal assault on the building. The first phase of this classic textbook action involved three troopers approaching an outlying LMG nest from behind and eliminating the threat by the use of grenades.

In the game the US team consisted of Neil Fawcett and Steve Fase who had a squad of 10 troops each. Steve had taken his section up silently (by passing the 'noise' test) on the right flank, setting up a .30 cal to cover the building for when the firing started.

Meanwhile Neil, using Lt Summers REP number, ordered his troops up to a hedge and then detached a squad of 3 privates to creep along a ditch to reach the rear side of the MG nest. This kept them outside of sight of the couple of talking sentries and

the MG nest. However they could have still have alerted the German troops by making a noise. Neil however passed the test with ease rolling 2 'passes' (the highest rep in the group was a 4 and he rolled a 2 and a 3).

When they were within range they emerged to throw grenades at the mg nest. The German troops in the nest had to check for surprise, but only passing 1 die they could not 'react' with any fire. The first grenade sailed in with a direct hit – end

of the MG42! Of course this alerted all the other Germans to the assault.

As the outlying post was being destroyed, Summers and his 2ic, Spires, ordered one group to move up to the hedge row while the other, led by Spires himself, charged up the slight rise to assault the buildings. This drew LMG fire from the bunker but this was quickly suppressed by the section's .30 cal team which was waiting to zero in on the muzzle flashes.

Hill

Path

MG Pit

The first group that had moved up to the hedge could now target the windows of the cottage and gave covering fire as they could now see movement at the windows. SMG fire from the German CO took down one private while the other two took cover in a nearby shell hole.

Neil and Steve decided that speed was of the essence, the first action of the turn had seen the MG nest taken out without any mishaps. Although the nearby sentries were now aware of the US presence their 'surprise' dice roll had left them unable to react.

This was mainly due to the fact that we had given them a low REP 3 rating to recreate the dubious quality of a lot of the German defenders on the coastline. So, unable to react until their activation phase, they suffered as Neil moved troops up to the hedgerow and opened up on the pair of them. Steve moved Spires up with a group and took the move fast check against the leader figure.

Passing the one 'Leader' dice meant they were likely to be able to move the full 16" moving them up to the base of the rise with the cottage on (this was because they only needed one 'pass' from their two individual dice to achieve the two 'passes' required and they were all REP4). The MG crew in the top bunker then had to make a reaction test to target the figures moving across their field of vision; as the visibility had increased this now meant they could see.

Steve held his breath as I rolled – they passed and could open fire. Unfortunately they rolled low and some of the Airborne troops could shoot at them before they got to fire. This shooting was ineffective however and Steve was worried as I targeted 6 out of the 8 figures in the group. Slightly poor rolling didn't see any hits as such but being 'outgunned' the whole 6 had to 'duck back' to cover, basically back behind the wall they started at. This left Spires and two others at the base of the rise on their own.

The .30 cal team passed an insight test on the MG42 flash and although shooting at – 1 to their REP and not hitting anything the MG's Taken Fire test saw them 'hunkering down' – thus saving any potential fire on Spires and his group for the time being. Spires and the two figures opened up at the troops at the windows who could now in theory see them but who had failed their In Sight test (basically meaning they missed their window for opportunity fire). The two Kar 98 armed troopers ducked back.

Now I had only managed to roll a total of 3 for the artillery fire missions in the last three turns which was pretty poor. But at least now it was my activation and although I had rolled a 3 and come second it did mean all my figures could activate without having to be in command range of the CO. The LMG crew popped back up after 'rallying' themselves.

A number of the covering US troops as well as the LMG crew had to make In Sight checks. These firstly determine if the US troops could react to the Germans 'popping up' and then gave what order the figures fire in. Unfortunately for the MG42 crew the firer failed his roll and thus got to fire on the last 'phase'- 4 US paras were opening up on him first and to cut a long story short the crew were back behind cover before having chance to fire as they failed their Taken Fire tests.

I had better luck with the German CO who moved into sight and then managed to get the drop on Spires and his group. Having three target dice to spread over a 3" swathe (armed with an SMG) meant I could put one dice on each figure. The outcome was one trooper down, one ducking back and Spires being able to return fire (if you have decent Taken Fire checks and aren't outgunned then the firers keep at it until one is down or ducks back).

As a 'star' the CO can have 'free will' over his reaction to the fire and I decided not to push my luck and ducked back. In hindsight I should have kept going, although at the

start of the next turn I did manage to get the total fire missions up to 6.

It was at this point that Lt Spires showed extreme courage in the face of enemy fire. Shaking the two privates into action again they raced up to the building, spraying SMG fire into the lower bunker slot, pinning the enemy down. The enemy CO threw down a grenade killing one private and causing an injury to the other. Lt Spires responded by standing firm and delivering a grenade of his own through the upper window, clearing the building of enemies.

The other troops then moved up and mopped up the area. The speed of the operation meant that as few a shells as possible had fallen onto our boys on the beaches – the superb unit co-ordination and Spires heroism was a tribute to the training the Airborne boys had received. Jerry should be shaking in his boots as our boys put Berlin on their places to visit list.

The German troops got to act first making an initiative role of 5 as compared to the US role of 2. Earlier in the game the German troops may have seen this as not a very good role, any troops under REP 5 can not react unless 'led' by a REP 5 or 6 man! However as the CO was a REP 5 and the action was paramount it was a good result. All the remaining US would be able to activate but not before the German CO had a chance to deal with Spires and friends.

The CO managed to get the drop on Spires on the insight check (which they had to make as he had come back into view after ducking back) and dropped a grenade out the window. I had a smirk on my face which soon disappeared as I only 'passed' one of a possible 2 dice and saw the grenade not automatically make Spires roll for damage, I had to hit him first. I needed an 8 and as the CO was REP 5 it only meant throwing a 3 plus – you guessed it a 1 bounced across the terrain tile.

Spires figure would normally need to make a Taken Fire check to be able to react

back, but being a 'star' he could choose his reaction and chose to react - what Steve got him to do was to ultimately end the game and later was to see Spires getting a Medal of Honour (determined by a roll on the after game tables). Steve declared he was hurling a grenade back. A 6 was rolled and the grenade sailed through the window exploding in the room.

Although the CO 'star' invoked the 'cheat death rule' which meant he had probably dived through the back window and run away (in a campaign he would have to test to see if this 'cowardice' was noticed) the FAO did not survive the blast!

The game was fun - it had some tense moments some textbook tactics and some expected failed reactions by the sub-standard defenders. The rules worked smoothly and everyone thought they gave 'realistic' results. In fact they got high praise from Neil as he said they were the first set of skirmish rules that made him 'feel' like the figures were in a firefight!

"We decided to run the game again this time with Steve running the Germans and trying to land more fire missions than I did. Neil and I decided the same classic tactics should be employed and in most 'normal' game systems I think we should have got the same results, we just wanted to do it quicker. Unfortunately for us NUTS isn't a normal game system – so over to a Lord Haw Haw radio broadcast – again with game descriptions in italics."

ALLIES SMASHED BY GERMAN HEROES

Germany calling, Germany calling – You may not have been told by your snivelling leader, Churchill, but your pathetic attempt at invasion has been quashed at the beaches. How can you think your forces are any match to our glorious veterans facing you across the hedgerows of Normandy?

One example is the attempt of your cowardly paratrooper forces to take a building only being guarded by 9 men. They failed to get past the first sentries and our magnificent troops managed to continue sending barrage after barrage of artillery fire onto your cowering troops on the beaches, before pulling back to join up with their brothers to continue to wreak havoc amongst your little boys. Keep those home fires burning as your invasion force will need them after the long swim home. Germany out!

Neil and I really did expect the game to go as per the first with the only question being could we do it quicker? Boy were we wrong!

We moved our troops up silently into about the same position. Neil got Summers to send the three troopers along the hedgerow ditch to jump out at the MG nest … it all seemed so simple!

As they exited the ditch however things went pear shaped – they failed the 'noise' test, the MG42 crew heard them and although they had to take the surprise test they passed 2 dice which meant they could roll a Taken Fire check. However Neil and I still thought we'd be OK as all three of the airborne troops could fire/throw first. Unfortunately they all missed allowing the MG42 crew to fire back (at −1 to their REP as they had been put off).

Luckily for Neil they failed to kill anyone but all of the group 'ducked back' behind cover. Meanwhile the other sentries were now aware of fire – Neil could have still moved up and dealt with them but instead his other troops moved to try and take out the MG42. They managed to make the crew duck back but this then made it possible for the other MG42 to open up on their muzzle flashes and made all the group duck back – my .30 cal team then failed to react to this!

All of a sudden we had a completely different game on our hands. My group on the right flank with Spires were going to attract a lot of fire straight away when they moved. But a good base of fire from Neil's

BAR man could suppress (make them duck back or hunker) the LMG on the building, enabling me to move up. By now Steve had already rolled 8 fire missions!

Neil actually confessed that the action had 'phased him' – he thought it was going to be a bread and butter move again – now he was pinned down with crossfire. He didn't know where the next fire was going to come from, had one private 'hunkered' down on his own (so he wouldn't be doing anything else until someone went and kicked his butt – think Blythe in Band of Brothers) and it was here that in hindsight he made a tactical error which cost us dearly.

Neil decided to concentrate on eliminating the forward MG nest and not to try and suppress the building. A series of attempts at running across the cross-fire saw a lot of men go down or 'duck back'. Meanwhile, seeing that I was on my own and that Steve had just rolled another 3 for the fire missions (at this point I was in fact thinking that I had failed the men on the beaches!!), I decided that the heroic bayonet charge was called for.

The difference was of course no-one was suppressed in the house … ouch … a series of In Sight checks that left me reacting after the LMG saw Spires running up to the house thinking he had 8 men behind him only to find out that, yes, they were behind him – but either out of action on the deck or back in the hedgerow cowering!

All was not lost though as I saw how Spires had used his REP 5 to good effect in the first game. Even when Steve popped all the figures up at the windows to shoot I got the drop and sprayed the windows, making them all duck back. New turn and Steve threw a maximum 4 for fire missions (this now meant 13 missions had landed on the beach). Neil was still embroiled in a firefight with the LMG and one remaining forward sentry and Spires was on his own.

At least we got to act first due to a roll of a 5 (again only good for Spires my other

REP 4 troops would only be able to react this turn. I decided that, as everyone that could see me was back from the window, I would run past and lob a grenade in on the way – well, I ran past alright but the grenade I threw missing the window!

On Steve's activation he decided that enough carnage had been inflicted on the beaches and that he would pull back. There was little we could really do about it as we deemed that the Germans had enough of us pinned down to be able to 'fade' back into the hedgerows. Like the title says – 'What a difference a die makes'

The game was still fast, fun and great to play but showed how the rules could alter the entire feel of the action by just a small difference to the initial reaction of the forward MG42 crew. I am pretty convinced that in most rules the outcome would have been almost predictable - even with random activation the outcome should have been the same.

In NUTS however most of your force has no free will, they duck back, decide to fire back, stop mid run and fire *etc.* all out of your control. This is a new feel outside of a role-play game for any rules I have come across and in my opinion this makes the rules from THW stand out.

The rules will not be for everyone – some of our local club group can't cope with the fact that their 'near god like' ability to control action has evaporated into the ether. They are a set that need some collective decision making as new situations arise – no rule writer will be able to cover the fact I wanted to dive out of a window, as the grenade came in, and come up firing.

But everything we have come up with so far has been able to be covered with a bit of lateral thinking and use of one of the reaction tests. The main thing for our club group is that you can have great fun with a small number of figures each with multiple players on the same side fighting an 'automatic' defender AND get more than one game in an evening!

By Tom Hinshelwood

THE LOST CENTURY CAMPAIGN
SUSTAINING THE

We'll be running the Lost Century campaign for the next few issues of Wargames Journal. In this installment of Tom's series, the survivors of the first scenario go proactive and attempt to raid a German settlement to gather supplies. With potential reinforcements nearby surely this is the chance to turn the tables that the legionnaires have been waiting for. Well, not exactly.

Night had fallen and to those desperate souls of the Lost Century, it seemed that a cloak of protection and terror combined had descended upon the forest. In the dark they could not be seen by their enemies, but likewise they could not see those enemies. The thick canopy blocked out the light of stars and around them the forest was but black or nearly black.

The glory of Rome was far away in both miles and in mind. The face of Rome had been bloodied and if it survived it would be disfigured. The Germans, barbarians of the lowest order, had toppled the legions, and was

stamping on the ruins. Through the trees the sounds of fighting and death did not cease and it seemed as if demons were at play.

To reach and cross the Rhine. That was all that mattered. To climb up the west bank of that great river seemed an almost impossible goal, but if not to try meant to die and the legionnaire of Rome would not die easy. Once already a frantic battle had been fought since the legionnaires had escaped the ambush.

Through the forest they had run with barbarians all around them. Their numbers had been reduced as brave men were killed by savages and those wounded too much to run had been left behind, their screams
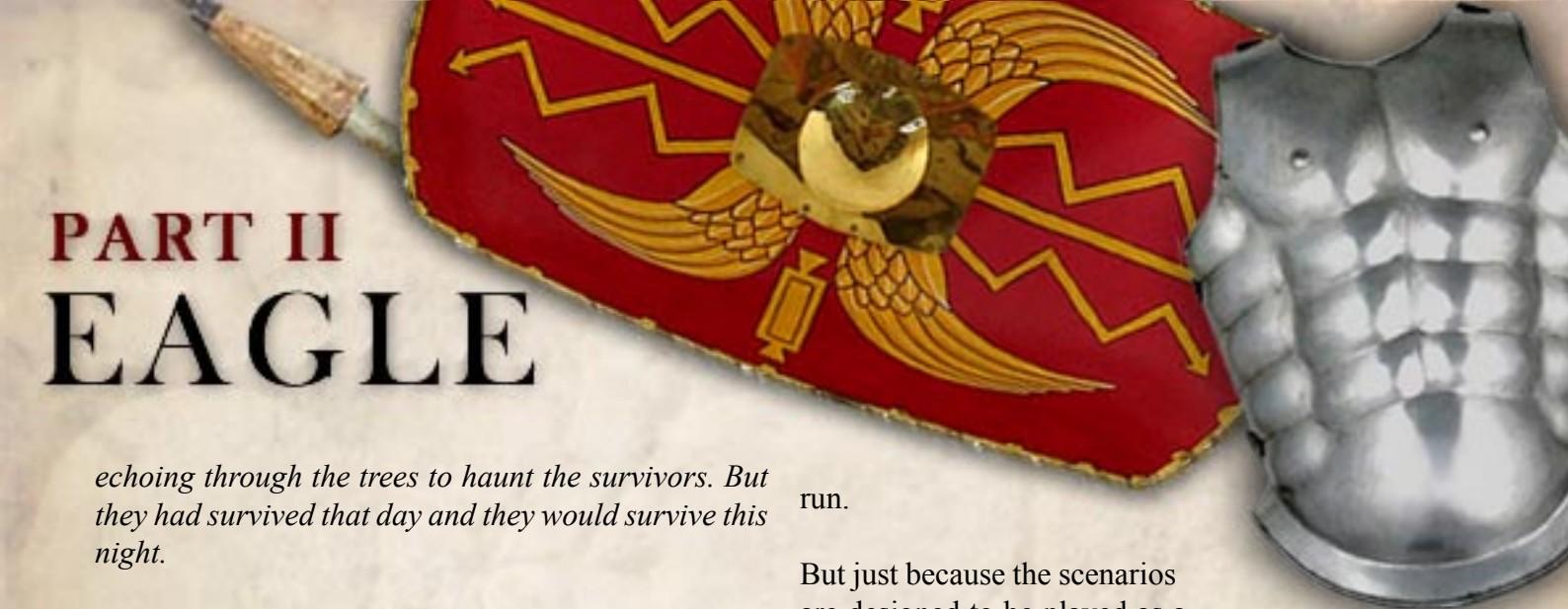
PART II
EAGLE

echoing through the trees to haunt the survivors. But they had survived that day and they would survive this night.

And then? How long could they run and march with no supplies? In the haste to escape the ambush packs had been abandoned and now thirst and hunger bit into their being. No man would reach the Rhine drinking the dew from bracken and eating worms. To a village then, it was decided; follow a winding and well trodden trail back to a German settlement.

To raid, to pillage, and to exact vengeance while they prayed the warriors were all away...

THE LOST CENTURY CAMPAIGN

Two months ago we announced our Ancients campaign and in the last issue was the first part entitled 'Where the Eagle Dies'. In that scenario the men of the Lost Century ran for the lives while numerous Germanic warriors did their best to kill them. Now, the survivors of that battle must fight again, this time for the supplies necessary to sustain them during their flight.

If you have only started reading the campaign here then this campaign revolves around the massacre of three Roman legions in the Teutoberg Forest in present day Germany. Varus had led the legions to quell an uprising but was cunningly tricked and led into an ambush that left more than 20,000 Romans as corpses.

In this campaign a century of legionnaires is attempting to flee the Germans and return to safety. Each part of the campaign will play a role in determining whether the Lost Century will make it back to the empire or whether they will die trying.

The outcome of each scenario will affect both the next part in the campaign and the campaign as a whole. One crushing defeat won't necessarily make it impossible to win, but it will make it damned hard. This also applies to the Germans. A poor result in one scenario will give the legionnaires more chance of escaping in the long run.

But just because the scenarios are designed to be played as a linked campaign, it doesn't mean that you have to play them as such. If you just want to use them in isolation that's up to you.

The campaign uses Wargames Journal's own Age of Blood rules, downloadable for free here (link). The rules are designed for Dark Age Vikings but in last month's issue we supplied additional rules to tweak them for the Ancients period. If you want to read up on the Battle of Teutoberg Forest, see the January issue of Wargames Journal.

THE SCENARIO

In 'Sustaining the Eagle', the remaining soldiers from the Lost Century who survived 'Where the Eagle Dies', set about attacking a Germanic village in the hopes of stealing food and supplies. If they are lucky other survivors from the original ambush will reach them, but unluckily the Germanic tribesmen are in hot pursuit and won't take too kindly to the Romans raiding one of their villages.

THE MAP

The Teutoberg forest was massive woodland formed of densely packed trees and as this scenario takes place within it, you'll need as many trees as you have access to. However, if you haven't got a forest full of model trees don't worry, you don't have to replicate the map exactly. For the purposes of movement and line of sight it is assumed that the whole board is covered with trees, even if it is not in actual fact.

The exception to this is the German village which, within its boundaries at least, is free of trees. For the village itself you'll need several buildings ideally but can get away with two or three if necessary. Any Dark Age era buildings will do admirably. The village is not especially big, more of a ramshackle collection

of huts.

The best way to represent the trail is to sprinkle some sand on the board so as to create a definite path that leads to the village. Lay some sand around the buildings too, read on and you'll find out why.

THE FOREST

As has just been mentioned it is assumed that the whole board, village excluded, is forested, even if there are only a few trees on the table. Therefore the whole table, barring the trail and within the village, counts as Uneven Terrain, meaning that all models move through it at ¾ pace. The areas on the map that are dense forest are rough terrain, so that warriors move at ½ pace through it.

With line of sight, because of the sheer amount of trees (real or imagined) on the board, all models must be able to see 50% or more of a model in order to have a line of sight, instead of the normal 25% requirement. When it comes to making ranged attacks, all ranges are halved because of the trees.

SCALING THE GAME

You can play this scenario with as many or as few figures as you have. The exact amount will depend how many of the legionnaires survived the last scenario. In Where the Eagle Dies, the Lost Century started out with twenty figures (a Roman century of 80 at 1:4), but unless you aced the previous scenario you're going to be a few men down, if not a lot of men down.

If you can put more on the table then scale up the numbers appropriately, but when it comes to the heroes don't increase the quantity of them, instead increase the level. If you're playing 1:2 then add +1 level to each hero (increase the statistics as per the normal rules), and if you're playing 1:1 then add +2 levels to each hero.

THE ROMANS

The Lost Century is a mixed bunch of Roman troop types, with the elite soldiers of the 1st Cohort of the 17th Legion being the majority. There are also typical legionnaires and auxiliaries, plus a few heroes. Below is the list of available units for this scenario, but the exact number of figures you'll begin with is random, to account for casualties from the previous scenario. Obviously, if you played the battle before you don't need to roll and can use your own survivors instead.

Roll a D10 for each troop type, using the numbers in brackets to determine how many can be deployed. See the last article in the series for more information on the types of troops.

• Centurio Primus Pilus (hero 1: 0 2-10: 1)
• Tribune (hero 1-2: 0 3-10: 1)
• Aquilifer (hero 1-2: 0 3-10: 1)
• 1st Cohort Legionnaires (warrior 1-2: 4 3-6: 6 7-10: 8)
• Legionnaires (warrior 1-2: 2 3-6: 3 7-10: 4)
• Auxiliaries (warrior 1-2: 2 3-6: 3 7-10: 4)

DEPLOYMENT

The Romans begin at the edge of the board, having followed a trail in the hopes that it will lead them to a German settlement. Miniatures are deployed along the trail and as close to the board edge as possible.

REINFORCEMENTS

Help is on the way. The only trouble is the Germans are chasing it. At the start of each turn there is a chance that reinforcements are spotted through the trees, else heard from afar. The exact nature and amount of any reinforcements is completely random, so during the Initiative phase roll a D10; on a 7+ some Romans have arrived.

Roll a further D10 to determine what type of troop has arrived. If you are really lucky there might even be a new hero for the Lost Century.

D10 Roll	Troop Type
1	Auxiliary x1
2-3	Auxiliary x2
4-5	Auxiliary x2, Legionnaire x1
6-7	Legionnaire x2
8-9	Legionnaire x2, 1st Cohort Legionnaire x1
10	Veteran Centurion (use Aquilifer's stats)

When the reinforcements arrive, they can appear almost anywhere on the board. This represents the moment when the reinforcements and the Lost Century become aware of one another. Roll two D10's, to determine which section of the board the reinforcements are deployed in. Do this each time reinforcements arrive. You may deploy the figures anywhere in that square.

1st D10 Roll	Column
1-2	A
3-4	B
5-6	C
7-8	D
9-10	Choose

A   B   C   D

1

2

3

4

5

6

12"

ROMANS DEPLOY HERE

12"

2nd D10 Roll	Row
1-3	1
4-6	2
7-8	3
9	4
10	5

OBJECTIVES

This scenario is all about supplies, so the Lost Century is heading straight for the village. There the soldiers can load up with food, water and equipment. But before they can do that they must defeat the feeble resistance there. Once the German villagers are killed or fleeing, any Roman model can look for supplies. To do this they must be in base contact with a building.

To successfully gather supplies roll a D10 for the model(s). On a roll of 9+ they collect as much goods as they can carry. Place either a counter or token on the model's base to show this, or alternatively if you have the figures, you could put a farm animal or something similar in base contact.

Once a model has collected supplies it cannot do so again. If a unit fails to find enough supplies it can try again next turn, adding a cumulative +1 bonus to the D10 roll. In this way, unless the Roman is truly rubbish, he will eventually collect enough supplies. A model carrying supplies must exit the board to add to your chances of winning. Any edge will do.

The point of collecting supplies is twofold. Firstly, the more supplies taken off the board will mean more chance of winning this battle. Secondly, in later scenarios how many supplies were collected now will make a difference to the overall success or failure of the Lost Century.

As a result it's best to have as many models as possible escape off the board. The problem with that is timing. If you wait too long you'll run the risk of being overrun by the Germans. Knowing when to break away is going to be the key to success.

THE GERMANS

The German forces are divided into two, the villagers who are initially deployed, and the warriors of Arminius who give howling pursuit and who are deployed randomly. As in the previous scenario the Germans are more numerous but less skilled than the Romans and have to use their numerical advantage wisely to defeat the better warriors of Rome.

The villagers are deployed in the village, and can start anywhere within two inches of a building. Unless they flee they cannot at any time move more than four inches from a building, as the building in question is their home and they will not abandon it and their worldly goods to Roman hands.

THE VILLAGERS

Warrior x 4
Younger x 4
Villager x 8

REINFORCEMENTS

These are handled almost identically to the Romans, random in both placement and numbers. The major difference is that German reinforcements arrive each and every turn. As with the Romans reinforcements, the point at which they are deployed is the moment when the Germans and the Lost Century become aware of one another.

Roll two D10's, to determine which section of the board the reinforcements are deployed in. Do this each time reinforcements arrive. You may deploy the figures anywhere in that square, but not closer than six inches from a Roman model. If this means being pushed into another section of the board this is fine.

1st D10 Roll	Column
1-2	A
3-5	B
6-8	C
9-10	D

2nd D10 Roll	Row
1-3	1
4-6	2
7-8	3
9	4
10	5

Once the location has been determined roll for what models make up that group of reinforcements.

D10 Roll	Troops
1	Noble Warrior x2, Warrior x2, Younger x2
2-3	Noble Warrior x3, Warrior x3, Younger x3
4-5	Noble Warrior x4, Warrior x4, Younger x4
6-7	Noble Warrior x5, Warrior x5, Younger x5
8-9	Tribal Champion, Noble Warrior x5, Warrior x5, Younger x5
10	Chieftain, Noble Warrior x5, Warrior x5, Younger x5

If you roll an 8-9 or a 10, then you can replace the standard German heroes with ones that survived and gained experience from the previous scenario.

GERMAN OBJECTIVES

In short to kill as many Romans as possible. Remember, a dead Legionnaire today cannot fight again tomorrow. However, unless the Roman player is suicidal, he will try to flee rather than face a determined attacking force. Ultimately there will be so many Germans on the board that the Romans will be massacred if they choose to stand and fight, so don't expect them too.

A fair amount of luck is required with the placement and composition of the reinforcements and chances are they will start some way from your enemies. However, all it takes is one lucky set of rolls and the Romans could be trapped.

WHERE THE EAGLE DIES

The Aquilifer carries the eagle standard of the legion and for both armies this is an important symbol worth fighting for. If the Aquilifer is killed, whatever model killed him, if he is in base contact, automatically collects the eagle. He can be deprived of it in the same way. If the Aquilifer is killed without being in base contact with an enemy, whatever model can move into base contact with his corpse collects the eagle.

VICTORY CONDITIONS

If all the Romans are killed the Germans win but the chances of this happening are very slim indeed. So, instead success or failure rests on whichever side gathers the most victory points.

Roman Victory Points

+1   For each Roman model that exits the board carrying supplies

German Victory Points

+4   If the Centurio Primus Pilus is killed
+3   If the Tribune is killed
+6   If the Aquilifer is killed
+1   For each Roman warrior that is killed

EXPERIENCE

The Roman and German heroes that survive receive experience which allows them to increase in levels, and therefore improve their fighting abilities, should they collect enough. As the campaign progresses, if the heroes survive, they can continue their advancement through the levels. Page 49 of the Age of Blood rulebook shows the experience rewards for actions on the battlefield. In addition the following lists show how much experience a hero receives for achieving certain goals.

Experience Awards

+3   Carrying the eagle off the board (Roman only)
+4   Killing the Aquilifer (German only)

INJURIES

In a typical Age of Blood campaign when a model dies in battle he is not necessarily dead. He could have just been severely wounded and unable to continue fighting. For Romans that have been killed in the battle, do not use the Removed From Play table on page 28 of the AoB rulebook, and instead roll on the below table.

D10 Roll	Result
1-7	Dead
8-9	Injured
10	Recovered

Dead models are exactly that and have either died straight away or been killed by the Germans when they realised they were still breathing. Injured and Recovered models must both roll on the War Wounds table to determine the effects of their injuries. Models who gain the Injured result also receive an additional -1 penalty to all attributes.

THE CAMPAIGN

This part of the campaign is crucial to the overall chances of the Lost Century escaping across the Rhine so it is in the interests of both sides to win this battle. Potentially, with some luck and skill, the Roman player may finish the game with more models than he began and with plenty of supplies to help his men escape the Teutoberg.

In next month's Wargames Journal the Lost Century campaign continues…

Roman Heroes

Centurio Primus Pilus

Agl	Bra	Def	For	Pro	Str	Val
3	6	3	4/10	5	4/6	3

Equipment: Gladius, pilum, helmet, segmented armour and scutum
Traits: Charismatic, Expert Fighter and Resilient

Tribune

Agl	Bra	Def	For	Pro	Str	Val
2	4	2	3/9	4	3/5	1

Equipment: Gladius, helmet, segmented armour and scutum
Traits: Healer

Aquilifer

Agl	Bra	Def	For	Pro	Str	Val
3	5	3	4/8	5	4/6	2

Equipment: Gladius, helmet, segmented armour and eagle
Traits: Lucky and Standard Bearer (counts as skald)

Roman Warriors

1st Cohort Legionnaires

Agl	Bra	Def	For	Pro	Str	Val
3	4	3	3/9	4	4/6	0

Equipment: Gladius, pilum, helmet, segmented armour and scutum

Legionnaires

Agl	Bra	Def	For	Pro	Str	Val
2	4	3	3/9	4	3/5	0

Equipment: Gladius, pilum, helmet, segmented armour and scutum

Auxiliaries

Agl	Bra	Def	For	Pro	Str	Val
2	3	3	3/7	3	3/4	0

Equipment: Spear, helmet, chain tunic and scutum or bow, dagger
and chain tunic

German Heroes

Chieftain

Agl	Bra	Def	For	Pro	Str	Val
3	5	1	4/9	4	4/5	2

Equipment: Sword, chain hauberk and shield
Traits: Frenzy and Opportunist

Tribal Champion

Agl	Bra	Def	For	Pro	Str	Val
3	5	1	4/9	5	4/5	1

Equipment: Sword, chain hauberk and shield
Traits: Expert Fighter

German Warriors

Noble Warriors

Agl	Bra	Def	For	Pro	Str	Val
2	4	1	3/7	4	3/5	0

Equipment: Sword, chain hauberk and shield

Warriors

Agl	Bra	Def	For	Pro	Str	Val
2	3	1	3/6	3	3/4	0

Equipment: Spear, leather jerkin and shield or bow and dagger

Younger

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

Equipment: Spear and shield

Villager

Agl	Bra	Def	For	Pro	Str	Val
1	2	1	1	1	1/2	0

Equipment: Improvised weapon (count as axe)

HOUGEMONT

On a trip to the excellent Vapnartak 2006 wargames show in York (UK) we took some images of this wonderful 28mm Waterloo game, or more accurately the assault on Hougemont. The game is being created by Kelvin Pickup and he's kindly offered to provide more images and words of his monumental undertaking.

The 95th Rifles
By Colin Patterson

Looking for something different to do with his Napoleonic infantry, Colin sent us a simple scenario that allows a dozen or so British riflemen to harass the leading edge of a French Division during a fictional battle in Spain during the Peninsular War.

INTRODUCTION

One of my favourite pictures that I have framed in my office is simply entitled 'Fording the Alma' and it depicts the 2nd Battalion of the Rifle Brigade preparing the way across the River Alma. The picture is by Lewis H Johns and captures the moment superbly.

The setting for this picture is the Battle of Alma during the Crimean War in 1854 which saw a combined allied force of British, French and Turkish troops attack a Russian force that was occupying high land above the River Alma. With the French located on the right, their right flank anchored next to the sea and the British were to their left. In front of them stood a Russian force of some 33,000 foot troops, 3,400 cavalry and 120 guns.

Beyond this conflict stood Sevastopol, and it was critical for the allies to cross the River Alma and

attack the well-defended positions on the higher ground. The confidence of the Russians was staggering, believing that the allies could not drive them from their fortified positions. Amazingly picnic parties came out of the city to watch the expected victory – confidence bordering on arrogance you might say!

French troops opened the assault but they faltered, pinned down in vineyards below the Russian positions. Following the order 'The infantry will advance', an uphill attack was instigated by the British Light and Second Divisions. It was a powerful attack and the Russians were forced to flee their positions, having lost 1,755 men and sustained some 6,000 casualties. The British lost 362 men with 1,600 wounded.

The picture shows riflemen, readily identifiable in their smart green uniforms, advancing in front of the main force of infantrymen, their accurate rifles harassing the enemy troops. The Rifle Brigade was to lose 1 officer and 50 men during this battle.

LOOKING BEYOND THE PAINTING

Like many people I was inspired by the Sharp TV series with Sean Bean which was on TV several years ago. Being somewhat blunt myself I always found his ways quite charming (bullish is another term you could use I guess) and I liked the idea of these sharpshooters scaring the living whatever out of enemy troops.

I am a relatively novice Napoleonic wargamer, by that I mean my knowledge of the period has no huge depth, other than I very much enjoy playing it. If put in a room full of die hard Naps gamers then I'd learn more than I contributed. That said, I love the period, the sense of the big battle, the clash of unit and that overall combined arms action of horse, musket and canister.

However, lately my thoughts have focussed on doing something else with my beloved Naps, something a little smaller than the very large clashes that I'm usually involved in. My first taste of inspiration came from seeing some of the lovely 40mm scale figures that the Perry Twins have designed, simply lovely, and also the wonderful figures that the Honourable Lead Boiler Suit Company. You can also take a look at Old Glory, Graven Images and Irregular Miniatures for excellent large-scale miniatures.

But my own collection of Naps moves from Adler to 15mm to 28mm and I couldn't get my head around a project that involved many 40mm troops being painted up. So I speculated as to what could be done with my 28mm scale figures. My collection is based mainly on Front Rank figures and so I placed a call to the company to buy a batch of Peninsular War riflemen, three 24 figure battalions of French, 12 French Dragoons and plenty of Voltigeurs!

The game I planned involved the front of a French Division crossing a table whilst being harassed by riflemen. The French have Dragoons and their own light infantry to scare off the chaps from the 95th, but of course these are no ordinary 95th Riflemen. God save us, these are Sharpe's men.

OK, so it's cheesy but I fancied something different. Playing a skirmish game around the brave riflemen holding off the advancing French troops outside a fictional Spanish town while the British force arrived seemed a perfect alternative.

THE MAP

I've provided a simple map **BUT** this is about what you have to play with and therefore the map is simply an example of what you could play. As you can see the terrain is quite simple and at 28mm scale I opted for a 6' x 6' gaming table.

The French infantry Battalions can enter the table at Deployment Zone A with its own skirmishers entering at B and the Dragoons at C. The British riflemen can enter more or less anywhere but we have marked locations 1 and 2 as 'good' spots for them to start.

This is an ambush game and as such the riflemen can choose to engage the enemy whenever they see fit. It's a waiting game and they are at liberty to fire as and when.

Quick History of the Rifles

The 95th (Rifle) Regiment of Foot was formed in part as an attempt to deal with the marksmanship demonstrated by American militia units during the American War of Independence.

It was Colonel Coote Manningham who formed a unit known as the Experimental Rifle Corps in 1800, and commenced upon a period of intensive training of troops drawn from many different regiments. These 'riflemen' first saw action on August 25th 1800 during an amphibious assault on Ferrol, Spain. The failed operation is recognised as the birthday of the 95th - as the rifle unit was renamed in 1803.

Other officers involved in the formation of the 95th included Sir John Moore, Lieut-Colonel William Stewart and Lieut-Colonel Kenneth Mackenzie. Mackenzie played a leading role in devising the successful new system of drill and manoeuvres.

The 95th, the 43rd and 52nd regiments (the latter two armed with smooth bore muskets, not rifles) received specialist training at Shorncliffe under the enlightened sponsorship of Sir John Moore. The three regiments formed the core of the renowned Light Division in Wellington's Army in Spain and Portugal.

The Riflemen were to go on to display tremendous courage at Waterloo and as we all know from Sharpe they were not to be messed with!

For the French player it is a case of get the men across the table as quickly as possible taking as few casualties as possible. It's going to be a tricky one for the French player: that balance between storming across the table and ignoring the riflemen or being a bit more tactical and trying to score points by killing the riflemen.

ORDERS OF BATTLE

As stated there are 3 x 24 man Battalions crossing the table with 1 officer at the head of each. Each of these Battalions has 6 Voltiguers each with which to harass the Riflemen – so 18 of them in total. The Riflemen consist of 1 Officer, 1 Sergeant and 12 Riflemen.

RULES

Always a tricky one and the options are somewhat open-ended. At the Vapnartak Wargames Show in York I met up with Durham's Chosen Men (DCM) who put on a fantastic 40mm scale game set in the 1813 after the Battle of Sorauren, with the French Army retreating into the Pyrenees and having been resoundingly beaten by the British they are in disarray. The game is called Sharpe's Skirmish and is all about the British Light troops hot on the heals of the French, giving them no respite and coupled with Spanish Guerrillas this was a bad time to be a French infantryman.

The guys behind the game say they drew inspiration from the Perry's miniatures and the Sharpe books from the author Bernard Cornwell. The images that are accompanying this article are of the game as it was played at York. I snapped away as they played.

DCM have created a set of rules they use which are a composite of several different rules and plan to make a copy of them available from their web site at www.durhamschosenmen.co.uk. The rules are not there currently but it's worth watching out for their arrival.

So what about rules for this little scenario? Well there are free rules on the web, such as Chosen Men or Green Jackets, or you can buy commercial rules such as Once Upon A Time In The Western Peninsular, Through Fire & Smoke or Chosen Men,

clearly a popular name for Napoleonic Skirmish rules.

I personally use a set of home grown skirmish rules that are designed to be fast and furious, giving enjoyment as the driving design goal. I based them on bits and pieces of other rules and so it would be unfair to offer them for download as I don't really own them to give them away!

SPECIAL RULES
A tricky one to provide you with if you are using your own rules but I can make a few observations of what I think will make for as great game:

• If you can make the Riflemen elite or sharpshooters then differentiating them from the French makes for a far better game.

• Having rules with combat for foot soldiers engaging cavalry and vice versa is a great addition. As you can see I have included 12 Dragoons in my game orders of battle
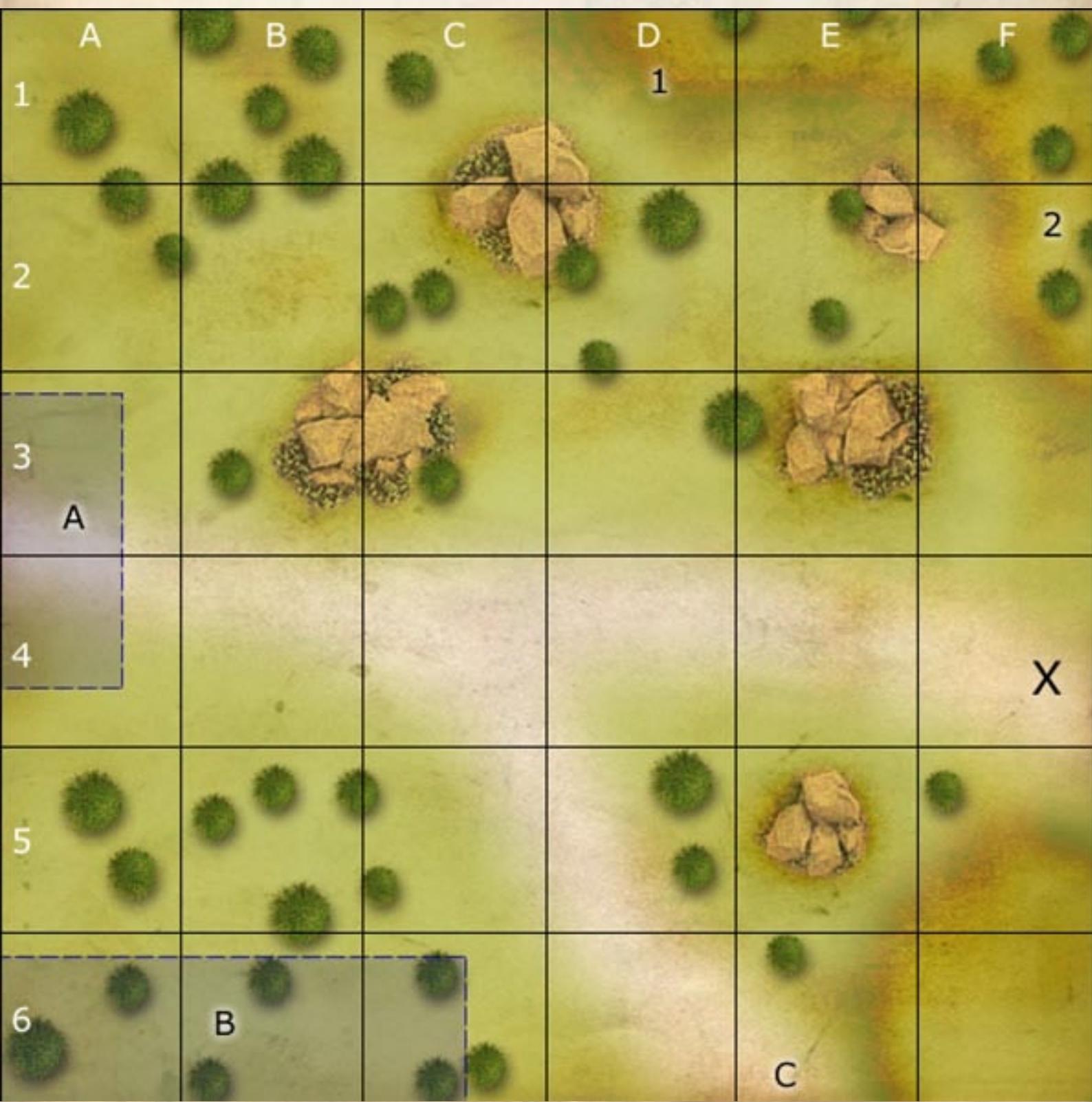
– well you always saw Sharp clubbing a French cavalryman to within an inch of his life!

• You need to impact movement, allowing for the riflemen to move around easily, taking advantage of the terrain features for cover and so on. The French Line infantry should find the ground hard going.

• Make any French officers accurate shots with their muskets and good swordsmen, and keep the line infantry as average/regular for any combat.

• Spotting – always an interesting one this. Until the riflemen actually shoot I would make them invisible to the French troops. When I played this game I used maps that had written locations of the 95th Rifles on it to aid in 'hiding' them. They will only become known to the French player when the first bullet dismounts an officer figure.

VICTORY CONDITIONS

The game uses a very simple table that is based on the number of kills inflicted on either side as the main force moves across the gaming table:

Riflemen Officer Killed	30 points (30 Max)
Riflemen Sergeant Killed	20 points (20 Max)
Riflemen Killed	15 points (180 Max)
French Officer Killed	10 points (30 Max)
French Voltigeur Killed	4 points (72 Max)
French Line Killed	1 point (54 Max)
French Dragoon Killed	6 points (72 points)

SUMMARY

I hope you enjoy this article and maybe you can get chance to skirmish your own 95th Rifles sometime. For me I'm always trying to find new and interesting scenarios now. I love the Big Battalion style of game, but I'm now also looking for games with a smaller, more personal feel to them.

The points value is quite harsh against the 95th, the idea being that caution must be shown. These chaps aren't on a suicide mission.

THE BAKER RIFLE

The Baker rifle was a major technical improvement on the commonplace smoothbore Brown Bess, the standard military flintlock musket that had been used for over a hundred years. It was known that the accuracy of a weapon could be greatly improved by 'rifling' guns but cost and reliability deterred widespread use of rifles by soldiers of any nation.

The future success of the rifle could be linked to the Ferguson rifle, designed in 1774, which was the first English breech-loading rifle. Colonel Patrick Ferguson had 100 manufactured for a detachment of troops in the American war. The rifles were used with great effect, but the untimely death of Ferguson saw the end of his project.

A decade or so later, the early battles of the French Revolution saw prominent use of skirmishers and as war broke out the British Army looked to expand its units able to fight in dispersed order. So the British Board of Ordnance looked to procure the best rifle possible to arm a specially trained rifle corps as well as existing rifle units like the 5/60th.

Step up to the plate a former apprentice to Henry Nock, gunsmith Ezekiel Baker who delivered a rifle that was finally chosen after extensive trials. Baker was already established in his craft when he offered up this new weapon, having had a shop for some 25 years. He had Government contracts for smoothbore muskets and pistols, and was also supplying the Honourable East India Company. This is what Baker had to say about his rifle:

"In the year 1800, the principal gun makers in England were directed by the Honourable Board of Ordnance to produce a specimen, in order to procure the best rifle possible, for the use of a rifle corps (the 95th Regiment) raised by Government. Among those who were selected on this occasion, I was desired to attend: and a committee of field officers was appointed for the purpose of examining, and reporting according to their judgement. There were also many rifles from America and various parts of the Continent produced at the same time. These were all tried at Woolwich when my barrel, having only one quarter of a turn in the rifle, was approved by the committee."

"It was also remarked, that the barrel was less liable to foul from frequent firing, than the whole, three-quarters, or half-turns in angles of the rifle, which was considered of great advantage to the corps, particularly when engaged, as they would not require so often sponging out as the greater angles would, and yet possess every advantage of the other rifle in point of accuracy and strength of shooting at three hundred yards distance. For all these reasons the committee gave mine a preference, and recommended to the Honourable Board of Ordnance to have their rifles made upon a similar construction."

Ezekiel Baker

Compared to the regular army's 57 inch long Brown Bess of the era, the special issue Baker was a relatively short (30 inch barrel) and handy weapon. Its inherent accuracy quickly won respect among true marksmen in the military.

The Baker Rifle can be described as a flintlock rifle with overall length of just 45.5 inches. Nominal calibre was .625 inch; barrel 30 inches with seven groove rectangular rifling, making a quarter turn in the length of the barrel. It had a robust bayonet bar extension at the right front. It weighed in at around eight and one quarter pounds, not including the sword bayonet.

It wasn't until 1837 that the Baker rifle was eventually superseded by the Brunswick rifle.

Les Trois Mousquetaires

The Three Musketeers is the most famous novel by Alexandre Dumas, recounting the adventures of d'Artagnan and his friends Athos, Porthos, and Aramis; the three musketeers the story is named after.

The story is set in France in the years 1626 to 1628 and involves characters as far ranging as King Louis XIII, the evil Cardinal Richelieu, the mysterious Milady de Winter and the dastardly Comte de Rochefort.

The d'Artagnan, Athos, Porthos and Aramis of Dumas' novel are fictitious. This gives painters a larger leeway when it comes to using specific colours and colour schemes. When I faced this situation with the Eureka Miniatures I decided to try and keep within historical boundaries to some extent.

So I did a small amount of research into the King Louis XIII's Musketeers. There were two main colours the Musketeer's wore, blue and then at a later date that changed to black. Obviously such dashing, gallant, chivalrous and debonair, men also changed their uniforms to go with the fashions of the times. This did result in the uniform gaining sleeves and collars. Obviously a Lady would count herself honoured to be escorted by such a man.

So finding out what the musketeers wore was not a hugely difficult task; the problems arose when I tried to uncover what Rochefort or the Cardinals Guard wore. Eventually, after lots of looking and no finding I went with the generally excepted conventions that Rochefort wore as much black as possible and the Cardinals Guard wore red and yellow.

I used a three colour highlighting and shading system (some might say much like the Foundry Paint System) and I used Games Workshop paints (GW) and Vallejo Model Colour paints (VMC). I used the same colour mixes across all three figures to keep the style and appearance the same and tie the range together. So the brown was the same on all three figures as was the black, red and so on… You will also notice I use many of the same colour mixes and recipes across many of my figures.

Because I often have quite a few figures to paint (being a professional painter) I find it much easier to have off the shelf schemes that I can use without too much thought. Then there are situations where certain colours just work wonderfully together so I will use them as often as possible.

If I have to use a new set of colours I write down how I achieved them so if I need the same effect later on I can just look it up. I would suggest everyone who does any amount of painting start a recipe book…

By Dave Robotham

BLUE
Base: Dark Prussian Blue (VMC)
1st Highlight: Prussian Blue (VMC)
2nd Highlight: Flat Blue (VMC)

WHITE
Base: Shadow Grey (GW)
1st Highlight: 50/50 mix of Skull White / Shadow Grey (both GW)
2nd Highlight: Skull White (GW)

RED
Base: 50/50 mix of Carmine Red / Dark Prussian Blue (VMC)
1st Highlight: 75/25 mix of Carmine Red / Dark Prussian Blue (VMC)
2nd Highlight: Carmine Red

BLACK
Base: Black (VMC)
1st Highlight: 75/25 mix of Black / Khaki (both VMC)
2nd Highlight: 50/50 mix of Black / Khaki (both VMC)

BROWN
Base: Scorched Brown (GW)
1st Highlight: Bestial Brown (GW)
2nd Highlight: Snakebite Leather (GW)

SKIN
Base: Tanned Flesh (GW)
1st Highlight: Dwarf Flesh (GW)
2nd Highlight: Elf Flesh (GW)

YELLOW
Base: Fiery Orange (GW)
1st Highlight: 50/50 mix of Fiery Orange / Skull White (both GW)
2nd Highlight: Skull White (GW)
Finish: Yellow Ink (GW)

The yellow uses a special technique were by you use orange and highlight the colour up to white and then turn it yellow by painting a yellow ink over the top of you orange surfaces. Give it a try it give the richest yellow colour possible.

SILVER
Base: Chainmail Silver (GW)
1st highlight: Mithril Silver (GW)

BRONZE/GOLD
Base: Brazen Brass (GW)
1st Highlight: Dwarf Bronze (GW)

Aramis

STEP 1

At this very early stage I just blocked in the colours, making sure I kept my paint watered down. Strangely the Eureka musketeer models are not wearing tabards like almost all of the historical pictures and references portray. So I was free to follow my own ideas to a certain extent.

STEP 2

I now added the first layers of highlights. Using this three colour system it is important to make sure you highlight in a very road and obvious way, leaving bold shadows. As you are only using three colours you cannot afford to be too subtle.

STEP 3

With the addition of the final highlight the model is finished. The previous layer of highlighting was fairly bold but at this stage you can allow yourself some control and be a bit more subtle. The base was painted Bubonic Brown and drybrushed with Bleached Bone (both GW colours).

Cardinal's Guard

STEP 1

I always find when I am using the orange and yellow ink method for painting yellow that at these very early stages the model often looks really odd. You can tell the figure is trying to be red and yellow but it just looks strange. Again at this level I just neatly painted the base colours onto the figure.

STEP 2

When I came to painting the trousers and sleeves on this figure I was going to go with plain black but decided that to make the model look more "common" or more "generic bad guy" look. He is only a henchman so cannot afford overly coloured clothes…

STEP 3

This model really came together at the end. When I added the ink to the orange and white it brought all the elements of the figure together, especially the red. I used Games Workshop static grass of the base as I wanted to keep the bases bright and the GW static grass is certainly a bright green.

Comte de Rochefort

STEP 1

Originally I planed to paint this figure entirely in black but as I started the painting the figure I wanted to add some other colours to spice things up. He needed some frilly bits and lacy bits. So I added red and White to his colour scheme.

STEP 3

This figure is my favourite of the three mainly because he looks the part. The decision to add the small amounts of colour really paid off. I would also like to take a few seconds here to highlight the fantastic sculpting of this figure. The pose and facial expressions used were simply perfect for capturing that aristocratic nastiness that is Rochefort.

STEP 2

When I was planning the black colour scheme for Rochefort one of the things I was sure about was how I wanted to highlight the black. I wanted to avoid using grey as it will often give you a very grey looking model.

That may sound like a stupid thing to say but when you want it to look black, looking grey just doesn't cut it. I wanted his clothes to look like a faded black so I used Khaki as the highlight colour.

1/48th Scale Russian Infantry and Tank Crew Set

36mm scale boxed set of 15 miniatures

Produced by Tamiya Models

www.tamiya.com

I hate model kits. OK, so that's a stupid thing to say – what I hate is putting them together. So when I was asked to look at these plastic figures I thought 'forget it' and declined.

Then I read Rich NUTS! review in the last issue and the world of skirmish gaming was once again awakened in my wargaming wallet.

So I changed my mind and said yes. I'm glad I did. Super figures that go together easily, allow for plenty of conversion work and 15 figures in a box for under a tenner I think they are excellent value for money. In the box you get:

• 2 x Infantryman in rain cape with sub-machinegun
• 6 x Infantrymen in Telogreika quilted jacket (you get a mix of figures here including armed with an LMG, a squad leader, sitting, running and so on)
• 2 x Tank Crew (Driver and Commander)
• 2 x Infantrymen in greatcoat
• 1 x Maxim Machinegun M1910 plus 1 x Gunner
• 2 x Infantrymen in Gymnastiorka field blouse

For those of you who care about such things the following weapons are included with the figures: Maxim MG 1910, PPS-43 sub-machinegun, PPSh-41 sub-machinegun with drum magazine, Degtyarev Pekhotny LMG and PPSh-41 sub-machinegun with clip magazine.

This mixed bunch are perfect for a diorama (you can just see them all sitting astride a T34 as it storms into battle) or indeed you can do what I'm going to do, which is buy a couple more boxes and 3 T34 models kits and create a skirmish game around a German line being overrun during one of Winter offensives.

My Motor Rifle Units should go nicely alongside my 36mm scale Germans, a little leaner in the body-departments, but not enough to bother me on a gaming table.

As with a lot of Tamiya kits you do need to read the instructions several times to figure out what is going on and then you are set to kick of your cutting your sprues and gluing them together. The moulds are crisp and neat and you won't have any problems making these chaps look good.

A wonderful set of 36mm scale miniatures worthy of any Eastern front engagement. This is now the fourth boxed set of figures to come out of Tamiya in 1/48th scale (Panzer Grenadiers, US Infantry and British Infantry arriving before it) and to this we can add a whole host of vehicles, including such things as the Sherman, Hetzer, T34, JagdPanther and Tiger I tank

Chris Green

42mm Scale Vietnam Figures
40 figures covering US, NVA and VC forces
Produced by **Irregular Miniatures**
www.irregularminiatures.com

If you are planning to play any Vietnam skirmish games then Irregular Miniatures new line of 42mm scale figures provides a low cost entry point. Each miniature costs £1 (see web site for support weapons and pricing) and the ones we were sent to look at had no flash on them and had been cast cleanly. These are not highly detailed and if you are hankering to paint a model that is more akin to a Toy Soldier than a detailed sculpt then this is just the white metal range for you.

28mm Scale Renaissance Figures
Infantry and Cavalry covering Poles, Russians and Eastern Europeans
Produced by **Irregular Miniatures**

Although initially my reaction was positive about these miniatures I find the blurring of detail and lack of sharp edges to be disappointing. The infantry are well proportioned though and appear to be historically accurate for this period. The figures cost 60p for infantry and £1.20 which is good value for money. My main aggravation comes from the horses which are just too small for the riders. IM is not the only company guilty of this though.

VIKING
Weapons & Warfare (£17.99)
192 page paperback book - ISBN 0752428470
Produced by Tempus Publishing
Written by Kim Siddorn
www.tempus-publishing.com

Any wargamer interested in the Dark Ages will find this book an invaluable aid in understanding the psychology and tactics employed by the Vikings on the battlefield. The author sets the scene well for this barbaric time and with its 150 illustrations, ranging from historical reproductions to full colour photos, the book leaves you more informed about the Vikings. A well put together reference book.
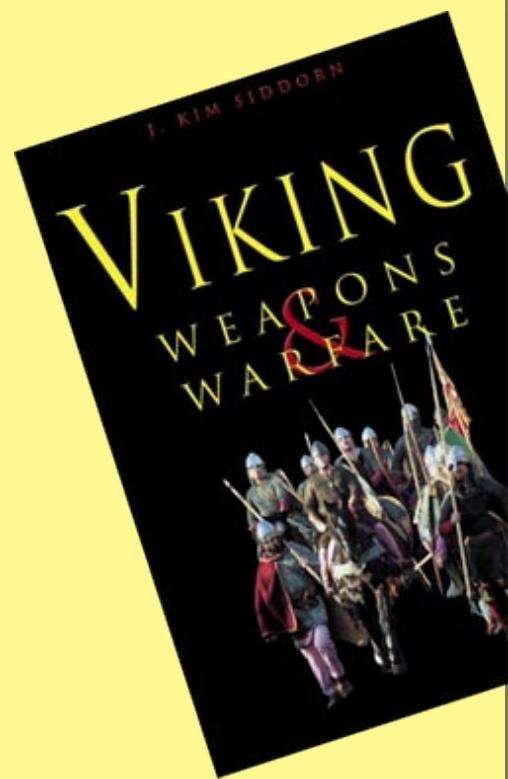
HMMWV Resin Vehicle (x2)
36mm scale set of 2 1/56th scale miniature vehicles
Produced by The Assault Group
www.theassaultgroup.com

The High Mobility Multi-Purpose Wheeled Vehicle (HMMWV) is the mainstay of the US military these days. Every time you look at a picture of US troops stationed somewhere (Iraq these days in the news footage) then chances are the HMMWV will be on view. This vehicle is a replacement for the good old US Jeep and seems to be doing a good job for the soldiers.

Whenever I think of the HMMWV I can't help but think about the vehicles in Mogadishu tearing around trying to get out of trouble and get to the downed Blackhawks. When we had our figures painted up for Mogadishu we didn't really have a good range of options available to us in 28mm scale. Strictly speaking I guess I shouldn't use the expression 28mm when discussing this size of vehicle, but it's my normal way of describing my gaming tastes/requirements for this type of game.

So when we got hold of a boxed HMMWV M1025 'Tirtleback' boxed set from The Assault Group for review I quickly nabbed them. I was very pleasantly pleased with the two vehicles inside the box. Made from resin with a white metal gun (M60e3 machinegun) these are superbly crisp castings and simplicity to put together.

You get two bodies and two sets of wheels and two guns – that's it! Assembly is easy, they were perfectly cast and I didn't even need to wash them. TAG calls these vehicles 1/56th scale and who am I to argue with them. But I will say that the endless bid by suppliers to provide a different scale to the next supplier gets my goat. I was planning to use the vehicles with MoFo figures and they work perfectly with this figure range, and as you would expect work even better with TAG's own superb range of Rangers and Delta Force miniatures.

The asking price for the vehicles is £23.50 and its code is VEH-001. I think they are superb and at £12 each (more or less) I'd say they are a bargain. They took no putting together, look good, are crisply sculpted and well cast and I think the proportions are good. I do think they could have put some more bits in with models, perhaps white metal 'stuff', and my main concern was the lack of a 'heavy' support weapon – well a .50 cal would have been a wonderful option for the vehicles.

Neil Fawcett

Flames of War Army Deals
1,500 point bundles of 15mm figures and vehicles
Produced by Battlefront
www.flamesofwar.com

Now that Battlefront is closing the door on its mid-war ranges and moving into the late war period we thought it would be a good idea to do a round up of their available army deals.

The biggest appeal of these army deals is the fact that they are all 1500 points and they have been assembled to be a legal army from their respective intelligence briefing.

There are seven Flames of War army deals available currently available from Battlefront. It would take more space than I have to describe what you get in each box but I can give you a brief overview of what each is based around.

British 8th Army £125
This boxed set gives you a relatively mobile, hard hitting army with a couple of tank platoons and motorised infantry platoons backed up with a couple of batteries of 25pdrs. The army looks impressive and you certainly feel like you are getting your monies worth.

British Rifle Company £135
This is the British infantry box. You get more infantry in here than the 8th army box however you do loose some of your tanks. There is an armoured car platoon for reconnaissance and a carrier platoon to help shuffle your foot troops around a bit faster. There are also the obligatory 25pdr batteries. Although containing more products I find this army does not look as impressive as the 8th Army box.

German Deutsche Afrika Korps £125
This army has a little bit of everything; well it seems that way at least. This is a very mobile army with quite a few hard hitting units. There is a Panzer III platoon, 2 Flak 88's, a SPAT platoon and several flavours of Infantry in transports.

This army is deceptive; it makes you think you have lots of models and then slaps you with the cruel palm of reality when you look at your army and see how small it is…

German Grenadierkompany £105
This army contains loads of infantry. In fact it looks quite light on the ground compared to all the other boxes due to the fact there are so many infantrymen and no tanks. Yep that's right, no tanks. You do get a platoon of SPAT guns though. This army deal is the cheapest out of all seven though so you can forgive the fact that it seems a bit small compared to the others.

Italian Compagnia Bersaglieri £110
If I was comparing these armies based on the number of tanks contained within the Italians would win as the army contains 8 tanks. The army itself seems nicely balanced between armour, infantry and artillery. I have not used the Italians in a game yet so I cannot tell you how the rules work out but this is a good looking box set.

Soviet Strelkovy Battalion £150
It turns out we left the heavy hitters until last. Due to the nature of the rules Russian armies are built as battalions instead of a company which means you will need a load more figures than you would for any other nation. This army looks impressive and has plenty of everything but the price tag is inflated as well. However for your £150 you will be getting two companies of infantry and all their support units.

US Infantry Company £165
The picture on the box for this army does it no justice. This is the most expensive army deal and you do get loads of models. To me this army feels bland, with nothing to make the new gamer "want" it. It is the most expensive one of the lot, but this is due to the large numbers of resin vehicles.

All of the army boxes come with limited edition

resin objective markers and each army has unique objectives ranging from burned out tanks to command posts. As with most Battlefront kits the casting on the lead is okay. You will sometimes get miscast parts which can be quite annoying but the resin is, for the most part, well cast.

These boxes are a fantastic way to start the FoW hobby if you are looking to start a new army or you have never played FoW before. The only downside is that they could seem prohibitively expensive as an initial outlay.

Instead of going through all of the boxed sets we thought it would be best to give you a run down of our favourite deal:

British 8th Arrmy
1500 Point Army Motor Company

The first thing that hits you about this boxed set is variety. We've got a bit of all sorts and without boring you too much this is what you get:

- Company HQ
- Lorried Motor Platoon x 2
- Machine Gun Platoon
- Heavy Armoured Platoon - 3 Shermans
- Light Armoured Platoon - 3 Crusaders
- Scout Patrol
- Royal Horse Artillery Battery – 2 Sections of 25 pdr guns
- Objective Markers – Fuel Dump and Destroyed Crusader

What I love about this boxed set is the fact that it isn't a big box of infantry. This may sound odd but in this box you get 6 x tanks, 3 x jeeps, 7 x trucks, 8 x Bren Carriers, 4 x 25 pdr guns, 4 x Gun Carriers and all of the infantry bases. It just looks big and impressive.

When I first opened the box I was a little overwhelmed by its contents but this soon settled down to checking out the models and making sure it was all ready to be painted. I wouldn't go as far as to call this boxed set a 'flash' military force to play with but it is A typical of the formations that fought in WWII.

I was a little disappointed with the finish on some of the models in the box, but not enough to complain about it. Nothing a knife, a file and a bit of patience wouldn't sort out. I'm keen to get my Motor Company painted up and fielded so that I can move on to my next Army Deal – which has got to be the Soviet Battalion.

For me my £125 was well spent with the Desert Rats.

Dave Robotham

Some of you may know Colin as the designer of the Vendel and Gripping Beast ranges of miniatures. He has also been painting figures for over 30 years and now he has made his brush skills available for hire.

Colin is not looking to fully load himself with painting and will therefore be accepting a limited amount of commission work from customers who he says "like my painting style, particularly in the Dark Age/Tolkien and Ancient genres."

Well who can ask for more! You can find more of Colin's excellent work at www.pattenpaintedminiatures.com

The Battle
The French

The French Wars of Religion raged in France in the latter half of the sixteenth century. Here we look at one of the opening clashes between the French Catholics and the Protestant Huguenots. The battle of Dreux was fought on the 19th of December 1562 and Wargames Journal presents the scenario for the Armati rule system, but other rules can be used with the map, order of battle and deployment information given here.

BACKGROUND TO THE FRENCH WARS OF RELIGION

Between 1562 and 1598 numerous civil wars would be fought between Catholic and Protestant forces in France. During these troubled times the widow of Henry II was desperately trying to retain power in the hands of the existing Valois monarchy. To do this Catherine de Medici was quite capable of playing one faction off against the next, regardless of their alleged religious affiliation.

In 1562 the Protestant cause was championed by two men: the Prince of Conde, Louis of Bourbon and the Admiral of France, Gaspard de Coligny. In the early days the cause was seen as a way of combating the power and perceived abuse demonstrated by the Catholic Church. As the wider war dragged on and each new peace was again broken the Huguenot campaign became a fight for the survival of its exponents and the initial idealism was gradually lost.

This is illustrated in a way by the fact that Henry of Navarre, the eventual King Henry IV, became the leader of the Huguenot faction at the end of the wars but even he was eventually persuaded to undertake a pragmatic 'abjuration' which would allow him to be accepted back into the Catholic fold.

When the wars began the Catholic faction, or League as it was known, was controlled by the Guise family under Duke Francis and his brother the Cardinal of Lorraine. The Catholic League believed firmly that the only good Protestant was a dead Protestant and were determined to eradicate the Protestant heresy from France.

The catalyst that started the wars and shattered the uneasy alliance between the rival factions was when the retinue of the Duke of Guise murdered a Protestant church congregation in Vassey in March 1562.

One of the other major factors which helped ignite the tension and fuel the wars was the fact that the Italian wars so beloved by Henry II had ground to a halt in the 1540's. As a result large numbers of trained soldiers were roaming around France with no source of employment nor any state mechanisms to ensure they were looked after.

As a result when the fighting began there was a ready source of man-power available for all sides with large numbers of men with no other trade than war ready and willing to fight.

The Catholic League effectively kidnapped the French

By Simon Pittman
of Dreux
Wars of Religion

Royal family in order to gain control of its military resources and while both sides awaited reinforcements from their respective foreign supporters (German troops for the Protestants and Spanish troops from the Netherlands for the Catholics) a series of small actions and skirmishes broke out across France.

The Huguenot army contained much of the minor nobility and was always heavily reliant on its cavalry. The character of this force made its discipline very difficult to enforce with many soldiers reluctant to fight outside their home territory, their instinct was to preserve their estates from the attentions of any Catholic neighbours.

Desertion was a constant problem, with many absenting themselves and returning when they wanted. The lack of discipline and the adherence to rank was to cause severe problems in the opening campaign with many of the less glamorous duties of what was effectively a cavalry army being ignored - there's no glory in the mundane tasks like scouting after all!

Throughout the wars the Protestant German states, led mainly by the Elector Palatine would raise large numbers of armoured, pistol armed Reiters to serve the Protestant cause. Infantry was always second best in the Huguenot army until Henry of Navarre gained access to the

resources of the Royal army towards the end of the conflict and could afford to hire Swiss infantry on a large scale.

The Catholic cause, especially initially, was supported by the resources of the Royal treasury and the contents of the Paris Arsenal. This meant that they often had an advantage in artillery, although its effect on the battlefield was still limited in comparison to later eras such as the Napoleonic.

Their solid foot was further reinforced by the loan of several Spanish Tercios borrowed from the Netherlands and the purchase of Swiss mercenary bands as required. Both sides resorted to the use of paid mercenaries and both sides suffered as a result if the money was not available to pay them. In this the Catholics could generally afford to keep their armies together for longer due to their access to the French treasury.

In addition to the Gendarmes, Reiters and Light Horse cavalry Stradiots were a true light cavalry that had evolved from a force of Alabanians created by the French during the Italian wars. They were armed with javelins and shields and were often used as a light cavalry screen or as scouts. Argoulets were mounted Arquebusiers who could fire, probably not very effectively given the nature of the gun, from the saddle.

After initial posturing at the start of the campaign the Huguenots marched on Paris looking for battle but the Catholics refused the fight. When the Protestant force began moving away towards the coast to await the arrival of some promised reinforcements from England Montmorency, the Constable of France and leader of the Catholic army, decided to give chase.

After moving past his opponent Montmorency cut across the Huguenot commander, the Prince of Conde's, line of advance near the town of Dreux.

For a full description of the battle and the campaign please refer to the bibliography for a list of books that will give a more comprehensive and accurate view of both.

THE BATTLE OF DREUX

The Huguenot advance towards Le Havre began on the 9th of December 1562. The advance continued towards Rouen as Montmorency left Paris and followed Conde's army north.

After crossing Conde's path undetected Montmorency set up camp near Dreux ready to block the Protestant advance between the villages of Blainville and Epinay.

Despite his superiority in cavalry Conde failed to detect the presence of the Catholic army and was totally surprised when his force marched into the prepared Catholic army deployed to his front.

On the Catholic left flank was the Bois de la Place and the Bois de la Chanteloup beyond which was the river Eure. Behind this flank was the village of Blainville and beyond this was the Catholic camp.

On the Catholic right flank was the Bois de la Marmousse backed by the River Blaise and on this flank also stood the fortified village of Epinay. Running between the two villages and heading towards Dreux was the road along which the Prince of Conde was leading his army.

Montmorency deployed his army in two distinct parts. The Vanguard was commanded by St Andre, the Marshal of France. The Main Battle was commanded by Montmorency himself and was deployed in a single line between the two villages. The Vanguard was deployed in and around the fortified village of Epinay.

Conde deployed a Vanguard under the command of Coligny and a Main Battle under his own command. Unlike Montmorencey Conde deployed his force in several lines and ensured that he had sufficient reserves available should they be required. Again poor scouting was probably in evidence as Conde appears to have been unaware of the forces deployed around Epinay until the battle began and as a result he only deployed in front of the Catholic Main Battle.

Conde did not want to attack the prepared Catholic position but was also aware that he could not conduct a withdrawal safely as he was so close to the enemy line.

After a lull for the rest of the morning Conde realised that Montmorency would not leave his position to attack. Around noon he decided to move towards the left in an attempt to move around the Catholic flank.

No sooner had the Huguenots begun to move then the Catholics started to advance. Conde stopped his manoeuvre and quickly ordered his army to change

A   B   C   D

1

Epinay

N

2   B   D   E   C

F

3
Huguenot Forces   10   7   A   Catholic Forces

6   9   8   5

J

4   4

I

3   2   1

5   G

H

6
12"

12"
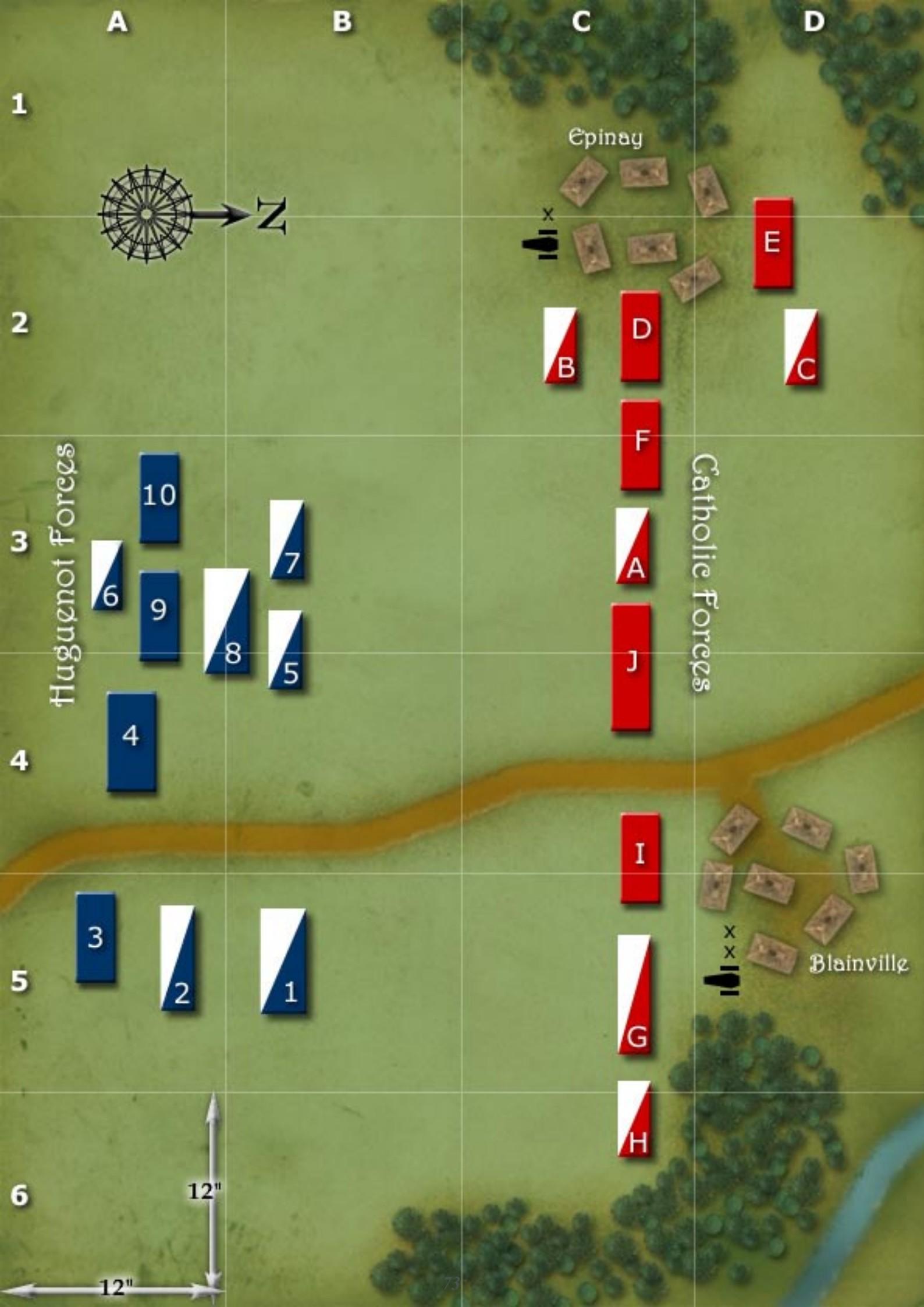
its facing again and move towards the enemy

Sensibly ignoring the fortifications in Epinay the Huguenot charge swept away the opposing cavalry on the Catholic left flank and managed to capture both the Constable of France, Montmorency and the village of Blainville. In the finest tradition of cavalry through the ages Coligny's victorious horse then continued their charge and began looting the Catholic camp located behind this flank.

Meanwhile on the Protestant left flank Conde stormed his cavalry into the mass of Swiss foot but failed to break them. St Andre sent two companies of Gendarmes to support the gallant Swiss but these were broken by the Reiters posted by Conde to deflect them.

The Gendarmes were heavy cavalry in every sense, armed with a lance and elaborate expensive armour for both the rider and the horse. The Gendarmes considered themselves the successors to the medieval knight.

Unlike the single rank full blooded charge favoured by the Gendarmes the pistol armed Reiters operated in deep formations and often charged at the trot to maintain their close order. Favouring the 'caracole' technique they would discharge their pistols rank by rank, each successive rank trotting to the rear to

The battle lines are drawn. Figures from our 15mm collection and image taken during playtesting the scenario.

reload before moving forward again. This could be a risky technique against cavalry if the pistol fire failed to stop an enemy charge!

The refusal of the Swiss to break was more than the rash Conde could stand and he became fixated with routing the Swiss formation. Ordering his Landsknechts to attack the scene was set for a bloody confrontation between these two bitter rivals.

The infantry on both sides was armed with a mixture of both pike and shot. The Protestant armies were usually deficient in resources and so often attached French Arquebusiers to units of Swiss or Landsknecht pike. In contrast to the deficiencies with the Huguenot foot the Catholic League could call on the 'Old Bands', the veteran infantry that had served Henry II during the Italian wars, and because they could pay them on a regular basis their companies could stay together for much longer than was the case in the Huguenot army.

In the central clash between the Swiss and the German Landsknechts the Swiss emerged triumphant and it was the Landsknechts who gave way. In a fury Conde ordered his last reserve of Gendarmes into the attack but these also failed to budge the stubborn Swiss.

At this point St Andre, accompanied by the Duke of Guise, ordered his entire force to attack. The French foot was immediately routed and the Landsknechts surrendered. Conde charged at the head of a few rallied cavalry but was captured himself, making both opposing commanders prisoners in the same battle!

Meanwhile Coligny had finally succeeded in gathering some of the pillaging cavalry back together and attempted to charge St Andre's force, which was surprised and ridden down. This time it was St. Andre's turn to be captured.

Coligny's cavalry was known as 'Chevauxleger'. These so called 'light horse' were in fact heavy cavalry themselves. Descended from the retainers kept on by the Medieval Knights and later the Gendarmes they were still armoured - just less so than their expensive brethren the Gendarmes.

Despite this success the Huguenots could not budge the Catholic foot from the fortified Epernay and so they withdrew from the battlefield.

With no Catholic reserve to speak of the Huguenot withdrawal was successful and unhurried. A series of sieges then ensued and with the peace of Amboise being signed in March 1563 the first of the civil wars came to an end.

THE SCENARIO

This was a battle that the Protestant leader the Prince of Conde, could have avoided if he had used the Huguenots superior cavalry advantage to good effect and performed a proper reconnaissance.

The battle was influenced by the lack of a Catholic reserve that meant they could not exploit any success properly. Another significant factor in the battle was the quality of the Swiss foot, which stoically resisted all that Conde could throw at it.

The map shows the terrain and historical deployment zones bordered by the villages of Epernay and Blainville. Only Epernay was fortified. Also shown are the woods and rivers present on both flanks. None of the woods played a part in the battle and should probably be considered as difficult terrain for both infantry and cavalry.

The orders of battle show the strengths of each of the historical types of unit present at the battle and also a guide for how these were deployed as discrete units. Each unit has been allocated a letter which corresponds to its historical deployment on the scenario map.

The orders of battle have been converted into appropriate Armati units in the download section. The download section also provides the army statistics and combat values of each of the units involved.

The army lists are based on those in the Advanced Armati supplement written by Arty Conliffe but they do not strictly follow the normal army limitations. Each division is treated as a separate army for purposes of Break point, so the Huguenot Vanguard under Coligny could break before the Main Battle under Conde, however for the purposes of movement both Huguenot or Catholic divisions will move if their side wins the initiative.

No increase has been made in the command ratings of either side which may cause a problem with un-commanded heavy divisions, particularly for the player taking on the role of St Andre.

The army breakpoint has been calculated by simply dividing the total number of key units in each division

by two. You can be more creative with this if you want to, but we find that this method works well.

If the game is to be played using other element based rules systems such as DBR then simply determine a scale by which to divide the strengths given in the order of battle to determine the number of bases to use in each unit. For example if the scale is 300 Montmorency should have a force of 3 Gendarme bases in his Main Battle.

THE CATHOLIC OBJECTIVE, ORDER OF BATTLE AND DEPLOYMENT

Montmorency must prevent the Huguenots from breaking through and continuing their advance to the coast and the waiting English reinforcements. The Catholic cause is lost if both the Vanguard and Main battle break.

Catholic Order of Battle:
Vanguard; St. Andre
1,200 Gendarmes (Units A, B and C)
3,700 French Foot (Unit D)
2,200 Spanish Foot (Unit E)
1,700 Landsknechts (Unit F)
14 Guns (Unit G)

St Andre deployed with one of the three Gendarme units, Unit B, each of which was around 400 strong.

Main Battle; Montmorency
860 Gendarmes d'Ordinance (Unit H)
300 Argoulets (Unit I)
3,700 French Foot (Unit J)
4,700 Swiss Foot (Unit K)
8 Guns (Unit L)

Montmorency deployed with the Gendarmes d'Ordinance.

THE HUGUENOT OBJECTIVE, ORDER OF BATTLE AND DEPLOYMENT

Conde must sweep away the blocking Catholic force in order to continue his advance on Le Havre. The Huguenot cause is lost if both the Vanguard and Main battle break.

Huguenot Order of Battle:
Vanguard; Coligny
600 Light Horse (Unit 1)
1,000 Reiters (Unit 2)
2,800 French Foot (Unit 3)
1,500 Landsknechts (Unit 4)

Coligny was present with the 'light horse', Unit 1.

Main Battle; Conde
500 Gendarmes (Units 5 and 6)
400 Argoulets (Unit 7)
1,500 Reiters (Unit 8)
3,100 French Foot (Unit 9)
1,500 Landsknechts (Unit 10)

Conde was with the leading unit of Gendarmes, unit 5. This was the larger of his two heavy cavalry units. The reserve unit, Unit 6, was commanded by Rochfoucault and was to be Conde's last throw of the dice in his attempt to smash the stubborn Swiss infantry.

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A History of the Art of War in the Sixteenth Century by Sir Charles Oman, Greenhill Books.

Rennaissance Battles 1494-1700 by Peter Sides, Gosling Press.

The French Wars of Religion 1562 - 1598, a wargamers guide by Ray Lucas, The Battery Press

Armati and Advanced Armati - Rules and Lists for Ancient, Medieval & Renaissance Wargaming by Arty Conliffe

DOWNLOADS

The following links will take you to PDFs on the Wargames Journal web site which contain the key elements of this scenario: Orbats and Special/Scenario rules. Simply click on the one you want to view or download:

• Catholic Order of Battle
• Huguenot Order of Battle

1982
LEBANON WAR

20MM SCALE ISRAELI DEFENCE FORCE FROM THE WJ COLLECTION

"The first weekend in March saw the WJ boys and some wargaming 'buddies' bunk up in the Bramley village hall for some non-stop gaming. The boards were laid, the miniatures set up and the tea was made – always an important way to start these things.

Our line up including Dave Robotham, Neil Fawcett, Tom Hinshelwood, Paul Matthews, Stephen Rhodes, Paul Heywood, Jon Platt, Alain Padfield, Steve Fase and Rich Jones. We were ready for 72 hours of mayhem."

Above: Using a set of modified Age of Blood rules we played a great Dark Age Britons vs Saxons game on some of Neil's jaw dropping fjord scenery. A ship full of angry Saxons that was out for conquest had moored at a jetty on the coast of Britain, with another boat of Saxons was moments from arriving. Only Arthur, Gawain and Galahad were stood on the beach ready to fight the invaders. Would reinforcements reach them in time?

Right: A trio of berserkers, more eager than the regular Saxons, charged off the ship, only to be met by Gawain and Galahad. Arthur stayed on the beach, ready to engage Saxons who jumped off the ship and were wading through the surf. Galahad and Gawain made short work of the berserkers and were happily hacking through the rest of the Saxons on the jetty while Arthur defended the flank.

Left: Meanwhile villagers were racing down the narrow path to the beach to help the knights while archers took shots at Saxons on the jetty. The second Saxon boat was heading at full pace to the beach, ready to slide up the sand and allow the other warband easy access to the fighting

By the time the ship had beached reinforcements were lined up to meet them, shields set in an impenetrable wall. Galahad and Gawain continued to hack through the Saxon rank and file and Arthur duelled dangerously with the first Saxon warchief and his bodyguards.

We only used a section of the terrain for this game, which is a shame because at its full size of 10' by 6' it looks stunning when it is all laid out. We have plans to increase the rear side of the board, heading away from the beach, and to then add a Dark Age settlement to it.

Right and Below: The shieldwall held off the Saxons on the beach for the most part but Saxons heroes and berserkers broke down the Britons on the flank and were cutting through the defenders as arrows were poured down into them from above. Between them Galahad and Gawain had pretty much killed a whole warband of Saxon warriors while Arthur finished off the heroes.

By this point everyone was under no illusions that Tom had made the British knights far too hard. Either that or the Saxons were suffering from poor leadership. The fact that Tom was in command of the first ship might be a telling point.

Left: it was interesting watching this stage of the battle develop. The Saxons were pinned on the beach, not by heroes as we expected, but by the shieldwall. As the Saxons came off their ships they hit a wall of shields and it slowed them down.

The Saxons managed to hack holes in the wall and move forward but as this was happening Neil's archers kept picking off troops on the beach. And bogged down on the beach meant that the Arthurian heroes had time to make their across the terrain to engage the enemy!

Right: Now with only a fraction of the Saxons remaining, Lancelot arrived and charged in on his horse. By this point his presence was hardly necessary but Tom and John refused to give up and Neil, Al and Dave happily massacred them to the last man. Heroic victory for the Britons.

We need to also say well done to Dave for playing a masterful game with Arthur. He hacked and slashed his way around the board, spending most of his time surrounded and then managed to singlehandedly save the shieldwall ...what a man! Arthur that is.

This was a great game to play. It got everyone involved and although a large game it was over pretty quickly using the AOB 2 ruleset. It has inspired us to do a lot more Arthurian gaming so look out for future rules, scenarios and campaign articles inside WJ.

OVERWATCH

EDITOR'S COLUMN
BY DAVE ROBOTHAM

Firstly I would like to apologise.

I would like to apologise for only being able to grab 52 pages of this issue away from Wargames Journal. However the good news is that our next issue, our real 1st issue, will be completely free of the Wargames Journal influence (It also means they get their pages back so good news for them). We are going to be releasing our own PDF magazine alongside Wargames Journal in whatever format it takes.

So what is OVERWATCH? Well, OVERWATCH is Rebel Publishing's new online magazine that will be catering for science fiction and fantasy gamers. Now that last bit is important because although the majority of our content will be aimed at wargaming we will also be running roleplaying articles, book and DVD reviews hopefully along with a comic and graphic novel round up. Basically if you are fanatical about sci-fi and fantasy gaming you are going to want to read this magazine.

This issue is a bit science fiction heavy but you can rest assured that when we move over to our own magazine we will be covering both genres, ranging from Confrontation to Warmachine via Hordes and Star Ship Troopers. Maybe there will be some Babylon 5 as well. And yes, we will be covering Games Workshop games and models.

For your reading pleasure in issue 0.5 we have "Dungeoneer" an article written by the talented Mr Tom Hinshelwood (UK). This is a complete game and we have even supplied you with dungeon floor plans to use, for those of us without access to any from other sources such as Warhammer Quest, Hero Quest or Dwarvenforge.

We have the first of our "Reader Showcase" articles where we are showing of the talents of Ed Owen-Jones; a very talented painter from Portsmouth (UK). I have brought the humble Warhammer 40,000 strategy card screaming into 4th edition with some simple updated rules and 15 cards to be used with them. The OVERWATCH team has also put together a small battle-report to showcase the new rules. For those of you with a penchant for British Orcs, Undead Russians and Elven French we have a Flintloque scenario focusing on "The Valiant 96th Rifles".

Finally I would love to hear what you (the gaming public) think of our new venture. I would love to hear from ANYONE who has an idea for an article or wants to show off their miniatures. There are plenty of very talented people out there and we want to recognise that talent by putting it in our magazine.

Dave (Court Jester) Robotham
dave@rebelpublishing.net

THE MAGAZINE FOR SCIENCE FICTION AND FANTASY GAMERS

Back to the (Wartorn) Future
By Dave Robotham

What better way to start OVERWATCH magazine than wth an article re-introducing the classic rules for "Overwatch" (along with a couple of others) into Warhammer 40,000

Reader Showcase
By Ed Owen-Jones

We will be showcasing the work of painters across the world in this article and to start us of we have some miniatures painted by the talented brush of Ed Owen-Jones.
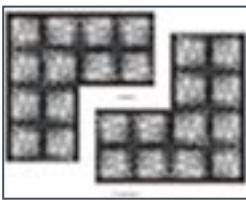
Dungeoneer
By Tom Hinshelwood

Tom has yet again astounded us with a complete set of dungeon adventure rules. This article comes complete with floor tiles, counters, character tiles and simple rules.

The 96th Rifles
By Neil Fawcett

Flintloque is an inspired idea for a game which is why I jumped at the chance to include this short scenario in the magazine. Check out its wonderful map.

Spartan Warriors from the brush of Tom Weiss. The metal is pre-release from Crocodile Games and is part of its Wargods of Olympus game which is slated for delivery at the end of this year. More of Tom's fine work on the next page...

ASSAULT

Pt. Nicholson

Pt. Davies

Pt. Brown

Strike Team
ALPHA

MARINES

By Tom Weiss

Gnr. Dowd

Lt. Bent

Tom Weiss has very kindly agreed to let us use images of his stunning work. This spread of figures come from Copplestone's Future Wars range (Assault Marines) and you have to agree that Tom has done a sterling job on them. The figures are exuding quality (both from the casting and the painting) and if you want to see more of Tom's painting take a look at www.twfigurines.de

Sg. Scream

So it is the first issue of our new sci-fi and fantasy venture and I thought I might put pen to paper and detail some ideas we have been playing about with for Warhammer 40,000 in a bid to bring back some old favourites… rules that is!

INTRODUCTION

I am sure there are many of you who can remember far back through the mists of time… well not quite that far really, but who can at least remember the 2nd edition of Warhammer 40,000.

It was produced at a time when Games Workshop was very much into the swing of using cards. Wargear cards, vehicle data-fax cards, psychic power cards, mission cards you name it they tried to put it on a cards. (Yes, even Ork Dreadnoughts…)

Well having cards is not really a bad thing as long as it is done in moderation. Now days everything is in tables and charts and all works off of dice rolls. Tables in books are all well and good but sometimes you want that card to keep hold of and secret, like you would in a game of poker.

A while ago I wanted to add a few more levels of fun, gameplay and strategy to our games of 40K so I worked on three ideas. The first was to reintroduce the overwatch rule into the game. The second was to add a little spice by working out a rather groovy stand and fire rule. Lastly I worked on a set strategy cards for the 4th edition of the game as I just had to get some cards in somewhere.

OVERWATCH

Not only is this the name of our new magazine but it was also a mechanic in the 2nd edition of Warhammer 40,000. It worked like as a kind of reactive fire. You stationed a squad on overwatch and during your opponents turn that squad (or squads if you put more than one on overwatch) was allowed to shoot at enemy models as

they moved out of cover or revealed their position.

We wanted to introduce this idea back into our games but in moderation as sometimes things could get quite silly. I remember a friend's entire Eldar army staying stationary and on overwatch for the best part of a game just shooting whatever stuck its nose out of cover.

Overwatch for the 4th Edition

Each turn during your movement phase any unit you control may attempt to go onto overwatch instead of moving. To go onto overwatch the unit must pass a leadership (Ld) test. There is a minus one penalty to the Ld test if any model in the unit attempting to go onto overwatch can trace a line of sight to any enemy models that are in the open - Enemy models in or behind cover do count as in the open. A unit that fails the test may carry on as normal for the turn and is able to move and shoot if it wishes.

Vehicles automatically go onto overwatch so there is no need to make any tests. However vehicles may only go onto overwatch if none of their weapon systems can trace a line of sight to any enemy models in the open. (Enemy models in or behind cover do count as in the open.)

A unit that is on overwatch may not do anything for the remainder of its turn and if a unit on overwatch is forced to fall back or move for any reason it will loose its overwatch status.

A unit that is on overwatch may fire during your opponents turn and can open fire at

A Ratling squad prepares to go onto Overwatch ...

the following targets:

• A unit that has finished a move during the movement phase.
• A unit that has opened fire during the shooting phase.
• A unit that has made a fleet of foot move during the shooting phase
• A unit that has made a consolidation move during the close combat phase.

A unit on overwatch cannot interrupt a target units movement or shooting as overwatch shooting is conducted after the target unit has finished taking its action, be that shooting or moving. A unit on overwatch may "stand and fire".

STAND AND FIRE

I love the "stand and shoot" rules used in Warhammer Fantasy Battle and have often wondered if it would be possible to squeeze the very same idea into Warhammer 40,000. Be warned however that this does change the entire nature of the game more in favour of the "shooty" army over the "combat" army (especially if used in conjunction with the overwatch rules detailed previously).

Stand and Fire for the 4th Edition

A unit that is the target of an enemy assault move may elect to stand and fire. A unit that wishes to stand and fire must pass a Ld test. If the test is passed each model in the unit may shoot once at the unit attempting to assault them and the models in the unit counts as stationary when firing (so rapid fire weapons get two shots). If the Ld test is failed the unit must fight as normal.

A unit of crazed Ork Storm Boys rocket into the fight, eager for a good scrap!

Vehicles and models equipped with heavy weapons may not stand and fire. A model that can move but count as stationary whilst shooting are allowed to stand and fire with heavy weapons (Terminators and Tau Battlesuits spring to mind).

You resolve your shooting before the enemy unit is moved into assault. So if your unit cannot see the enemy unit then you cannot stand and fire. The assaulting unit does not have to take any break tests for casualties suffered as the result of stand and fire.

Units that stand and fire do not get to attack in the first round of the assault however models killed by stand and fire count towards combat resolution.

STRATEGY CARDS

The humble strategy card began life when the 2nd edition of 40k was released. Basically you drew a number of cards at the start of the game and you could use them to do wonderful and whacky things. The biggest failing of these cards was that they could be very powerful (anyone remember Virus?) or plain boring. So what I tried to do was create a set of cards that were equally powerful and fun to use. Included in this issue are the first 15 cards we have been using in our games.

So how does it Work?

Depending on your strategy rating you get a certain number of cards before the game begins. There are three types of card in the deck Desperate Tactics, Battlefield Events and Cunning Stratagems. You use them when and where you want to within the rules given on each card. Some cards are played at the start of the game other are played mid game but they all state on the card when you can play them.

You can only ever play one of each type of card in a game. So say you had three cards and two of them were Battlefield Events you would only be able to play one of those Battlefield Events in the game so you have to choose the right card for the the right time.

How many cards do I get to use and when?

You draw strategy cards after you have determined the scenario and laid out the terrain but before you determine

deployment zones and who is going first. Remember to make sure the strategy card deck is well shuffled

The number of cards you get to draw and who draws them first depends on strategy ratings.

• The player with the highest strategy rating rolls a number of dice equal to his strategy rating. If Strategy ratings are the same you each roll a D6 and the player rolling the highest starts.
• He gets to draw one card from the deck plus one additional card for every 5 or 6 rolled.
• Then the player with the next highest strategy rating gets to roll and draw and so on until all players have drawn their cards.

Once all players have got their cards you may carry on with the game as normal but be aware that you may want to play some cards almost straight away. If players wish to play cards that work on the same trigger the army with the highest strategy

rating may choose to play his card first. If Strategy ratings are the same each player rolls a D6 and the player rolling the highest may choose.

I hope you enjoy messing about with my ideas, I know we had quite a bit of fun adjusting to the new dynamic these rules throw into the mix, but best of all it made it different. We had to think a little differently and we had to try different tactics.

Give it a go, please use and abuse these rules and then get in touch about how it all ended up. I would love to hear if you feel they are too powerful or too weak or you feel any of the strategy cards are silly or could be improved.

Also if you have any great ideas for new cards and rules then please send them in. We would love to hear from you with card ideas, scenario ideas or even complete scenarios and battle reports.

You can contact me via email at **dave@rebelpublishing.net**

Follow Me! – Sergeant Palladino leads by example, taking the fight to the enemy…

CUNNING STATAGEMS
FLANK ATTACK

Play this card before any units are deployed at the start of the game.

Your allies on either flank have advanced further than you battle-force. You can take advantage of this to threaten your enemy's flanks

Split your army into three groups. Randomly choose one of the groups. The chosen group is not deployed but arrives from reserves. When the units arrive they may enter from either of the table edges that do not have deployment zones. If using board quarters you may deploy on either table edge your board quarter is on.

CUNNING STATAGEMS
DEPLOY RESERVES

Play this card before you roll for reserves this turn.

A good commander will make sure he has the right troops for the right job.

When you roll for reserves this turn you get +1 to all your rolls.

DESPERATE TACTICS
SCORCHED EARTH!

Play this card after the end of any of your turns before your opponent begins his next turn.

Your orders are simple, make sure any objectives captured by your enemy are worthless by destroying all buildings and land in his path...

Nominate one area terrain piece or building that is not in any deployment zones. Roll a dice on a 1 your explosives fail to detonate. On any other result all figures within and on the terrain piece take a wound on a 4+ and may take armour saves as normal. For the rest of the game the terrain is difficult ground and does not block line of sight. Vehicles take a glancing hit.

DESPERATE TACTICS
BOOBY TRAPS

Play this card after both sides have deployed but before you determine who goes first.

As your troops have been withdrawing they have been leaving deadly traps to maim and slaughter careless attackers...

Place three "booby trap" tokens on the table anywhere that is not within 12" of any unit. As soon as any model finishes a turn within 6" of a token roll a dice, on a 3+ place the ordnance template centrally over the model nearest to the booby trap token. The model under the centre of the template takes a Str 8 hit and any model touched by the template takes a Str4 hit. Armour saves may be taken as normal.

DESPERATE TACTICS
VIRAL WARFARE

Play this card after the end of any of your turns before your opponent begins his next turn.

A virus as deadly to your own troops as to the enemy should only be used as a last resort surely?

Nominate one of your non vehicle units. Each figure in the unit must make a toughness test by rolling equal to or under its toughness on a D6 (a 6 always fails) Any model that fails is killed. If at least one model is killed all non vehicle units within 12" of the casualty must roll a dice. On a 4+ that unit has contracted the virus and your opponent must make a toughness test as before or suffer casualties.

DESPERATE TACTICS
HARASSMENT DUTY

Play this card after all armies are deployed on the table and after you have determined who will be going first.

Shady organisations within your forces have managed to contact the enemy and convince them to abandon the fight. Surly loyal troops would not stoop to consorting with the enemy?

Pick two enemy units that are Troops, Fast Attack or Heavy Support. These units start the game in reserves.

DESPERATE TACTICS
BROKEN ARROW

Play this card before the start of any of your turns after turn 3.

Calling down artillery fire on your own position is desperate, but maybe you will take some of them with you...

At the start of EVERY turn roll a dice for each unit on the table. On a result of a 6 it is caught in the bombardment that has commenced. Every model in the unit is hit on a 4+ and if hit takes a Str 5 hit. Armour saves are taken as normal.

Over the next four pages are our Strategy Cards, feel free to print them out and use then in your games. If you have any thoughts on how to improve the cards or any unique ideas for new cards feel free to send them in and we may publish them... We would also love to hear of any amusing or groovy reports or stories you may have from using the cards or the rules in this article.

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BATTLEFIELD EVENTS
CROSSFIRE

Play this card after an enemy unit has announced a target during the shooting phase.

The Battlefield is a dangerous place and sometimes troops make mistakes...

Draw a line from the shooting unit to their target. You may change the target to any enemy unit under the line. (Yes this means they can shoot a unit that is on their own side)

BATTLEFIELD EVENTS
SUPPLY SHORTAGES

Play this card after a Heavy Support Unit moves or uses a shooting attack.

Poor command can also result in poor supply chains. During war supply routes are vital, take advantage of poor logistics when you can...

The Heavy Support unit must re-oll all successful hits for the remainder of the game. Additionally if it is a vehicle it may not move further than 6" each turn for the rest of the game.

BATTLEFIELD EVENTS
WE'RE ALL GOING TO DIE!

Play this card before an enemy unit attempts to pass a moral test.

Even the bravest of souls will see true terror when staring into the abyss of chaos. Even the bravest of souls can be cowed.

The enemy unit automatically fails the moral test.

BATTLEFIELD EVENTS
FOLLOW ME!

Play this card before any of your assault phases begin.

Sometimes even the meekest of soldiers can achieve great feats when insipid by the emperors guiding light. Sometimes even the meekest of soldiers can lead heroes.

Target a single wound model in one of your units that will be assaulting this turn. All attacks from that figure hit autimatically this turn. If you loose the combat and the target figure is still alive you may take your moral test on his unmodified LD. These effects last until one side breaks from combat or the taret figure is killed

BATTLEFIELD EVENTS
FROZEN IN COMMAND

Play this card before the movement phase of any of your opponents turns.

Great leader are forged in the heat of battle. Poor leaders are destroyed by it...

Target a squad leader/sergeant or suitable command figure in any enemy unit (If no such figure exists pick any model in the squad). That figure may not move this turn and the unit he is with may not move towards any visible enemy units.

CUNNING STATAGEMS
PRELIMINARY AIR STRIKE

Play this card after all armies are deployed on the table and after you have determined who will be going first.

Never start an attack until your air support and artillery support have completely suppressed the enemy.

Roll a D3, that many enemy units are caught in the air strike. Randomly determine which units get hit. A unit may only be hit once. Each unit hit by the air strike takes 2D6 Str 4 hits. Armour saves may be taken as normal.

CUNNING STATAGEMS
AMBUSHERS

Play this card before any units are deployed at the start of the game.

When you are involved in mobile warfare you will soon learn the brutality of a well placed ambush...

Choose one infantry unit in your army to be your ambushers. They are placed in reserves. When they arrive they may arrive anywhere on the board that is not within 12" of the enemy. (Yes they may be placed in the open and in your opponent's deployment zone)

CUNNING STATAGEMS
DEEP RECONNAISSANCE

Play this card before any units are deployed at the start of the game.

Always make sure you know your terrain and you know your enemies position. Fight when it suites you not your enemy...

Split your army into two groups. Randomly choose one of the groups. The chosen group may use the scout rule from the Warhammer 40,000 rulebook.

R E A D E R SHOWCASE

WARMACHINE

I had been looking at this range for a while and I finally got round to painting some of these fantastic figures from Privateer Press. I chose the Khador starter set and the Butcher as between them they've got two of (in my opinion) the coolest looking Warjacks and possibly the two nicest Warcasters.

I decided to stick with the standard colours as I liked the contrast of the bold red against the snow bases. I also bought and painted the Iron Lich, Asphyxious after seeing a really cool picture online where his insides were glowing with an eerie green light and I got a bit keen. I am looking forward to the new boxed sets coming out for **HORDES** as there are some beautiful models in the range…

Our first showcase displays the talents of Ed Owen-Jones who sent us some pictures of his work and we were so impressed we invited him up to take some more pics. As you can see from the models over the next few pages Ed is no slouch with a brush and has collected models from a wide range of games. His next project is based on the new game from Privateer Press's HORDES...

SPACE MARINE SCOUTS

When I started my Ultramarine Army I decided to convert all my characters out of the new plastic kits, and I also tried to cram as many conversions as I could into the whole army. And so it was I wanted something a little different for my Scout Squad. I like the idea that they are in training but the basic models all look a little too old for what I pictured as a "marine in training".

So the only option was to almost scratch build my own squad. I made them from tactical marine torsos, shins, hands, cut down shoulder-pads and backpacks along with fire warrior arms and upper legs and to finish them off imperial guard heads. I went for a more "traditional" military colour scheme than is usual for Space Marines except for the chapter markings on the left shoulder pad.

TAU KILL TEAM

I was really taken with the Tau storyline for the new Medusa V campaign that is happening this summer. A great many of the scenario ideas involve the idea of a kill team - so I just had to start making a Tau Kill Team. I like the oriental influence of the Tau and decided to base my Kill Team on the black pyjama-clad ninja.

They are actually quite basic in terms of modelling. They're basically fire warriors with the shoulder pads removed and re-sculpted heads. I also gave them a Katana made from a howling banshee sword (I know they suck in combat but fire warriors are supposed to be the strongest fighters of the race and it looks **COOL**). So far I have only built and painted the one figure and there are 7 more waiting to be painted back at home…

HERO CLICKS

My name is Ed Owen-Jones and I'm a massive comic book geek. I am glad we have got that out of the way! I feel better now ...

When WizKids released the super hero version of their "clicks" game I just had to buy it. I love the sculpting of the models but I wasn't taken with the paint jobs. So I re-painted them as, I couldn't bring myself to use them in a game in such a poor state.

Dungeoneer

By Tom Kinshelwood

The caverns and dungeons of the known world are full of ancient riches and magical treasures waiting for brave heroes and fearless adventurers to retrieve. But the dark places of the earth are full of dangers and monsters who do not wish to be disturbed. Will you venture into the depths and risk your life for the promise of all that glitters? Time wasters need not apply.

Nyathalanis, Wizard Extraordinaire

THE GAME

Dungeoneer is a lads n' dads game that combines elements of traditional board games, roleplaying and wargaming to create a game that is simple, easy to use and most of all fun to play. It's perfect for two players but can easily be played with three, four, five or even six players.

If you only like serious historical wargaming then this game will definitely not be for you. But if you want a quick beer n' pretzels game or are looking for something to play with a younger person then Dungeoneer might just be it.

In Dungeoneer each player takes control of one or more dungeon explorers and moves them through a randomly generated tile-based dungeon where their goal is to collect as much treasure as possible.

What makes Dungeoneer different from similar games is that it is both competitive and co-operative at the same time. Players compete with one another to be the one who finishes the dungeon with the most gold, but to succeed players must work together as a team. If not the dangers lurking in the depths of the world will surely overcome them. .

CARD AND TILES

Included with this game are dungeon tiles, cards and tokens. To use these in the game print these pages and stick them to cardboard, using spray mount or something similar. Once they're securely stuck down, cut them out and you're ready to roll. Talking of which, a handful of D6's is also needed along with either pencils and paper or mini dice and tokens.

THE DUNGEONEERS

The first thing to do to when playing Dungeoneer is for each player to select a dungeoneer. There are six possible dungeoneer characters to choose from and they need to be divided equally between the players. The dungeoneers are all the typical archetypes: Warrior, Dwarf, Elf, Cleric, Thief and Wizard.

All are roughly balanced in their abilities so that each dungeoneer has more or less the same chance of success, but each performs their role differently in the party. A Wizard who charges into melee each chance he gets isn't going to last long.

If there are not enough players to have one dungeoneer each, then each player will have more than one to control. If there are three players they each have two etc. Because of this the game works better with 2, 3 or 6 players. However if you have 5 players then one dungeoneer each is fine. The game will be slightly more difficult with one less dungeoneer but will still be possible to complete. With just 4 players however things are going to be tough, so it's worth including

the other 2 dungeoneers with the party, and have players take it in turns to control them.

You can either choose which dungeoneer(s) each player uses, taking it in turns, or do so randomly. Doing it randomly is probably best because it cuts on the squabbling and makes the repeat value of the game better as players won't always get to use their preferred dungeoneers.

To select them randomly turn all the dungeoneer cards face down, lay them out and shuffle them around. Then the players can take turns to pick cards until all the dungeoneer are gone. Use whatever appropriate miniatures you have for each dungeoneer. Once this has been decided then you are ready to get adventuring.

THE RULES
Below are the rules to play Dungeoneer. They are extremely simple but easy to use and provide a solid framework to expand upon with special rules if you want to widen the spectrum of the game.

Who goes first?
At the start of the game you need to determine the order of play. Each player rolls a D6 with the highest roll going first, the second highest next and so on. Players that roll the same number then roll again between themselves.

For example: Four players roll to see who goes first. Player One rolls a 6, Player Two a 3 and Player's Three and Four each roll a 5. Player One goes first and Player Two goes last while Player's Three and Four roll again to see who goes second and third.

The turn
The game is played out in turns and in each turn all the player's get to control their dungeoneers. They can move, shoot, fight and cast spells. As soon as a dungeoneer has finished fighting or shooting or run out of squares to move his go is finished and the next dungeoneer acts. When they have run out of things to do whoever is the Monster Player (described later) then controls any monsters on the board. Then the process begins again.

Starting the game
Place a short corridor tile down. This is where the dungeon starts. Place a double door at one end. The dungeoneer start behind the door, ready to charge into the dungeon in search of gold and glory. Now what

you need to do is find out how many doors lead out of the corridor.

Doors
At the start of the game and whenever a new tile is placed down you need to roll on the Doors table to determine how many doors lead out of the tile. The first door is always placed in the middle of the opposite wall from the door which the dungeoneer came through. The second door is placed in the middle of the right wall and the third in the middle of the left wall. When you place doors you put them down next to the tile in question, so that they will form a mini corridor of sorts between the current tile and the next one.

D6	Doors
1	1 (Double Door)
2-3	1
4-5	2
6	3

Opening doors
When a dungeoneer moves into the door's square he is said to have opened the door and the next tile is placed down immediately and any monsters placed onto it (see below for details). The dungeoneer does not have to continue his move into the room if he doesn't want to, but unless it is a double door then no other dungeoneer will be able to move past him.

Exploration Tokens
Each time a dungeoneer goes through a door you need to draw an exploration token. Each exploration token refers to a dungeon tile, and whenever you draw a token, the appropriate tile is then placed down. Before teh start of a game, for each dungeon tile you use, pladce its corresponding token into a cup and shake the cup eac time you draw a token.
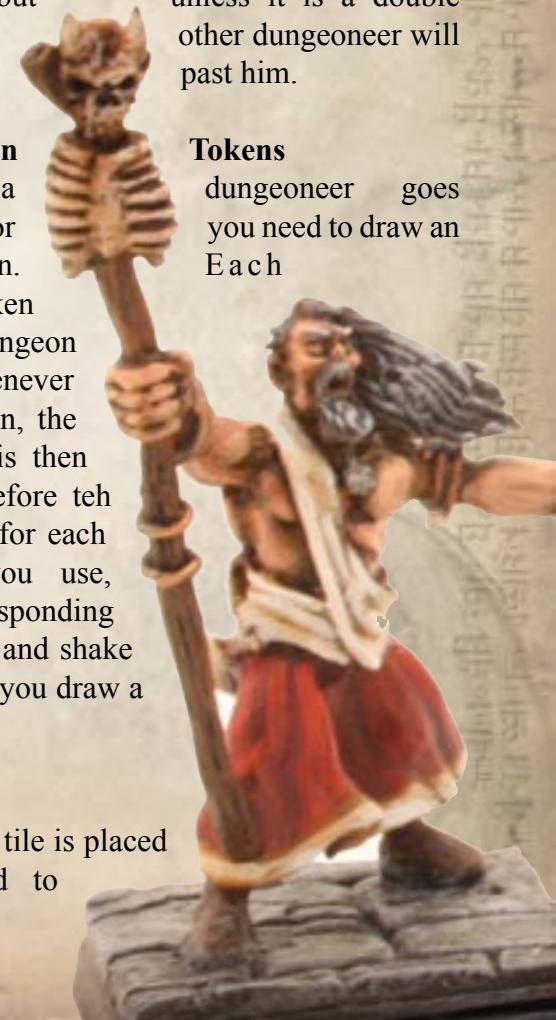
Monsters
Whenever a new tile is placed down you need to

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determine whether or not there are any monsters waiting in the room in that particular room or corridor. Monsters are categorised by levels between 1 and 5, so that a level 1 monster is very weak and a level 5 monster is very dangerous. A single dungeoneer can kill lots of level 1 monsters on his own, but it will take a whole group to kill a single level 5 monster.

When each new tile has been placed down roll 2D6 and refer to the below table to see what level of monster is in the location, and how many monsters of that type there are. For each tile on the board after the first you add +1 to the dice roll, so that if there are 5 tiles on the board (or 6 with the first corridor) you would roll 2D6+5.

Result	Monsters
2-4	No monsters
5-6	1D3 level 1
7-8	1D6 level 1
9-10	1D3 level 2
11-12	1D6 level 2
13-14	1D3 level 3
15-16	1D6 level 3
17-18	1D3 level 4
19+	One Level 5

If you roll a double number on the dice then there are two separate groups of monsters in that location. Immediately roll again to determine the second group, if that roll is a double, roll again and so on.

For example: The dungeoneers open a door into the seventh tile of the game (excluding the first) so roll 2D6+7 to determine what monsters are in the room. A 6 is rolled on the dice so with a total of 13 there are 1D3 level 3 monsters in the room.

However, because the 6 was as a result of two 3's, a second roll is made, this time resulting in a total of 17. So, inside the other room are 1D3

level 3 monsters and one level 4 monster.

When the number and levels of the monsters are determined they need to be placed on the tile in question. This is done by the player who opened the door. Place the first monster in the centre of the tile and the others adjacent to it and so on. You won't always be able to place the first monster in the exact certain, but that doesn't matter, place the first one as close to the centre as possible.

The other monsters must be placed directly adjacent to the first, if possible, until all the neighbouring squares are filled. Then you may place any other monsters on any square so long as it is next to one of the monster already on the tile. If there are more monsters than there is space on the tile then any other monsters are discarded. A horde can only be so big.

Moving
Each dungeoneer can move a number of squares equal to his Move ability. With doors, you can move to and from a door tile from any square that is in contact with it. These can be in any direction, including diagonal. A dungeoneer can move adjacent to other dungeoneers and past them, but a dungeoneer may only do this to a monster if that monster is already fighting another dungeoneer. A dungeoneer who moves next to a monster has to fight that monster.

Fighting
Fighting is divided into three segments, hitting, wounding and saving. When you fight your dungeoneer rolls a number of dice equal to his Fighting ability. Each time he equals or beats the monster's Defence ability, he scores a wound. The monster can save the wounds by making an Armour roll for each wound they take. If the number of wounds taken equals or beats the monster's Health, it is killed, if not the monster survives. Dungeoneers and monsters who are killed are removed from the board.

For example: The Warrior fights an orc. The Warrior has Fighting 5, so he rolls 5D6. The orc has Defence 3, so the Warrior scores hits on a roll of 3, 4, 5 or 6. From the 5 dice rolled he scores 3 hits. The orc has Armour 6+ and so rolls 3 dice, 1 for each hit, saving only on a roll of 6. He makes 1 save, and so takes 2 wounds. As he only Health 1 he is killed.

Dungeoneers and monsters who receive wounds keep them for the rest of the game until they are either dead or healed. Make a note on a piece of paper how
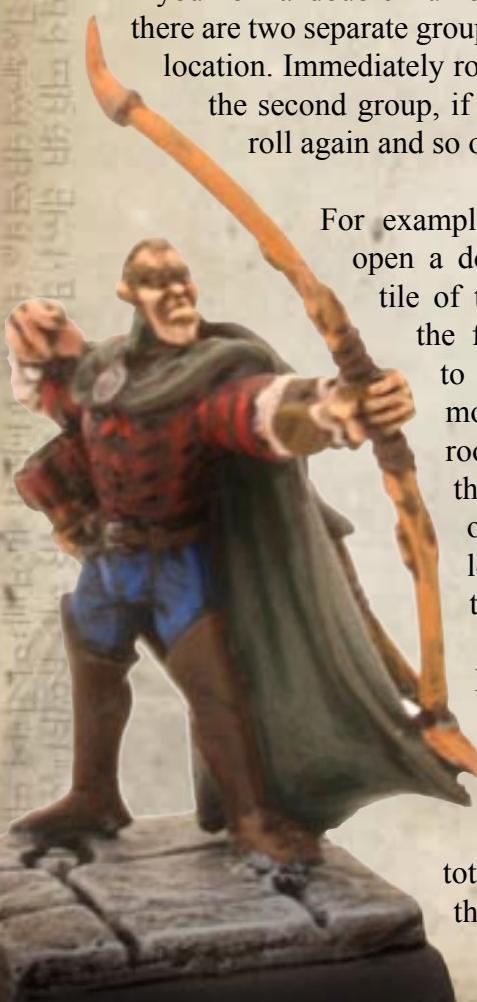
many wounds your dungeoneer receives. It is up to the monster player to keep track of monster wounds. Alternatively use tokens or mini dice to record wounds.

Shooting

Some dungeoneers have ranged weapons with which they can attack enemies on the same tile as them. However, you cannot shoot through other models or around corners. Shooting works just like fighting, except you roll a number of dice equal to the dungeoneer's Shooting. Hits and wounds are then determined as described above.. You can only shoot in straight lines, either straight forward or diagonally.

Magic

The Cleric and Wizard dungeoneers both can cast spells during their respective goes. On each playing card it states which spells these dungeoneers can cast and the difficulty number necessary to cast the spell. To cast a spell roll a D6, if the number rolled is equal or higher than the difficulty of the spell, the spell has been successfully cast.

Refer to the spell list for what the effects of the spells are. Only one spell can be attempted per player per turn. If it fails, the dungeoneer cannot cast another or try again. However, if a player is really desperate for a spell to be cast he can voluntarily lose 1 wound to be able to cast the spell automatically after the roll has failed.

Treasure

When your dungeoneer kills a monster he immediately gains the treasure it was carrying. Refer to the table below determine how much gold the dungeoneer receives. The higher the level of monster the more gold it is worth.

Monster	Gold
1	1
2	1D6
3	2D6
4	4D6
5	8D6

If more than one dungeoneer was involved in the kill, then the gold is divided up evenly according to wounds caused. With numbers that cannot be split, find the closest divisible number and split that. Then any remainder is split evenly until the remaining gold cannot be divided and is lost.

For example: The Warrior and the Elf have managed to kill an ogre chief, which is a level 4 monster. To determine how much gold it is carrying 4D6 are rolled, resulting in 15 gold. The ogre chief had 4 wounds, of which three were caused by the Warrior and one by the Elf.

Therefore the Warrior receives three quarters of the gold and the left one quarter. Because 15 cannot be divided equally, the closest number that can is 12, so the Warrior takes 9 gold and the Elf 3. Then there is 3 gold left over, of which 1 goes to each and the remaining one is lost.

THE MONSTER PLAYER

Players take it in turns to play the monsters in the game. Whichever player's go it is when a door is opened and monsters placed on the board becomes the Monster Player at the end of the turn. Next turn, whichever player is next in the order or play becomes the Monster Player and so on until all the monsters are dead.

As the Monster Player you make all the dice rolls and moves for the monsters on the board, but you can't just do anything you want. When it is your go you can move and fight with your monsters, but you must use them fairly. Well, reasonably fairly. Monsters who are next to a dungeoneer must fight the dungeoneer who fought them, or if several did the monster but fight the dungeoneer who wounded them. If several dungeoneers fought, but failed to wound, the Monster Player can choose who to attack.

Monster will always move and attack the closest target. You can't move them away from your dungeoneer and make them fight other dungeoneer. However, because you can choose in which order the monsters act, you can be sly and have your weaker monsters move up and fight the closest dungeoneers, allowing your tougher monsters to move past those dungeoneers already fighting, and fight players
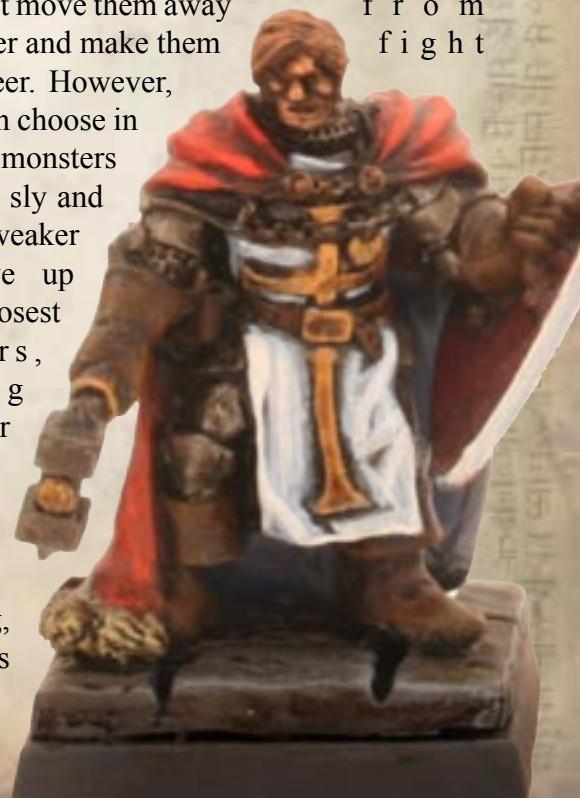
at the back of the group.

This is also a great way to get revenge on a player who is beating you collecting gold.

If there is a dungeoneer fighting another monster then you must move any other monsters to fight dungeoneers not fighting. So you can't have all your monsters attack one poor dungeoneer. However, f there are no other dungeoneers on the tile then you can choose to have the monsters all attack whichever dungeoneers are in the room or have your monsters leave the room to attack other dungeoneers. It's your choice.

ENDING THE GAME
The game ends in one of two ways, either when all of the monsters on the final dungeon tile are dead, or after you have fought and killed the level 5 monster. Once either of these two things occur the player who has collected the most gold wins the game.

Only live dungeoneers count here, so if your brave Dwarf dies in the final battle it doesn't matter how much gold you have collected. If all the dungeoneer have died before this point is reached then everyone has lost and all the players should bow their heads in shame!

MONSTER MINIATURES
Because the monsters are described only by levels you can use any miniatures you have in your collection to represent them. Below are some examples of what monsters to use for the respective levels, but these are nothing more than examples.

You can use most models to represent most monsters, within reason. So, if you decided to play an all undead dungeon, you could use a skeleton model as an easy level 1 skeleton guard, or use it has an level 5 undead lich lord.

Monster Level	Example
1	Goblin, giant rat,
2	Orc, brigand, wolf
3	Ogre, werewolf, minotaur
4	Giant, golem, huge spider
5	Demon, dragon, lich

EXPANDING THE GAME
Dungeon is so ridiculously simple that its very easy to expand upon the rules to customise the game to your own particular tastes. If you want to create your own spells, dungeoneers or monsters then go for it.

There are no hard and fast rules as to what you can and can't do, just try to be fair. So no Barbarian dungeoneers with more Fighting than a Warrior, more Wounds than the Dwarf and better with a bow than the Elf. If you're a sci-fi fan then why not do dungeoneer in space?

As for dungeon tiles there are plenty of games out there that use them which you could instead of the ones we've provided, or you can make your own. Caverns, chasms, ice caves, underground streams, stalagmite chambers, bridges are all potential tiles that you could use just for the aesthetics or create special rules for them.

Maybe in the ice cave you have to roll a D6 for each square you move, on a roll of a 1 you fall over and can't move for the rest of the turn. Whatever you decide to do ...just have fun!

APPENDICES

Below is a list of abilities for the various dungeoneers and monsters and the spell list.

Monsters and Dungeoneer List

	Move	Fighting	Shooting	Defence	Armour	Health
Warrior	5	5D6	-	5+	4+	5
Dwarf	4	4D6	-	4+	4+	6
Elf	7	4D6	5D6	5+	5+	5
Wizard	5	2D6	-	3+	6+	4
Cleric	5	4D6	-	4+	4+	5
Thief	6	4D6	4D6	5+	5+	5
M. Level 1	5	1D6	-	2+	6+	1
M. Level 2	5	2D6	-	3+	6+	1
M. Level 3	5	3D6	-	4+	5+	2
M. Level 4	5	4D6	-	5+	4+	4
M. Level 5	5	5D6	-	5+	3+	8

WIZARDS SPELLS

Fireball (4+)
Select a square on same tile as the Wizard. This is where he sends a ball of fire that explodes, blasting the hapless creature in the square and everything adjacent to it for 1 wound that can be saved as normal. You cannot pick a square that has a dungeoneer adjacent to it or actually on the square.

Lightning Bolt (4+)
You fire a holt of lightning that passes through each square in a line either diagonally or straight head of the Wizard until it runs out of energy or hits a wall. The lightning bolt starts with 5D6 of energy, and loses 1D6 for every two squares it travels. When it hits a monster roll a number of D6 equal to its remaining energy, for each roll of 4+ the monster takes a wound (saved as normal). The bolt continues, but after passing through the monster loses another D6 of energy. The bolt cannot pass through a dungeoneer.

Teleport (5+)
Select any not occupied square on the board. The Wizard instantly is moved to the new square, regardless of whether he was next to a monaster. He can now continue his go.

Disintegrate (5+)
The most difficult and powerful spell in the Wizard's arsenal can destroy most creatures and leave them as ash. Pick a monster on the same tile to take 1D3 wounds with no saves.

CLERICS SPELLS

Smite (3+)
The Cleric sends a force of holy energy to smite a single foe. Choose a monster on the same tile. You can fight it as if you were adjacent to it.

Heal (3+)
Calling upon his goodly powers the cleric can heal a friend or himself. You can heal 1 wound to either yourself or a dungeoneer adjacent but the dungeoneer must pay you 1 gold each time you heal. If you heal yourself you must discard 1 gold.

Holy Shield (5+)
A magical field surrounds you, blocking enemy attacks. You receive an extra save against wounds that works on a 5+. Any wounds not saved by your armour can be saved by the Holy Shield, but once a wound has been caused the spell is dispelled.

Summoning (4+)
The Cleric calls upon his god to bring a helper to his side. The Cleric summons either 1 level 2 monster or 1D3 level 1 monsters. These are placed adjacent to the Cleric and he controls them on his go. The Cleric can never have more than 1 summoning spell in effect at the same time.

V SMALL ROOM V

V LONG CORRIDOR V

V SMALL ROOM V
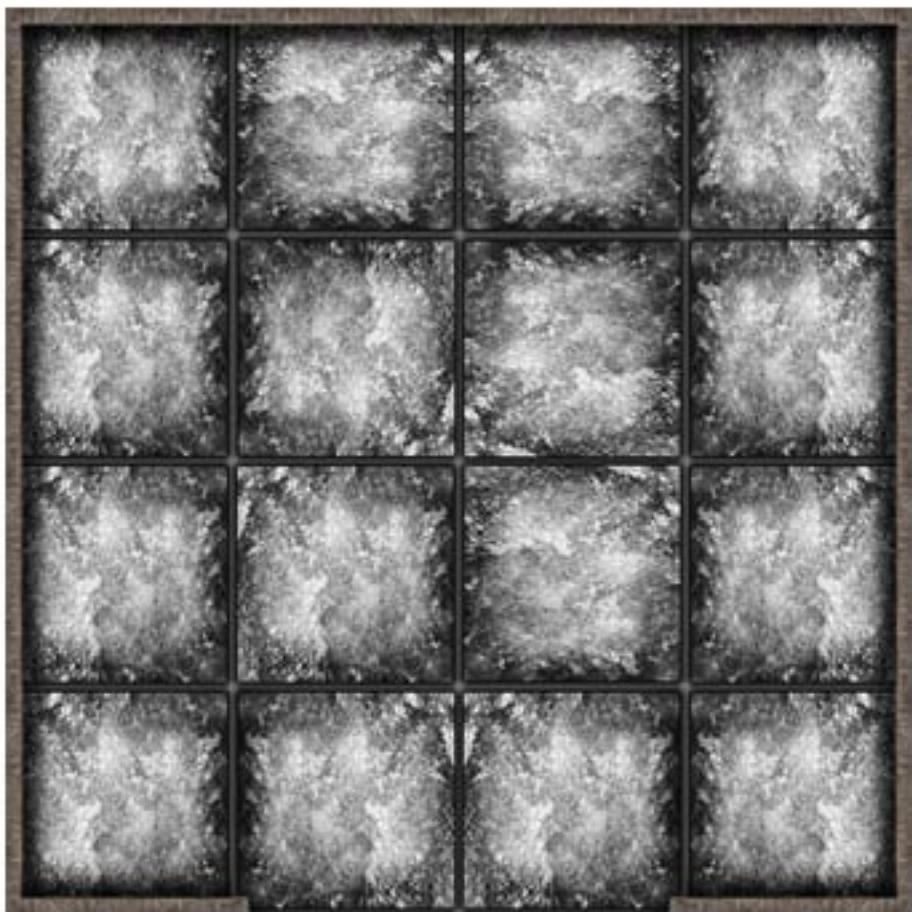
V LONG CORRIDOR V
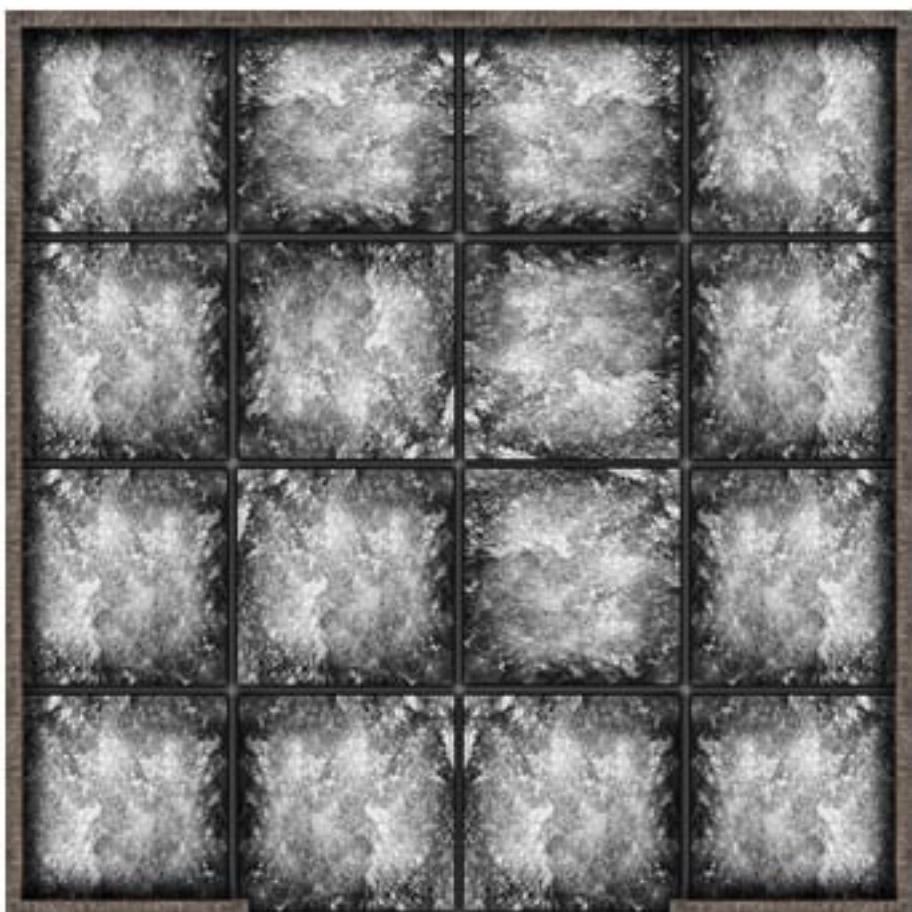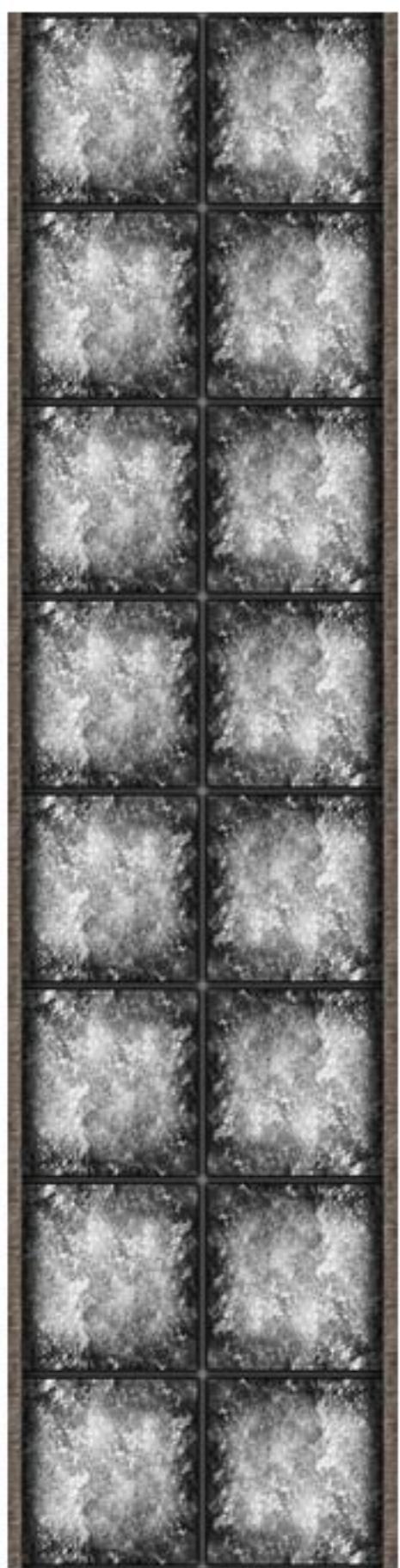
V SINGLE DOORS V


V SHORT CORRIDOR V

V NARROW CORRIDOR V

^ CORNER V

V T-JUNCTION V

40	40	20	20	20	20	10
10	10	10	10	10	10	10
5	5	5	5	5	5	5
5	5	5	5	5	5	5
5	5	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
CORNER	T-JUNCTION	NARROW CORRIDOR	SMALL ROOM	LARGE ROOM	SHORT CORRIDOR	LONG CORRIDOR

ELF

Move	=	=	=	=	7
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	5 D6
Defence	=	=	=	=	5+
Armour	=	=	=	=	5+
Health	=	=	=	=	5

DWARF

Move	=	=	=	=	4
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	–
Defence	=	=	=	=	4+
Armour	=	=	=	=	4+
Health	=	=	=	=	6

WARRIOR

Move	=	=	=	=	5
Fighting	=	=	=	=	5 D6
Shooting	=	=	=	=	–
Defence	=	=	=	=	5+
Armour	=	=	=	=	4+
Health	=	=	=	=	5

THIEF

Move	=	=	=	=	6
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	4 D6
Defence	=	=	=	=	5+
Armour	=	=	=	=	5+
Health	=	=	=	=	3

CLERIC

Move	=	=	=	=	5
Fighting	=	=	=	=	4 D6
Shooting	=	=	=	=	–
Defence	=	=	=	=	4+
Armour	=	=	=	=	4+
Health	=	=	=	=	5

WIZARD

Move	=	=	=	=	5
Fighting	=	=	=	=	2 D6
Shooting	=	=	=	=	–
Defence	=	=	=	=	3+
Armour	=	=	=	=	6+
Health	=	=	=	=	4

V LONG CORRIDOR V
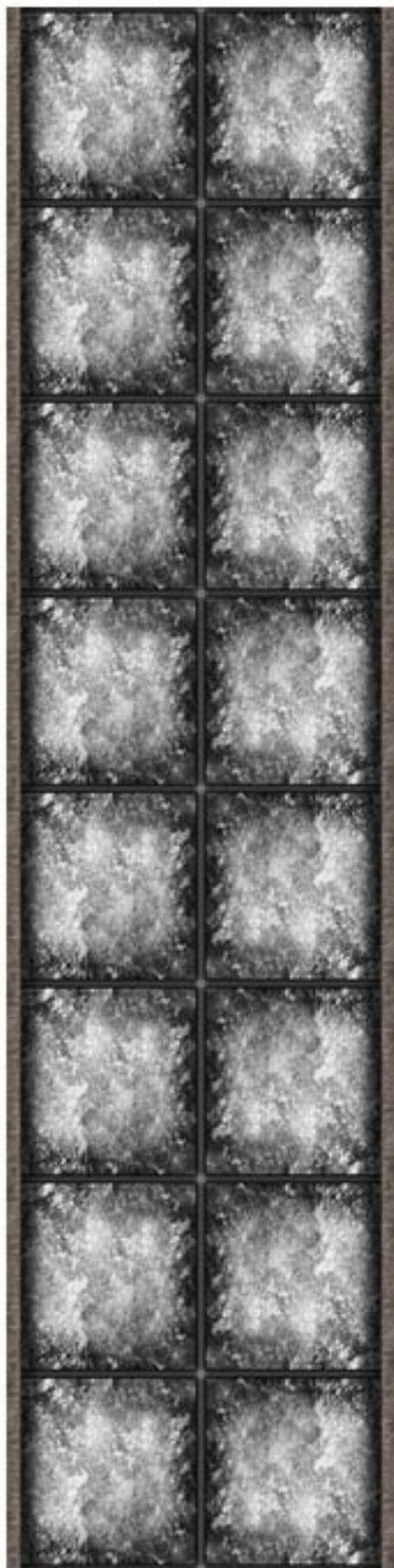
The Valiant

By Neil Fawcett

This scenario is designed for use with the Flintloque range of figures from Alternative Armies. It is based around the exploits of Major Sharke and pits his 'Rifleorcs' against the vile Elves of Armorica.

INTRODUCTION

I'm a big fan of Flintloque. I'm not sure why, many of the figures that I own I find I can never bring myself to field on a gaming table because they are ugly, but I love the idea of the game – Fantasy Napoelonic wargaming somehow appeals to me.

So a few weeks ago when I was looking for something different to 'roll dice over' I turned to a massive number of box files that sit on my shelves collecting dust.

The first box that I opened just happened to have my favourite set of

figures in it: Sharke, Harpy, Hagsmun, Tunge, Arris and Purkinz who are all Rifleorcs of the 105th Regiment of Foot. Now while this was going on others on WJ were prepping a 95th Rifles article after one of our readers sent in some text and a map for a scenario.

So I figured I would create a short scenario that fielded these chaps so that we could run an alternative article alongside the correct 95th article. I hope you enjoy it.

DARK TIMES IN NORTHERN CATALUCIA

Sergeant Harpy and his men (Orcs!) were resting in the small village of Costa del Ripoff when news arrived that Major Rekhardt Sharke was dead! Cut down after being betrayed by a French Spy (the foul Colonel Daniel La Roo).

Harpy was devastated that his best friend, his only true friend was dead and along with his men he vowed to rip the murdered limb from limb. And Harpy is a big Orc, and smelly as well, which means he could A) easily kill the spy and rip him limb from limb and B) can only ever attack downwind!

In the morning the Rifleorcs kitted up and set of for Sharke's last known location, Costa Lotta, an enemy held village some 7 days march.

The harsh march, forced on at incredible pace even for Orcs, seemed to impact the men little, driven by the common goal of revenge they ignored the lack of food and sleep, the dire weather that lashed their bodies was ignored and not one of them spoke a word as they marched to their objective.

COSTA LOTTA
It was late morning when the Rifleorcs arrived at their objective and now Harpy spoke, his broad Irish twang sending Tunge and Arris off to scout the area, work out where the French guards were located and to find La Roo. As both men were about to leave Harpy grabbed them and spoke slowly:

"No twitchy fingers on those Bakur rifles ladz. La Roo is mine and don't you forget it."

Tunge and Arris knew not to cross their Sergeant and headed off to scout the area. Two hours later they returned and drew Harpy a map of the area.

105TH RIFLES DEPLOYMENT AND ORDERS OF BATTLE
It is a cautious deployment for the Orcs as Harpy heads off to get as close as he can

without being seen and the others split into two groups of two. Harpy ends up moving around the board a fair bit and then ends up in D6 near to the ruined church. This gives him great cover and he can easily see the coming and goings of the dastardly Elves.

The rest of the rifles split into A4 and A6 in two groups. Group A has Hagsmun and Tunge in it along with 4 other Rifles. Group B has Arris, Purkinz and 4 other Rifles. All of the names characters are classed as Elite/Veteran with the rest of the Rifles classed as Elite/Average.

So as forces go this isn't exactly a crowd, more of a bunch! 11 Orcs against whatever the Elves can throw at them.

ELVEN ARMY OF ARMORICA DEPLOYMENT

The Elves are in three groups: the first bunch are in the farm complex and comprises a Corporal (Elite/Experienced) and 4 Privates (2 x Elite/Experienced and 2 x Elite/Average). The second bunch of 6 Elves on Foot (all Elite/Raw) will arrive at B1/C1 on Turn 3 and the third bunch, also Elite/Raw and numbering 6 figures will arrive at D4/5 on Turn 5.

One of these groups will have the Spy Daniel La Roo in it – the Elven player gets to choose which. But this needs to be done before the game starts. So make a choice and write it down, we know how slippery these Elves can be.

THE TERRAIN

This is a 6' x 4' gaming area, although you can easily scale it down by treating each square as 8" x 8" instead of 12". The trees are tightly packed and offer excellent cover for the Rifles. So use the Dense Forest movement modifiers found in the Flintloque rule book.

The ruined church is a mass of broken down stone and is Harpy's deployment location. If you don't have a model that works well for it just forget it, although I find that when it all kicks off Harpy needs as much cover as he can find.

The farmhouse is of a solid stone construction and very well kept. The family that owned it before the Elven soldiers came were particular in their upkeep of the property. The walls that run around it are of a sturdy construction and offer good cover.

The Elves are in the building in C3 and eating a meal. All buildings in C3 are single storey and each has 1 sturdy door providing access. The main farm building is in D3 and this is locked – La Roo hates the men using it and has so far shot two Corporals for disobeying his order about the farmhouse. This building has an upstairs to it (1 sturdy door) which La Roo uses for entertaining. A small stable is attached and that's about it for terrain features.

Mission Objectives:

Elves – enter the table and get to the farmhouse where La Roo will interrogate the prisoner he has locked in the top of the building.

Orcs – Kill 'em all ladz! It's payback time and basically the Elves need to lose a few men.

SPECIAL RULES

Harpy is somewhat aggrieved at the death of Sharke and wants La Roo dead. So whenever he sees the Spy he will had straight towards him and engage him. He will ignore all other models and attempt to dismember the Spy.

La Roo will try to get to the farm building. He will first enter the farmhouse, collect a key (1 full turn to do this) and he will then move to the top of the house. He wants to kill his prisoner if he feels that the Rifles may find him.

ENDING THE GAME

It all ends with the demise of either side. If La Roo is killed any Elven soldier that witnesses it must roll a D6 and on a 5/6 will flee the battlefield. The same goes for the death of Harpy – roll a D6 and on a 6 the Rifeorc will flee.

A
B
C
D

1

ELVEN DEPLOYMENT

2

3

4
RIFLES A
ROAD

5

6
RIFLES B
RUINED CHURCH
HARPY

Serenity Roleplaying Game

RPG based on the new movie by Joss Whedon

Produced by Margaret Weis Productions and Written by
Jamie Chambers

This is going to sound like a rather glib comment and I'm sure that I will offend some people by making it: but creating fantastic looking role-playing books seems so easy these days that anyone seems to be able to do it!

Sadly what this often leads to is plenty of stunning visuals that are **NOT** backed up by a good gaming system. So where does Serenity sit?

Well the book looks sumptuous. Not only does it look good (pictures, layout and binding quality) but it reads well and has plenty of depth to it. But let's face it; Serenity/Firefly has plenty to write about. You would have to go some to make this one dull.

If you are not that familiar with the TV series and subsequent movie let me fill you in: this is Wild West in space, or rather Wild West and American Civil War in space mixed in with the nasty government storyline covering up some bad stuff they did.
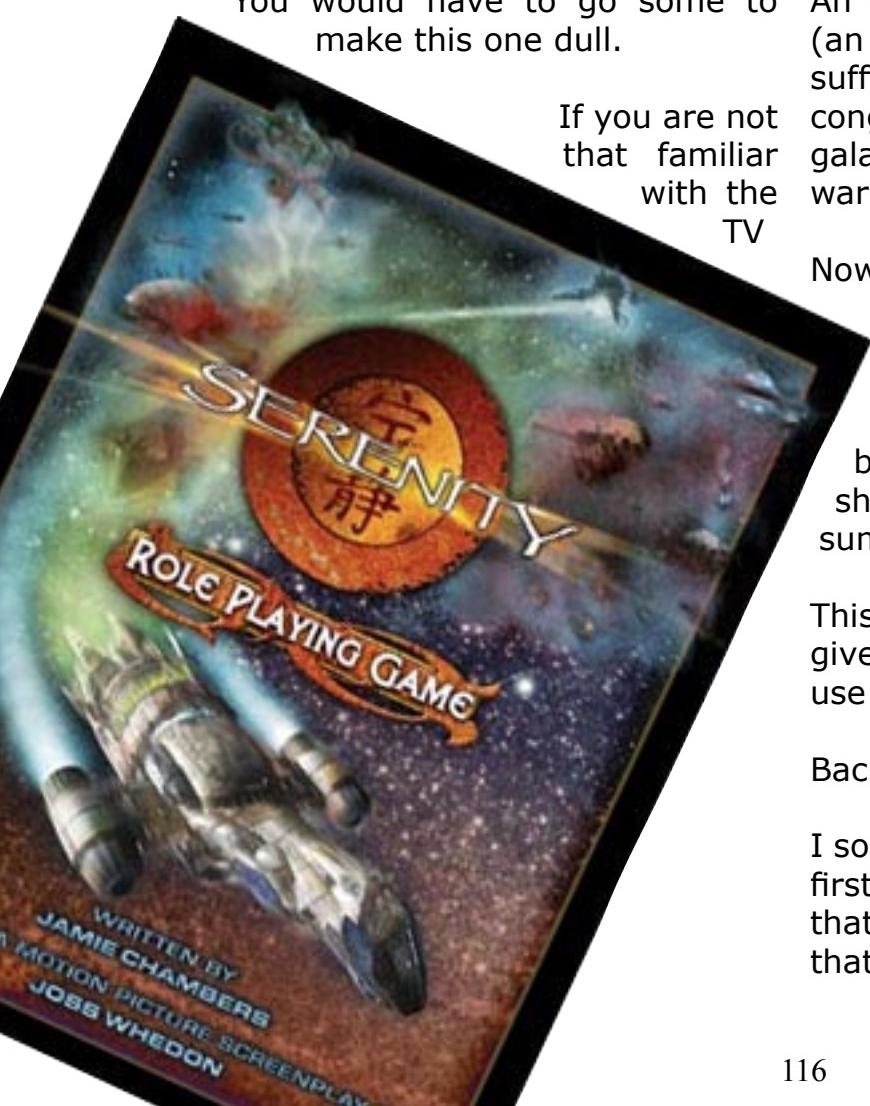
The crew of the space ship Serenity will take any job to make money, even if that job isn't exactly legal. There is a long running sub-plot revolving around the whole smuggling gig. In control of the ship is Captain Malcolm Reynolds (played by Nathan Fillion) who takes his unusual crew on a variety of smuggling and robbery jobs to keep them afloat.

An added complication are the bad guys (an oversimplified description, but it will suffice) called the Alliance, the galactic conglomerate that not only rules the galaxy, but was on the opposite side of the war Mal lost years ago.

Now it gets tres funky as we introduce Simon (Sean Maher) and his rather unstable (and telepathic) sister, River (Summer Glau) and these guys join the crew. The Alliance is after River because she "stumbled onto something she shouldn't have" and that just about sums it up.

This is an unfairly short description but gives you enough information that you can use to go on with the rest of this article.

Back to the role-playing book.

I sort of look at this kind of RPG two ways: firstly, as a guide to a movie/TV universe that has gained enough momentum that someone thinks a RPG will sell well

(Serenity definitely fulfils this role) and then as a quality RPG with mechanics that work well as you try to weave your way through a universe created by a GM as he/she references a glossy book!

I'm not sure about the Serenity mechanics yet. On the surface they look fine, they have the ability to be time consuming and overly complex, but a lot of RPGs can do that, and of course we have the non-D20 nature of the game.

D20 did a lot to rationalise the RPG arena, some would say it generalised too much, but Serenity uses just about every dice out there: D2, D4, D6, D8, D10 and D12. Oh, except for a D20 it seems ...

The main section of the game that I'm not too sure about (as in whether I like it or not) is the way that abilities are determined. Most RPGs use a fixed number for a character's ability and conversely a standard die roll each time to figure out success or failure.

Serenity uses a different model. Basically you get a bigger die as you get better/more experienced. So you may start with a D6 for doing things and then move to a D8 and so on.

When you get to D12 it gets interesting as you move past this experience level and you start to add other dice, keeping the D12 die as a starting point (D12+D2, D12+D4 and so on). I need to spend more time playing this mechanic alongside the game rules to comment fully, but on the surface I'm willing to give it a go.

So what don't I like? Well no Index – what is going on here!! Silly thing to miss out and it means you spend ages flipping around trying to get to where you want to go. The lack of a character sheet is also a terrible omission.

Now we're not perfect but there are a

number of silly typos in the book. So here's hoping I've not made any corkers in this short article.

Like a lot of RPGs the book sometimes starts and never quite finishes descriptions and this can become a bit annoying. My view of this is that it's disappointing but not a show stopper. The GM jus has to work a little harder at times to make it hang together.

My summary would be: if you love Joss Whedon's work and his view for a universe to come then buy the book. If you are a massive fan of RPGs and buy anything that looks good then spend some money, this is an attractive book.

I don't find myself ranting with excitement over this game. I'd like to, because I love Serenity, but as a roleplaying game its not quite there. That said, many RPGs aren't quite there in my experience so don't take this is a criticism, more a statement that this book didn't rock my world.

What I will say as a parting shot is that the book **DOES** capture the nuances of the Serenity/Firefly storyline.

Serenity Role Playing Game
From: Margaret Weis Productions, Ltd.
Written by: Jamie Chambers
Based on Movie Screenplay by: Joss Whedon
Number of Pages: 224
Game Components Included: Hard Cover Book
Retail Price: $39.99 (US)
ISBN: 1931567506

Website: www.margaretweis.com

Ian Jenkins

Babylon 5: A Call to Arms
Miniature game based on the cult TV series
Produced by Mongoose Publishing

I always find that no sci-fi show has ever divided an audience like Babylon 5. You either love it or hate it. Here at Overwatch I have to admit we are as equally divided over the TV show, but we still enjoy a great game which is why most of us love "A Call to Arms". The miniature game for space combat set in the universe of Babylon 5. In this article Roger Winter explains the basics of A Call to Arms.

WHAT DO YOU GET IN THE BOX?
First things first I will answer that all important question(s): what do I get and how much? Well it is good news for gamers everywhere because Mongoose have crammed everything you need to start playing into one £30 box.

You get the Rules (doh!) and you also get basic fleet and campaign rules. Dice are included as you might have expected, but the one thing which marks this space combat game from others is the counters. You get tons of counters from all the fleets, so you can start playing straight out of the box, and you get enough for very big games.

But like Babylon 5 the idea of counters divides many opinions but I loved the fact you could play the game without waiting for the models to be released. There is no measuring device in the box but if you don't have a tape measure, dare you call yourself a gamer?

When it comes to playing space there is no restricting hex map or huge table needed here. Measured in inches, A Call to Arms (ACTA) runs on any decent sized tabletop. A moderate size game can be handled on a three-foot board, although like any miniature game, the bigger the better.

PLAYING THE GAME...
So another important question is how does the game play? Well many of us have played Battlefleet Gothic and ACTA feels quite similar, even though it uses simpler mechanics and is easy stuff all the way through with clear concise rules.

MOVEMENT PHASE
Movement is handled with an igo-ugo system within ach turn. I move a ship and then you move a ship. This is repeated until we run out of ships.

ATTACK PHASE
Like the movement phase, I shoot with one of my ships and then you do. A very groovy idea is the lack of To-hit rolls. Rolling to-hit has no place when the advanced targeting systems of the future guarantee a hit (unless you're facing the Minbari – damnable stealth technology). Your Attack Dice are rolled against the Hull rating of your opponent. Roll more dice to see greater effects, which can range form a bulkhead hit doing no damage, to a catastrophic explosion which can take out a ship in one hit.

END PHASE
Like any space combat game there has to be an element of damage control and in ACTA it is right here in the end phase...

WHAT CAN I GET FOR THIS GAME?
If you do not want to pay £30 for the main boxed game you don't have to. To start you off playing the game Mongoose has released a £5 starter set, featuring the Narn/Centauri War of Retribution, with stats and counters for that epic conflict. I cannot stress how great that is… £5!

Babylon 5 features lots of spaceships and ACTA is no different at all. You can buy

fleet boxes for £55 and all the ships are available individually. Currently models are available for the following races:

• Centauri Republic
• Dilgar Imperium
• Drakh (coming in April)
• Earth Alliance
• Interstellar Alliance
• League of Non-Aligned Worlds (*Abbai, Brakiri, Drazi, Vree*)
• Minbari Federation
• Narn Regime
• The Raiders
• The Shadows
• The Vorlons

At £55 each, the fleet boxes are a great deal. For example, the Minbari fleet would cost £72 if bought as separate ships. They don't always include enough fighters to fill the launch bays on the larger ships though which can cause some very slight issues when your ships need protecting and your fighter squadrons are already on the table…Some fleet boxes are better value than others, but I did not choose my fleet by its value for money, but for the shininess of its toys. And they are shiny!

The models used in ACTA are the Agents of Gaming B5 Wars sculpts, with the Fleet Action fighters, but as Mongoose have devised a much simpler system, I'm playing this game over B5 Wars. ACTA doesn't need a physics degree like the older rule sets.

Currently there are supplements on the Dilgar War and the Earth/Minbari War and A

Sky Full of Stars which is a set of advanced rules, including expanded fleet lists and more detailed campaign rules. There are also reinforcement box sets for the most popular fleets (Centauri, Earth Alliance, Minbari and Narn) and civilian vessels for convoy games are also available.

But there is more… more ships and more books. July sees the arrival of Armageddon we have no details yet, but rumours abound about awesomely powerful ships. Personally, I'm hoping for rules for the Ancients and equivalent ships for the younger races.

HOT NEWS!
I will finish of the round up of ACTA with mention of a new game called 'War Without End'. Mongoose is adding ground combat to the B5 universe. It looks very much like Mongoose has bought up the Agents of Gaming GROPOS 10mm moulds when they bought the B5 Wars moulds. Check out Signs & Portents on the Mongoose website for the latest news and sneak peeks of Earth Alliance, Minbari and Narn forces.

So if you love Babylon 5 or even if you just enjoy space combat games I **strongly** suggest you give ACTA a try, right now. I cannot get enough of it, in fact I am going to leave you to the rest of the magazine whilst I start painting my newly acquired Dilgar fleet…

Roger Winter

INTRO

Whilst I was working on the rules for the Strategy Cards we played loads of games of Warhammer 40,000 of various different sizes. We found that in the smaller games when you used the cards they were very powerful but also helped create a huge sense of narrative to the game.

Suddenly we were not just fighting over some ruined building but our small forces were part of something far bigger and infinitely more terrifying. And now you get to read about one of these games illustrated by the takents if Stephen Rhodes, our Art Editor.

THE SCENARIO

We played a simplified combat patrol:

- Standard **Combat Patrol** army-lists
- Use the Night Fighting rules on turn 1
- Use Strategy Cards
- Armies may deploy up to 12" onto the table
- Each player rolls a D6 with the player scoring lowest deploying their whole army first followed by the other player
- Each player rolls a D6 and the highest scoring player may chose to go first or second
- The game lasts 6 turns and the winner is the player with the most victory points

THE ARMY LISTS
Necrons

Necron Warrior Squad - 198 points
11 Necron Warriors

Necron Destroyer Squad - 200 points
4 Necron Destroyers

Space Marines
Tactical Squad I - 100 points
5 Marines, 1 Plasmagun & 1 Lascannon

Devastator Squad II - 155 points
5 Marines, 4 Missile Launchers

Devestator Squad X - 135 points
5 Marines, 4 Heavy Bolters

Legend

- ▲ Devastator squad II
- ▲ Devastator squad X
- ↑ Tactical squad I
- ⬤ Necron Destroyer
- ⬤ Necron Warrior
- 💥 Unit was shot at
- 💀 Model died that turn
- → Unit moved this turn

DEPLOYMENT MAP

SETTING THE SCENE...

The order had been given, it was time to withdraw as the orbital bombardment was due to commence within the hour and it would leave this sector a ruined landscape swathed in firestorms.

Sergeant Parmenion was tasked with ensuring all forces had withdrawn before ordering the bombardment to start. His small force would hold out as long as possible against the onslaught of the Necrontyr and then withdraw and regroup with the rest of the Imperial forces in sector 14M82.

STRATEGY CARDS

Paul had rolled two 5s when determining strategy cards and so had access to three. From the deck he drew **Scorched Earth**,

TURN 1 MAP

Ambushers and **Supply Shortages**. Dave only managed one 6 so drew two cards and got **Broken Arrow** and **Follow Me!** (It was as we played these cards that we managed to devise our narrative.)

DEPLOYMENT
After the scenery had been set up Paul played his first strategy card, Ambushers and so it was that the Necron Destroyers were "somewhere" on the table waiting for the perfect moment to strike.

However Paul did manage to lose the die roll for deployment, so he placed the Necron Warriors centrally in the ruins running along his deployment zone.

Dave deployed his forces with the Devastator Squads amongst the buildings, covering the Tactical Squad who were ready to advance down the road.

TURN 1
Necrons
The hunched and skeletal Necron Warriors advanced through the ruins; the Sun began to rise on the horizon, gleaming off their metallic armour plating. The Destroyers waited, hidden ready to ambush the Space Marines when the time was right.

Paul advanced the Necron Warriors towards the crossroads, the difficult terrain of the ruins not hindering them at all.

Space Marines
As the Sun began to rise Sergeant Tolomis of the 1st Tactical Squad ordered his men forwards to meet and deal with the Necron threat.

The Marines of the 10th Devastator Squad moved through the ruins parallel to Tactical Squad I. The ruined shelled out buildings provided a good vantage point to cover the crossroads. Sergeant Parmenion of the 2nd Devastator Squad saw a glint of sunlight in the distance and with it the shifting shadows of the Necrons advanced. Within seconds of his order to fire, missiles screamed off into the distance but at this range in the dawn light he could not make out what effect the salvo had made.

Dave started his own advance towards the crossroads with two squads and covered them with the devastator squad armed with missile launchers. However due to the night fighting rules he was unable to range in on the Necrons.

TURN 2
Necrons

With a metallic scream the Destroyers emerged from their ambush positions and bore down on the Marines running for the crossroads, their Heavy Gauss Cannons impacting on and tearing through the power armour of the Space Marines. Two of the warriors were torn to pieces by the heavy firepower. Meanwhile the Necron Warriors crossed the street in eerie silence, their robotic faces showing no emotion.

Paul managed his reserve roll first time and revealed the destroyers just outside of the ruins on the far side of the board; they were able to catch the Tactical Squad in a withering crossfire. The Necron Warriors continued their advance but were unable to draw at good lines of sight against the Devastators in the ruins. Paul also decided not to use Scorched Earth just yet... even though there was a very good target...

Space Marines

Sergeant Tolomis was able to keep his squad's moral together and as one they turned on the new threat and unleashed a torrent of laser and plasma fire. Two of the Destroyers were smashed to the ground but Tolomis knew the Necrons had a nasty habit of coming back from the dead...

Devastator Squad X continued to advance

through the shattered buildings and made ready to fire, checking their weapons and picking targets.

Missiles tore through the air as Devastator Squad II continued to unload ammunition into the advancing Necrons. An unwise move it turned out as they soon found they were short of ammo. Parmenion cursed the poor supply lines the planetary defence force had out here in the wasteland…

The remaining Tactical Squad members had turned their Plasma Gun, Lascannon and one Bolter onto the advancing Destroyers in an attempt to do some damage. However the "we'll be back" rule soon came into play… The first real nasty surprise for Dave happened as well, Paul played Supply Shortages on the Devastators meaning the fire from their Missile Launchers would be greatly reduced…

TURN 2 MAP

TURN 3
Necrons

One of the Destroyers pulled itself back together, the living metal bonding and meshing, the second simply faded from sight. The Destroyers stayed behind the ruined building to keep out of sight of Devastators Squad X

The Necron Warriors advanced around the corner of the ruins and brought their weapons to bear on Tactical Squad 1. Gauss fire filled the air, Necron Warriors and Destroyers targeted and fired a constant barrage of destructive green energy. The Tactical Squad was wiped out.

Paul combined the firepower of the Warriors with the remaining Destroyers to finish of the Tactical squad. He was content to ignore the Devastators for now as he knew what was waiting for them…

TURN 3 MAP

Space Marines

With a mighty crack the building gave way beneath Sergeant Parmenion's feet. A fireball engulfed his squad and the ruins they had been using as a firebase.

After the roar of the explosion died down Parmenion looked around to discover two members of his squad had been killed in the Necron's demolition of his position.

Parmenion ordered his remaining marines to open fire on the warriors in the distance but they were unable to get correct targeting vectors and any shots they fired went wide.

Devastator Squad II opened fire with their Heavy Bolters; explosive bolts tore through the Necron Warriors sending four of them to the ground twisted and burnt..

It was getting Desperate for the Marines. With one squad wiped out and another having just been blown up as the Necrons started demolishing the city something had to be done to regain the initiative. Quite what that involved Dave was not sure…

TURN 4
Necrons

It was time to move in for the kill, the Destroyers slid through the air towards the demolished building their sensors on alert trying to spot any movement. Amongst the ruins and debris they spotted the remains of Devastator Squad II. As of one mind the Necron Destroyers opened fire killing two of the Space Marines leaving only Sergeant Parmenion.

Then the Destroyers charged the lone survivor intent to finish him off. Enraged Parmenion threw himself onto the lead Destroyer whilst firing his bolt pistol; together they crashed into the ground. The remaining Destroyers closed in.

Over by the crossroads three twisted Necron bodies disappeared, the last one clambered to its feet to carry on the fight.

TURN 4 MAP

Without warning the Necron Warriors changed objectives and stalked towards the Devastators that had just opened fire on them from the ruins. They unleashed sporadic Gauss fire with little effect.

Paul was getting ready to finish the game. His move with the Destroyers was bold but paid off as there was now only one marine left in the rubble and he was engaged in combat with the two remaining Destroyers. The Necron Warriors were facing tougher opposition against Devastator Squad X but Paul felt confident the Destroyers would be able to support the Warriors when they made the final attack against the Devastators.

Space Marines
Sergeant Parmenion, facing off against the Destroyers, glanced madly about as the they closed in. He was dead, but at least he would take these machines with him. He charged the Destroyers…

Over in the ruined buildings the Devastators changed facing to meet the Necron threat head on and they opened fire. Shells exploded everywhere as the Heavy Bolters spat death. Masonry and concrete filled the air as the already ruined buildings were torn apart by the heavy weapons fire.

The Necron Warriors continued their advance through the storm of shrapnel. Only one of them fell. Sergeant Leonodas heard strangled cries over the comms as the last Marine from Devastator Squad X was ripped apart by the destroyers… He knew they had no chance of reaching the new Imperial battle lines. He made the decision and with clear instruction gave

the order for the bombardment of sector 13M82.

The dark clouds in the sky began to boil and then disappeared completely as the blue arcs of plasma rained down on the ruined cityscape…

Dave saw the end coming so he decided it was now the time to play his first strategy card, **Broken Arrow**. It turned out to have no effect this turn but Dave was sure it may yet save the day… Apart from that there was little left for him to do except decide to fire or charge with the Devastator Squad, so they opened fire managing to take down one Necron who failed his "We'll be Back" roll.

TURN 5
Necrons
The Necron Destroyers turned scanning

TURN 5 MAP

the battlefield for more targets. Before they could move away they were engulfed by static energy. Rocks and ruined building rubble lifted off the ground and as the bombardment reached full power a wave of white hot plasma energy descended to earth destroying everything in its path.

The Necron Warriors advanced towards the Devastators and brought the full weight of their firepower down upon the Emperor's finest. Two Marines fell to the firepower but the rest stood firm not giving an inch of ground.

The Destroyers were the first unit in the game to be hit by the "Broken Arrow" and it certainly ruined their day. The Warriors in the ruins suddenly looked rather weak against the heavy bolters but Paul had supreme confidence in the power of RAPID FIRE!

Space Marines
Sergeant Leonodas of Squad X emptied the magazine in his bolter and glanced around at his remaining battle brothers who were also running low on ammo. With a cry of anger he charged towards the nearest metallic warrior and drove it into the ground with his power armoured boot. Inspired by this his fellow marines charged into the fight and joined him…

The deafening roar of the Imperil Navy's

bombardment was growing nearer by the second…

On this penultimate turn Dave had one more strategy card left to play (**Follow Me!**) and he decided he wanted to play it, so instead of shooting the Necrons with his big heavy weapons he charged into close combat. Not the wisest of moves but it got points for style. It was then both Paul and Dave realised that next turn only one Necron needed to be killed to force them to phase out. Both players had completely forgotten about it…

TURN 6
Necrons
The Necron Warriors fought with the Marines with fists and metallic claws whilst all around them the buildings and ruins were obliterated by the orbital fire from a dozen Imperial Cruisers.

A blinding explosion or plasma slammed down through the building throwing the Necrons and Marines aside along with the debris of the ruined building.

Only one Space Marine pulled himself up out of the wreckage but the living metal of the Necron Warriors had saved all of them from serious harm…

In the lull of the fighting the Necron Warriors silently circled this lone soldier, almost as

if they were afraid to get any closer. The lone Space Marine defiantly charged again this time without rage or anger only the cold resolution of a man condemned to death.

He sidestepped a clumsy swing from one of the Necrons. At the same time he moved in and grasped the Warrior's metallic skull with both power armoured gauntlets. With a whine of servo-motors from within his power armour he ripped the skull clean

form the Warriors shoulders. As the body collapsed to the floor he turned and flung the skull at another Warrior. Still the Necrons refused to advance closer. They knew he would not last much longer.

Something changed, something you could not not see or touch, but something changed.

The remaining Necrons rushed forwards ready to tear the space Marine limb from

TURN 6 MAP

limbs but as they moved forwards they slipped out of existence, their metallic featureless faces silently screaming with rage…

Sergeant Leonodas dropped to his knees bleeding from multiple wounds. He looked out over the wasteland cityscape. The fire from the Imperial Navy had ceased but the ruins burned and would burn for days to come…

Even though that was a long piece of flavour text all that really happened during Paul's final turn was that the Devastators were hit by their own bombardment (the bad side of a **Broken Arrow**) and the last Marine standing managed to take the

Necrons below their phase out number so… they phased out.

END RESULT: Pyrrhic victory to the Space Marines…

It is amazing how even though this game of 40K was so small it still contained fantastic elements of heroics and suspense. If you have never played a combat patrol game before I suggest you give it a try. The brilliant thing is you can play loads of games in an evening as they only take 20-30 minutes to play.

Anyway I hope we have inspired you to at least go out and play some games have some fun and maybe tell a cool story.