

WARMASTER

& 10mm FIGURES DIGEST

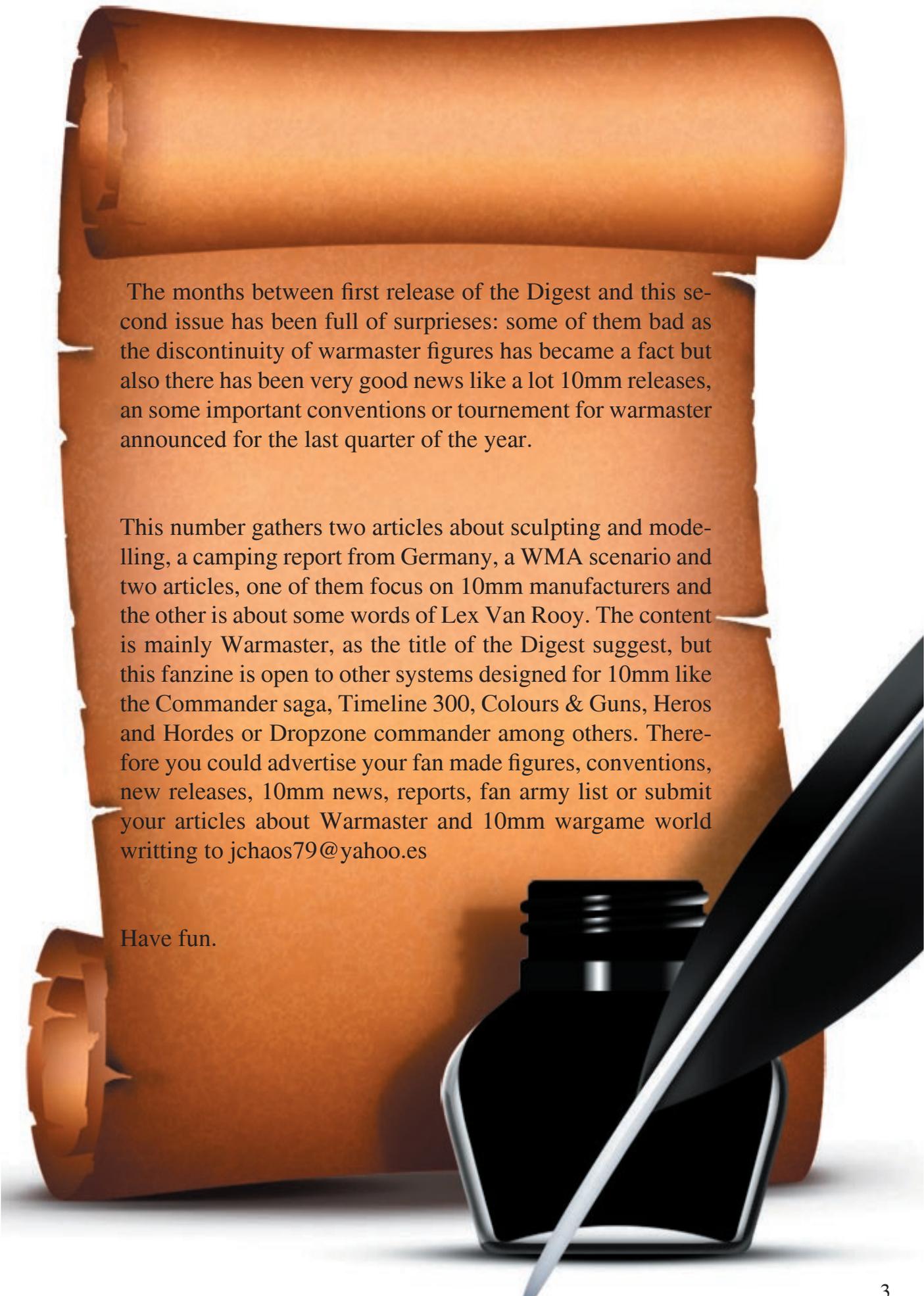


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Have fun!



The months between first release of the Digest and this second issue has been full of surprises: some of them bad as the discontinuity of warmaster figures has become a fact but also there has been very good news like a lot 10mm releases, an some important conventions or tournament for warmaster announced for the last quarter of the year.

This number gathers two articles about sculpting and modelling, a camping report from Germany, a WMA scenario and two articles, one of them focus on 10mm manufacturers and the other is about some words of Lex Van Rooy. The content is mainly Warmaster, as the title of the Digest suggest, but this fanzine is open to other systems designed for 10mm like the Commander saga, Timeline 300, Colours & Guns, Heros and Hordes or Dropzone commander among others. Therefore you could advertise your fan made figures, conventions, new releases, 10mm news, reports, fan army list or submit your articles about Warmaster and 10mm wargame world writting to jchaos79@yahoo.es

Have fun.



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- RELEASE: **Pendracken** had release a full range of plain indians (PLW), some odds from Republican Rome (scipio ARR11) and Carthage (Hannibal ACR14) as well as some references of ECW, SYW, Napoleonic, ACW and WWII figures. Also has made a full revamp of his sci fi range, adding zombie menace and preserving the old range of sci fi figures. <http://www.pendraken.co.uk/>

- RELEASE: **Irregular Miniatures** expand his Samurai/Asian figures adding a complete Burmese and Khmer range. Tibetans figures are announced. <http://www.irregularminiatures.co.uk/>

- RELEASE: **Troublemaker Games** expand his range of Timeline 300 adding the following references:

- British Field guns.
- Martian flying machine.
- German Armoured Infantry.

Also had release a 10mm science fiction range with this two references:

- Human infantry platoon.
- Gene: Mutant gremlins.

<http://www.troublemakergames.co.uk/webstore.htm>

- RELEASE: **Kallistra** has added some modulars 10-15mm trenches. <http://www.kallistra.co.uk/>

- RELEASE: **Tajima** a new manufacturer release its first reference Evil men of the east. <http://www.tajima1.co.uk/index.asp?pageid=362663>

- EVENT: **Icemaster**. Organized by Bel, October 12-13 in Novosibirsk, Siberia. It is the fifth edition of the gathering. More information here <http://www.forum.specialist-arms.com/index.php?topic=5214.0>

- EVENT: **Kallistra Games Day**. Organized by Kallistra, October 12 in Mansfield. The event involves, a warmaster tournament organised by Dane Stephens, a tournament of Hordes & Heros and a massive Hasting battle featured in Wargames Illustrated n° 305. More information here <http://www.kallistra.co.uk/?page=114>

- EVENT: **Warmaster playest weekend**. Organized by Lex, November 2-3 in the center of historical Bergen op Zoom. More information here: <http://www.forum.specialist-arms.com/index.php?topic=5635.0>

- EVENT: **Triwizard**. Organized by Neil, November 9 in Elles Hall, off Meudon Avenue, Farnborough. 2000 points of legal armies. <http://www.forum.specialist-arms.com/index.php?topic=5829.0>

- CONVENTION: **Smoggycon**. Organize by Pendracken Miniatures and Middlesbrough Gamers Club, November 23 at the Southland's Center in Middlesbrough. More information here <http://www.smoggycon.co.uk/index.html>

- RULES: **Magister Militum** release Colours & Guns a ruleset design for 10mm Napoleonic Battles. <http://www.magistermilitum.com/news.asp>

- COMMISSIONS: **Techno**, a sculptor from Pendracken, accept commissions from you. Relevant information here <http://www.pendrakenforum.co.uk/index.php/topic,4908.0.html>



WARMASTER, SHAPE OF THE THINGS (TO BE?)

By Lex Van Rooy

Most of the readers will know Lex in some capacity or another, as he has been associated with Warmaster since it came to be. For those new to the hobby; as a regular graybeard, he has been around as moderator and Admin on the current and previous incarnations of the Specialist Games forum. From early on he committed to Warmaster and the other specialist games over 40K and WHFB. Working with Rick P and the playtest team he has been involved in all things Warmaster related after the original game's release (army development after the base six, BoFA etc.) and after GW withdrew support he hung on and tries to coordinate the further development of the game and to organize the occasional event or tournament.

With the final drop of the curtain on the Specialist Games by GW, I took stock on where I think we stand, and what I foresaw could/would happen with our beloved Warmaster. Was this going to be a “bad” thing?

Initially there were a lot of people spelling doom & gloom, and a considerable number of people wringing a nice profit from the rumours and conformation of GW cutting off Specialist Games. But in my honest opinion that dark cloud has broken and we see a new morning glory on the horizon. Why?

Well, for one, we have seen a considerable increase of new members and traffic on the Specialist Games forum (<http://www.forum.specialist-arms.com>), and not just for Warmaster, but for BFG too and I think the same goes for our Epic related sister. And the new influx of people also brought people with the drive to pick up things and carry the flame for the game. With Karl and Simon added to the moderator pool for the Warmaster forums and bringing ideas for stuff like global competitions etc.

And it is not just there that we see more activity. Recently I joined both a generic Warmaster group on Facebook and, in my opinion even more important, someone started a Dutch one! The later incident is more significant in my mind (being Dutch) because although I know (most of the) Dutch Warmaster players, there was never much contact and now I see the potential for a blooming community with semi-regular gaming-opportunities.

Of course we know that there is a solid community in France and to some extent groups in Denmark and Sweden, but consider the potential. Like-minded people talking the same language (all pun intended) will give both the local community and global Warmaster community a boost. Of course it also opens up the possibility of differentiation of the game on meta-levels, e.g. we know that the French community shifted away from “proper” WM(f) and plays a hybrid format with which they are very happy. There are also a lot of smaller meta-environments with house rules covering real or perceived issues with the “basic” rules. But there is a lesson of us all, and one that I, at least, will try to wrap my head around and figure a solution. To safeguard the survival of the “species” we should try and keep a baseline set of Warmaster rules, so that whenever we do get the opportunity to play outside our usual “gaming digs” there will be a mutual understanding of “what Warmaster is”. Will this be easy? Nope, it wont be, and it will require people to keep an open mind when playing outside the comfort of their normal group. But it is needed to (r)evolve. And we will need to change to survive.

But enough of meta-gaming and communities for now, lets focus on another development which I wholeheartedly embrace. With the gradual fading availability of the original GW models we see other regular and irregular sources appearing. In addition to existing manufacturers¹ there are several re-casters that provide quality versions (if only they would all acknowledge they are recasting and price accordingly), and there are some fan-based sources with great minis already available or in the works! With the Miniature Bids website (<http://miniaturebids.com/>) active I foresee most activity moving there as the cost factor will benefit both buyers

¹ Manufacturers with fantasy range of figures as Pendraken, Irregular, Kallistra, Eureka or Warrior.



and sellers.

Then there is Jorge and Edmund created this fanzine in the void. They managed to escape the pull of that massive black hole and aim to bring you content on a (semi-)regular base. When Jorge asked me to write a short piece (and de facto this will become a regular column I guess 8-)) I found it no more then logical to do that. We also discussed the state of things around Warmuster, and came to the understanding that you will regularly find Warmuster related things in this Zine, and actual Warmuster publications will focus on the development/ playtesting of army selectors and rules(changes).

This place will primarily be YOUR place to publish stuff as fans. As such Jorge and Eduardo are dependant on people like me and you lot! to come up with pictures and other art, articles, batreps etc. If, as a community, we want to keep the game alive and make it thrive then help them by putting stuff up for the Zine! I promise I will!





MANUFACTURERS

By Jchaos

There are a plenty world of 10mm manufacturers in the market those days. Almost every army could be build selecting and mixing the proper figures. This article has the goal of gathering the manufacturers and provide a list of links to its webpages. There are also some personal opinions about them, but have in mind that are subjective opinions, so what I like does not mean you like. Having a period covered by one manufactuer is great but having two or more manufacturers covering the same perid give you the choice of mixing figures and that is a really awesome.

About the availability...

Games workshop (GW) is now dropping the production of 10mm figures. Their figures were extremely detail and nice proportional, also every reference is an icon of what should look like fantasy troops, but they are expensive and their prices are sometimes insane in the second hand market. Now is time to seek for alternatives in other manufactures, use the imagination and build interesting armies.

About the price...

To make a generality 30 infantry figures or 15 cavalry figures are around 4-5 pound in the market. There are some manufacturers that follow the line of GW offering extra quality in their figures, like Eureka but doubling the price (around 10 pounds). Having different prices on the market is a sign of health in the figures panorama. There are also real cheap manufacturers, like Warrior, which do not have detailed sculpts but they have the virtude of the price, and 10mm wargames are about huge battles so I have this kind of manufacturers in high steem because they allow the game with miniatures to any pocket.

About newcommers...

I had notice that enthusiastic gamers are modelling 10mm figures and some of them even sell them if you contact with them, but not having infrastructure or being a real company or shop. They do not belong to a company, and I am sure that the price is for cover the material and effort not for having benefits. The figures made are high quality. Sometimes consolidated companies like Pendraken or Eureka accept those sculpt and include them in their range, and that is a great for the rest of us. I would like to thank those sculptors and encourage them to continue because they are the real living heart of the hobby.

About the sieze...

I have notice that people usually have afraid of mixing manufactuers. Also they are very worried about the sieze of the figures or if they are compatible with the figures they have. In my opinion, almost every manufactuer's figures can be mixed without problems. Once painted and based there are no really big difference. So I will encourage you to try different manufacturers and I am sure you will be happy with the final result. The only exception is Kallistra historical range. Unfortunately the are not 10mm figures, in fact they are 12mm. And when I mean 12mm I am not focusing in the high of the figure but in the bulk and the proportion of them. So they are not compatible. A real shame because they really have nice products.

About pictures in the net...

Seeing what you buy in the minatures world is a luxury of these internet times. Before the internet it where only paper catalogues with long list of references that you could consult in the specialized shops. We are trying to complie in specialist-arms forum a catalogue of 10mm pictures to seek for ideas. I invite you to upload your pictures and share them with other 10mm enthusiastic. <http://www.forum.specialist-arms.com/index.php?board=63.0>

Index of the catalogue can be found here <http://www.forum.specialist-arms.com/index.php?topic=4118.0>

If you find it useful, consider take some shot of your figures, and upload them. It could takes you some effort but it could be extremely useful for other people.

MANUFACTURERS



What makes the best 10mm figure...

Some people will say that the detail and the proportion of the figure, other people will say that the best figure is the one released for the ruleset they play, another people will say that is the historical accuracy of the uniform, weapons and head gear, some people instead will say the ones who are cheaper because 10mm is oriented to mass battle and the really important thing is to represent hundreds of men fighting... So, I will say the best 10mm figure is the one which you like. The one you are comfortable buying it, collecting it, painting it, staring it and gaming with it. That means knowing the options you have to buy figures in the market is the way to find the best 10mm figure for you, the one you really like. By this reason I will try to sum up the manufacturers I know to offer you a quick way of search for your miniatures. If it is out there any manufacturer I miss, please contact me to add them, because this Digest is open to promote all the 10mm figures.

Manufacturer	Fantasy	Ancient	Dark Ages	Medieval	Renaissance	Musket Era	Colonial	WWII	Post WWII	Sci-fi
Abomination	X	-	-	-	-	-	-	-	-	-
Adler Miniatures	-	X	-	-	-	-	-	-	-	-
Copplestone Castings	X	-	-	-	-	-	-	-	-	-
Eureka Miniatures	X	-	-	-	-	-	-	-	-	-
Games Workshop	X	-	-	-	-	-	-	-	-	-
GHQ Models	-	-	-	-	-	-	X	X	-	-
Grebbo	-	-	-	-	-	-	-	-	-	X
Hawk Games	-	-	-	-	-	-	-	-	-	X
Hinchcliffe Modles	-	-	-	X	-	-	X	-	-	-
Irregular Miniatures	X	X	X	X	X	X	X	X	-	-
Kallistra	X	+	+	+	+	+	+	-	-	-
Langton Miniatures	-	-	-	-	-	-	X	-	-	-
Magister Millitum	X	X	X	X	X	X	X	-	-	-
Miniature Figurines	-	-	-	-	+	-	+	+	+	X
Musket Miniatures	-	-	-	-	-	-	X	X	-	-
Obelisk Miniatures	-	-	-	-	X	-	-	-	-	-
Old Glory Miniatures	-	X	X	X	X	X	X	-	-	-
Pendraken Miniatures	X	X	X	X	X	X	X	X	X	X
Perrin Miniatures	-	X	-	-	-	-	X	X	-	-
Steve Barber Models	-	X	-	-	-	-	X	-	-	-
Tajima1 Miniatures	X	-	-	-	-	-	-	-	-	-
TB Line	-	X	-	X	-	-	-	-	-	-
The Baggage Train	-	X	X	-	-	-	X	-	-	-
Troublemaker Games	-	-	-	-	-	-	-	-	-	X
Warrior Miniatures	X	X	X	-	-	-	X	X	X	X

Table I. Relation between the available ranges of figures and the period of game.

X means the range is available

+ means the figures available are 12mm

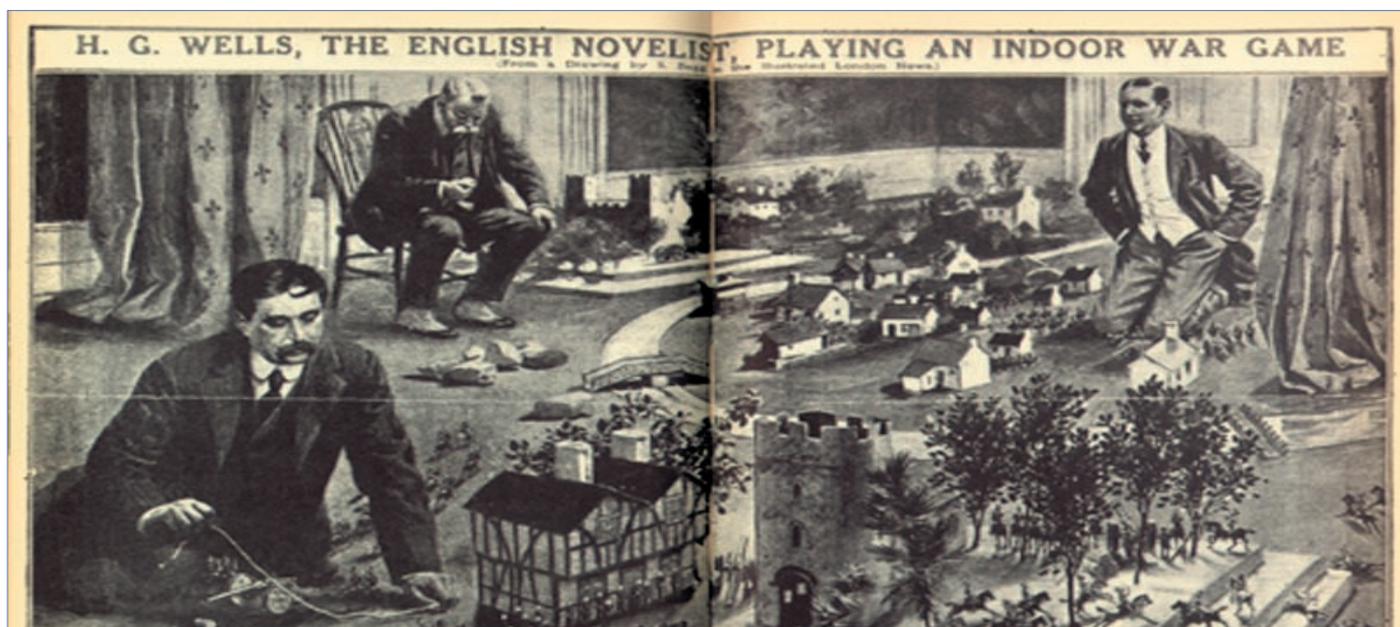
- means no figures available



MANUFACTURERS

Manufacturer	Link / Webpage
Abomination	http://www.freewebstore.org/abomination/index.aspx?pageid=1322674
Adler Miniatures	http://home.clara.net/adlermin/GENERAL/PORTALPAGE.htm
Copplestone Castings	http://www.copplestonecastings.co.uk/
Eureka Miniatures	http://www.eurekamin.com.au/
Games Workshop	http://www.games-workshop.com/gws/
GHQ Models	http://www.ghqmodels.com/
Grebbo	http://www.greebo.it/public/oscommerce2/catalog/
Hawk Games	http://www.hawkwargames.com/pages/dropzone-commander
Hinchcliffe Modles	http://www.hinchcliffe.co.uk/home.htm
Irregular Miniatures	http://www.irregularminiatures.co.uk/
Kallistra	http://www.kallistra.co.uk/
Langton Miniatures	http://www.rodlangton.com/
Magister Militum	http://www.magistermilitum.com/default.asp
Miniature Figurines	http://www.miniaturefigurines.co.uk/Home.aspx
Musket Miniatures	http://www.musketminiatures.com/
Obelisk Miniatures	http://www.obeliskminiatures.com/
Old Glory Miniatures	http://www.oldgloryminiatures.com/
Pendracken Miniatures	http://www.pendracken.co.uk/
Perrin Miniatures	http://www.nobleminis.com/Perrin/Perrinminiatures.html
Steve Barber Models	http://stevebarbermodels.com/
Tajima1 Miniatures	http://www.tajima1.co.uk/index.asp?pageid=362663
TB Line	http://www.tridentebologna.it/index_E.php
The Baggage Train	http://the-baggage-train.com/shop/page/1?shop_param=
Troublemaker Games	http://www.troublemaker-games.co.uk/
Warrior Miniatures	http://www.warrioronline.demon.co.uk/10mm/index.htm

Table II. Links to the manufacturer's webpages.

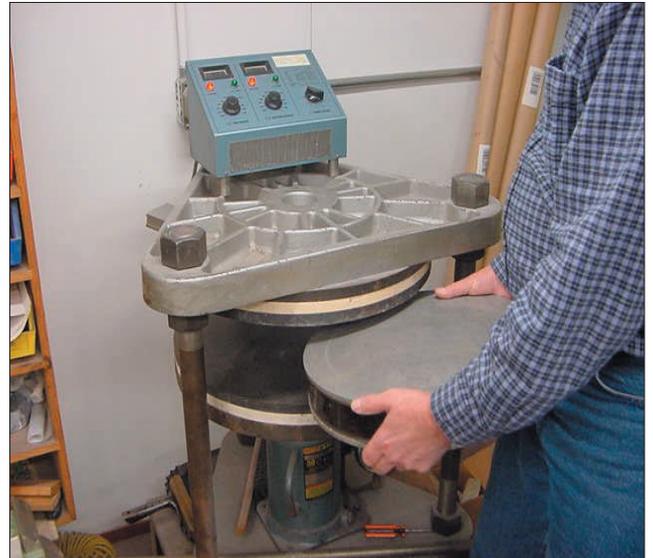




Do you want to be a 10mm manufacturer?
So, it is that simple than follow the next 6 steps or not?



STEP 1 - Make a silicon with the master



STEP 2 - Vulcanize the silicon to harden it.



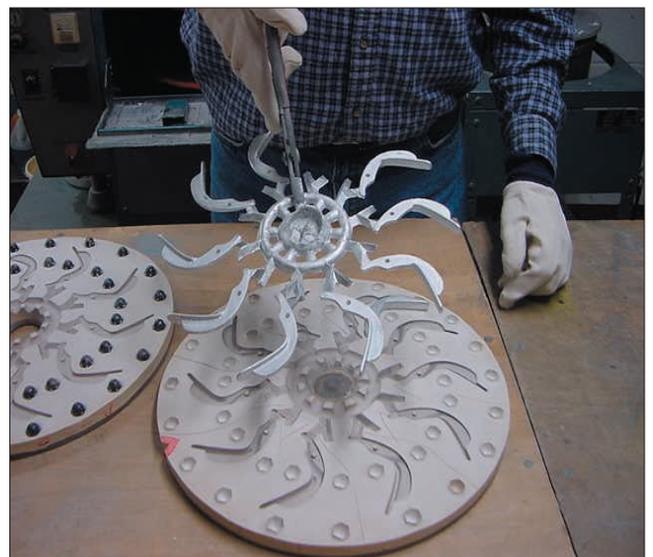
STEP 3 - Grave the gas scapes lines.



STEP 4 - Load the mould in spinning casting machine.



STEP 5 - Pour melt pewter while spinning..



STEP 6 - Open the mould and remove the flash.



LEGENDS OF ARTURIA

By Jürgen "Jurisch" Winter

In July 2013 we had a three-day campaign in Karlsruhe, Germany. Six empires (Araby, Chaos, Dwarves, Empire, Tomb Kings and Orcs) fought against each other to conquer the island of Arturia and trying to capture the dragon's treasury within the middle of the island.

I wanted to have a campaign where the events happening on the campaign map had an impact on each single battle to be fought. From my point of view the Mighty Empire rules doesn't reflect this in detail so I developed some changes to the GW rules. The major change was that the challenger needs to declare where and against he wants to fight on the map (e.g. wood land, hills, mountains, volcano,...). This was reflected on each battle field where the battles between the two empires was happening. So we had seven Warmaster games and 10 campaign rounds during the whole weekend. The weather was fantastic so we had the chance to play the whole time within the garden which gave a good bonus.

The campaign setup begun with an exploration army (1000 points / 4 turns of battle) which raised during the campaign over 1500 points (5 turns) to battles with 2000 points per army (6 turns). Every player started with 3 tiles on the map including a capital.



Each round started with the event phase, so each player chose one of the 10 possible events. Then the players with mines received their income. The following challenging phase was mixed with the already mentioned choose of the tiles on the map. We started on the first day in the late afternoon playing two rounds (spring and summer) to expand the realms. The Dwarves started with a capital which was a mine, too. But an event chosen by Chaos destroyed the income within first round. Assassins tried to kill opponent heroes and other events changed battles or development on the campaign map.

After the first three rounds Khemri was leading the campaign, but all other realms were close. Within the whole event was balanced and every realm had a chance to win the campaign. After three rounds we had the following results:

Khemri:	3 V 0 D 0 L
Chaos:	2 V 0 D 1 L
Araby:	2 V 0 D 1 L
Empire:	1 V 0 D 2 L
Orcs:	0 V 1 D 2 L
Dwarves:	0 V 1 D 2 L



With the end of round three (autumn) the magic winds blow the first time and the Chaos was affected with poor harvest and Araby lost a city.

The winter phase started with tax income for all realms except Khemri. The winter events had some more negative impact to Chaos, Empire and Araby. Battles have not been fought within the winter period. Only the Khemri empire received a campaign point.

The fourth round started with the spring magic winds: An earthquake weakens the Empire and the Chaos received again a reduction on income. Within round four the Empire challenged the Dwarves and received a victory, but not by a real battle. The Empire avoided to attack, because they were in front by victory points in fact, that the Trollslayer didn't made it to attack them. This happened several matches and showed a point to be changed within the next campaign to be organized. Reason behind: You received a small victory at the campaign game when you have 60+ points better than your opponent. This needs to be changed to 80+ points to avoid the strategic option to do nothing and get a victory which brings a Dwarf general in bad position up from beginning. Nevertheless the Khemri army was smashed by the Orcs at a river battle and the chaos had a draw versus Araby by breaking the break point of Chaos but having too much killed units on Araby's side.

The fifth round was only played on the campaign map. The summer was very hot and the armies stayed within their capitals.

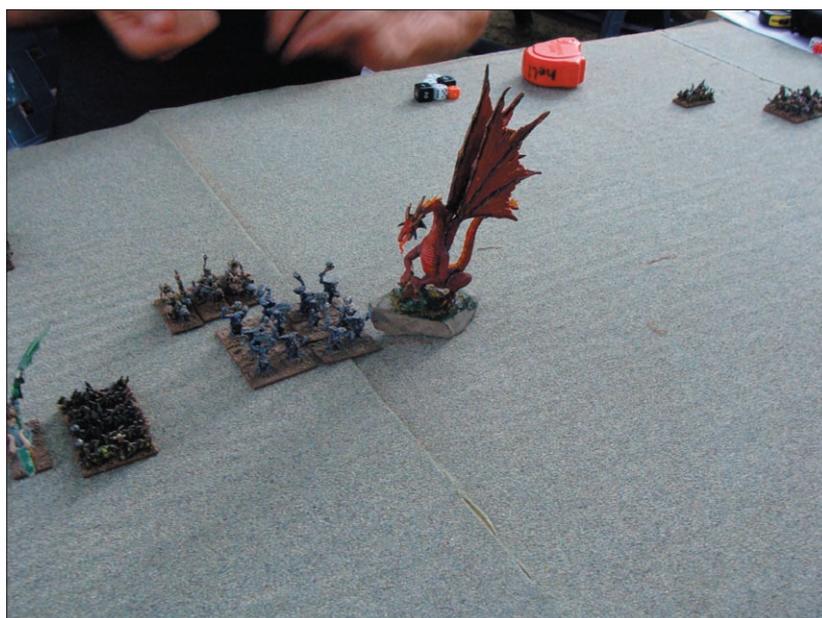
Round number six started with an attack of the Khemri army against the Orcs again. But this time the Khemri army tried to fight for the dragon's treasury at the volcano. The dragon fought well, but was beaten by the Orcs and flees from the battle ground. The Orcs beat the Khemri and the volcano tile on the campaign map stayed untouched. Dwarves lost against Araby and the Empire had a draw versus Chaos. This time Chaos broke the break point of Empire but had already received too much hits by the Empire.

Results after six rounds:

Khemri:	3 V 0 D 2 L
Chaos:	2 V 2 D 1 L
Araby:	3 V 1 D 1 L
Empire:	2 V 1 D 2 L
Orcs:	2 V 1 D 2 L
Dwarves:	0 V 1 D 4 L



LEGENDS OF ARTURIA



The autumn storms arrived and the dwarves had no really chance any more to get the volcano tile on the campaign map. But with a death fog event they managed to block the campaign tile against conquest until the end of the campaign.

The winter events came and the Khemri empire received some victory points instead of tax income.

The spring started again with magic storms and the Orcs tried to destroy the huge gold treasure of the Dwarves. This nearly worked and the Dwarves were very angry about his try.

The spring started with a king of the hill battle Chaos versus Dwarves. The victory for the Dwarves was very close – just one shot with the flame cannon and then a final attack by the clans, but it happened – a double 1 for the flame cannon. It was destroyed and the break point was reached. Victory for Chaos – with the dragon ogers attacked in the flank by warriors and no way to move out by losing the first combat round... I like games with dices....

The Empire killed the Orc general and had a strong victory fighting within the village of Sigmarstadt. Araby was destroyed by the Tomb kings in the desert and the dreams of a campaign victory ended.

Summer = last round: Khemri continued his path of victory against the dwarves. It was a very unclear result, because one of the Liche priests and a carrion was driven back out of the table and didn't come back. We didn't found a rule which makes it clear how to count. We throw some dices to have a quick result – and it was good for the Tomb king – otherwise the first victory for the dwarves had happened. After having some discussions within the specialist forum, nobody knows the rule – but from my point of view it should be clarified to be counted as a destroyed unit. The Chaos army won against the Orcs and the Araby army killed the Empire's general.

Final result after eight rounds:

Khemri:	5 V 0 D 2 L
Chaos:	4 V 2 D 1 L
Araby:	4 V 1 D 2 L
Empire:	3 V 1 D 3 L
Orcs:	2 V 1 D 4 L
Dwarves:	0 V 1 D 6 L

LEGENDS OF ARTURIA



Cheffe with his Khemri army won the campaign – congratulations. No nation was successful to get the dragon's treasury. A good reason for a new campaign.

The campaign game was balanced, so that all parties had a chance to win the campaign nearly to the end. We had 2,5 days of intensive playing in the garden with perfect weather. Even it was a lot of work to organize – it was it worth (Only my results as a Dwarf general could get much more better...)

For any questions please feel free to contact myself (www.warimperator.de)





WMA THE BATTLE OF AGINCOURT 1415

By Edmund

In 1415 during the Hundred Years War, Henry V invaded France claiming the title of King of France. His army landed in the continent and besieged the city-port of Harfleur. The siege was long and his army suffered many casualties and disease. After conquering Harfleur Henry led his reduced army towards the English port of Calais, to return to England.

Meanwhile the French raised an army led by Constable Charles d'Albret, and met the English on Friday 25th October 1415 near Agincourt.

English forces were weak and strained, being their backbone the longbow infantry and lacking of cavalry. In front of them a French army outnumbered them (depending on the source, up to 5:1), with a huge army including many cavalry and knights.

Henry moved forward and placed defensive stakes in the battlefield covered by mud. The French command was not coordinated and their attack started with two dash cavalry charges depleted by arrows and stakes. Then the French infantry and dismounted knights attacked the English in masse, just to get stuck in the mud, arrows and routed horses from the first charges. The English won the melee and was the end of the battle.

Charles d'Albret died in the battle and Henry V returned to England victorious.



SPECIAL RULES

- **Initiative:** English player has the initiative
- **Mud:** The battlefield is covered by mud/bad going. All units in the open are treated as Slow. Units already Slow suffer another additional -1 (i.e. Artillery suffers -2 in the second order, -3 in the third, etc)
- **Deployment:** See Batailles below

WMA THE BATTLE OF AGINCOURT 1415



Suggested forces for 1000 pts game:

English Army	Type	Number	Cost	Total	Notes
Knights	Cavalry	2	85	170	
Archers longbow	Infantry	4	50	200	Stakes
Skirmishers archers	Infantry	2	35	70	
Billmen	Infantry	2	45	90	
Peasants	Infantry	1	20	20	
Welsh Infantry	Infantry	1	45	45	
Henry V	Command	1	140	140	
Lord	Command	2	80	80	Camoy's, York
				895	12 units BP=5

Left bataille: 1xSk, 1x Archers, 1xBillmen, 1xPeasants, Lord Camoy's

Centre bataille: 2xArchers, 2xKnights, Henry V

Right bataille: 1xSk, 1x Archers, 1xBillmen, 1xWelsh infantry, Count of York

French Army	Type	Number	Cost	Total	Notes
Men at arms	Cavalry	2	110	220	
Breton Cavlry	Cavalry	2	60	120	
Knights	Cavalry	2	135	270	
Knights	Infantry	2	85	170	
Crossbowmen	Infantry	1	50	50	Pavise
Militia	Infantry	5	35	175	
Mercenary bowmen	Infantry	1	50	50	
Mercenaries	Infantry	2	60	120	
Cannon	Artillery	1	50	50	
Charles D'Albret	Command	1	125	125	Oriflamme
Nobles	Command	2	80	160	
				1510	18 units BP=9

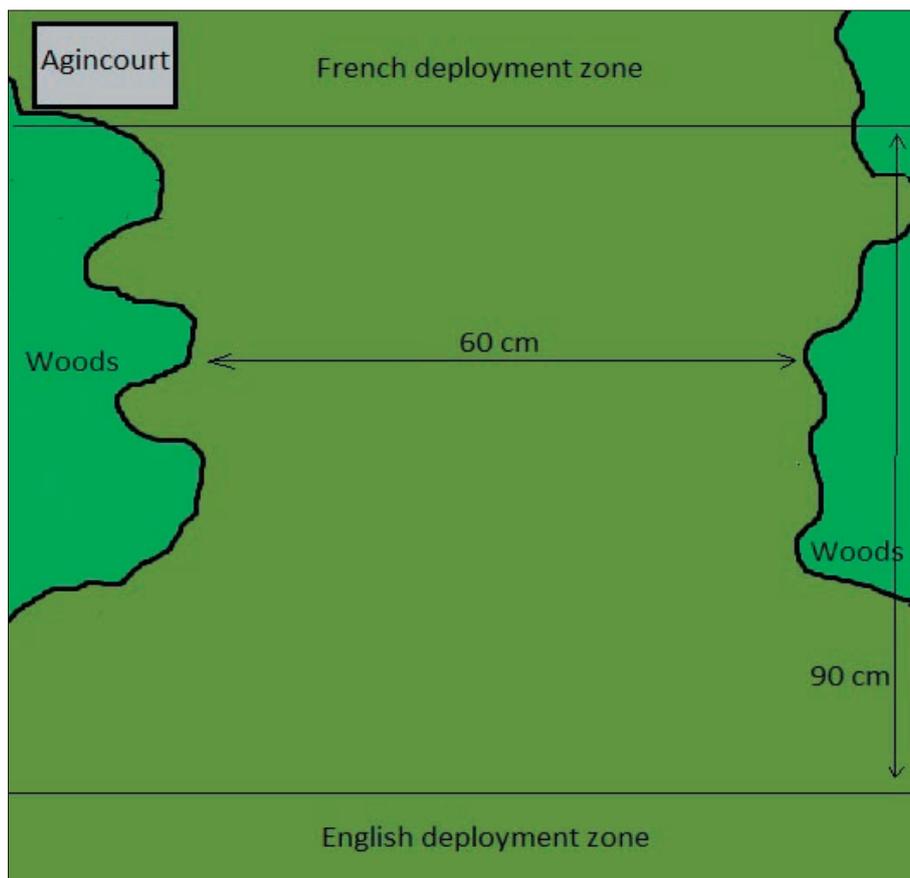
Vanguard/first line: 2xMounted knights, 2x Knights, 1xCrossbowmen, 1xBowmen, 2xMercenaries, 2xMilitia, Charles D'Albret (Mounted knights must be deployed in different sides of the bataille)

Second line: 3xMilitia, 1xCannon, Bar

Third line: 2xMen at arms, 2xBreton Cavalry, Dammartin



WMA THE BATTLE OF AGINCOURT 1415



OPTIONAL

If the scenario is too much unbalanced for your taste, you can remove from the game the whole French Third Line and the Mud rule. An option that Henry V couldn't choose!!

NOTES

Facing an enemy that heavily outnumbered you with lots of cavalry is quite a challenge. As **English commander** you have to exploit your better Command rates and hope that mud slow down the French. You have to run fast to secure your flanks with the woods and place successfully the stakes. The moment of placing the stakes (remember you need orders to do that) is key for you if you want to be protected from cavalry.

French commander has a bigger army to Command, but very constrained in a narrow battlefield. The mud will give you serious problems to maneuver. Remember that Militia are warband (+1 Command for 3xMilitia brigade), and that using your cavalry cleverly will give you victory. Use the infantry to pin down the English and receive the English arrows, while attacking with the cavalry (if possible through the flanks or where stakes are not placed).

This scenario (or variant) can be played easily with **Warmaster** fantasy rules and figures: **Bretonnians** playing the role of French (of course!!) and **High Elves** as English. The only special rule is that High Elves **can not field any cavalry or chariot unit**.

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FLEXIBLE BATTLE MAT

By Vincent Bourdaraud



Back to 2011 I participated to my very first GD. For such an event I wanted to build some nice Warmaster table and I already had a theme in mind: “a Chaos raid on a Dark Elves mining island”. Dark-elves theme are rather uncommon and this one called for unusual sceneries like a slave camp with its outpost, a mine with working slaves and some small beach where Chaos

Raiders would land their ships.

With Gilles, a friend of mine, we built that table out of foam boards and demoed it with great success to the GD. We used foam boards because foam is inexpensive, light, easy to work with and could be carved to model a mine.



By the way, foam boards are bulky. Moving them to gaming events and storing them in-between quickly became a frustrating pain.

In 2012 we started planning our 2012-2013 next French event called “Fureur de Nagash” (Nagash Wrath) and I planned to build a desert-themed table with dunes, pyramids, Khe-mri ruins and so on. And I wanted this table to be as easy to store and carry as possible, but still look nice.

The most convenient table I could think of was a rollable mat. I had a look to commercially available rollable mats already and did not find anything that fit. Either no desert-themes mat was available, or the materials used were not realistic enough, or the mat was not made out of durable materials.

I had to go the Do It Yourself way...

FLEXIBLE BATTLE MAT



MATERIALS

Scissor, knife, pins, tape, ruler, etc.

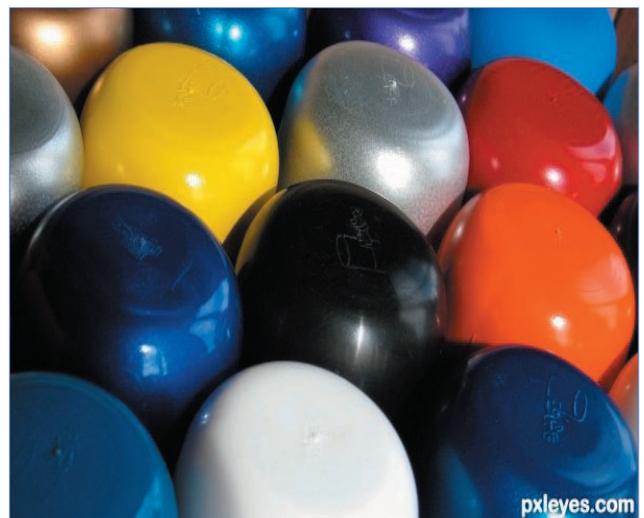
Heavy fabric. Cut it to the target size plus 10% allowance. Mine was 180x120 cm, so I cut about 200x140 cm.

Texturing coat. I used Vallejo Fine White Pumice. This material is basically nothing more than fine pumice mixed with acrylic medium and white paint. Artists used it for years (they know it as “pumice gel”) and as such it is designed to be flexible, durable and easy to paint on. For a 180x120 cm mat you will need about 2000ml.



Artist trowel or palette knife. You will use it to apply the texturing coat and shape it. It must be small and flexible.

Any art/hobby acrylic paint would do for painting. I used hobby paint because I wanted the colour to be an exact match with mi minis bases, but art paints should be just as fine. An airbrush would help but is not required.



Thinned PVA glue or art acrylic seal could be used for sealing.



Plastic or cardboard tube for rolling the mat.



Art storage and transport tube for storing the rolled mat.



FLEXIBLE BATTLE MAT

BUILT IT

Tightly pin the fabric on a solid and flat working surface. You will have to re-pin the fabric from time to time so keep some room around the fabric.

Apply the texturing coat all over the fabric with the art trowel. This is the critical step so sample it on a small test fabric to get used to it and to calculate how much texturing coat you need for the whole mat. You have two challenges here: coating the whole fabric on one go before the coating texture dries (joints would be rather ugly) and gives the texturing coat a natural texture.

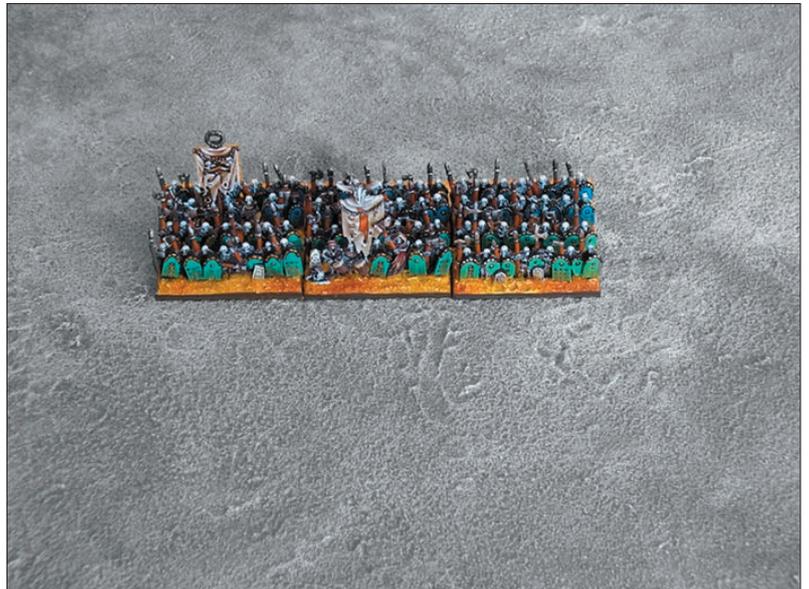
To coat it on one go, make sure you'll have a few hours undisturbed, dilute the coating texture by about 20% and maybe ask some friends to help you. Apply the coat the same way you would paint a large wall: coating small squares from left to right, joining new square with the previous one before they get half dry; for a perfect result make sure to overlap already coated squares in a random way since perfect squares will still show off some joints when dry.

To give the coat a natural texture use the art trowel to create small peaks and recesses to the acrylic medium with a pattern you like. This is the “artistic” part of the job; try it on some samples until you are happy with the result. If friends help you, make sure a single person checks and corrects the pattern on the whole mat.

Note that the texturing coat moisture will loosen the fabric; re-pin it from time to time to keep the fabric perfectly flat.

When done with texturing, wait until its is perfectly dry (from 4 to 48h, depending on weather conditions, your working surface material, etc.) and check the result. Make sure texturing coat has been applied everywhere and check the texture pattern.

At this step it is still possible to fix any mistake by applying new texturing coat. But because this new coat will be applied on a dried coat, you must dilute the coat a lot and apply extra-thin layer to make sure any joint will be invisible.



PAINT IT

When you are happy with the result, you can start the painting process. To allow the finished mat to get rolled and unrolled repeatedly without any flaking or chipping the paint layers must always be very thin.

Note: you should always test painting on a sample first to check the colours. Colours renders completely differently on small and large fabrics.

First lay you mat on newspaper.

Paint the whole mat with a semi-opaque milk-like diluted base colour. Apply 2 or 3 base coats and stop when

FLEXIBLE BATTLE MAT



colour is solid on most of the mat but still semi opaque on texture peaks; this way the peaks show of some white providing highlighting.

When your base coat is done add some variety using washing. The idea here is to create a lot of gentle variations on large areas of the base colour to mimic natural landscapes. Your washes must be very thin and diluted for a perfect result. If you have an airbrush, use it instead of washing.

STORE IT

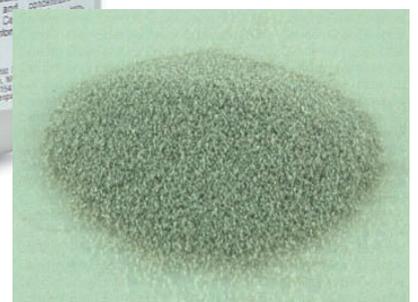
Roll the mat around some plastic or cardboard tube and store it safely within an art storage and transport tube. Ideally, store the mat horizontally to avoid any damage on one rolled end.

ALTERNATIVE MATERIALS

Here is a list of alternate materials. Make sure to always test them with a sample.

Plastic or PVC flexible sheets could be used instead of a heavy fabric for a better and more durable result. Don't forget to sand and clean its surface before applying the texturing coat. Plastic or PVC sheet neither require 10% allowance nor to get pinned to your working surface.

Vallejo Fine White Pumice could be substituted with a lot of other materials. If you are looking for interesting textures have a look to artist gels and pastes. Google "acrylic gel medium" or "acrylic paste medium" to get an idea. Make sure your gel or paste is acrylic-based and flexible so that you can dilute it and paint it. If you are on budget you could get almost the same result using acrylic sealant mixed with fine sand, fine pumice or fine cork. Note that sand is heavy and would be unfriendly to falling minis and I would advice you to buy raw pumice powder instead; if bough per litter that is still rather inexpensive.





CREATING A RANGE OF FIGURES

By Yann

I will not talk about how to sculpt a 10mm miniature. Not this time at least. I'll talk about the process and difficulties behind creating an all-new range of 10 mm miniatures. It includes sculpting indeed but this isn't the main thread here.

A little introduction on the processes and the photos

The sculptor makes a serie of models, he sends these to the caster who put them into a Master Mould. The first batch of metal miniatures is then send back to the sculptor who can alter these "masters" minis, make some conversions, sharpen some details...The miniatures are then separate into different references, where one reference (with multi-pose) generally matches one Production Mould. One thing to take into account is that Green Stuff shrinks a little under the enormous pressions of the vulcanization of the rubber, so you have to foresee any issues with tiny parts as wrists, ankles, weapons...

This process differs from 28mms where you can afford Resin Masters, in order to keep better details, but it isn't a good idea for 10mm, due to the costs.

So, on every photo you'll see, the first model on the left is the original Master Cast (before any conversion) and the others are variations based on that model. By the way, the yellow grid is 10 mm, how convenient !



So the very first model I made is this little fellow with a big axe. (You may excuse the blurry photo) You'll note I added a shield in the back to ease the casting process.

On the variations, the loin cloth needed a bit of resculpt as the casting was a bit flat. I may need to resculpt the feet.

I then made some variations on the head and the weapons, nothing exceptional but this brings a bit variety in the unit.

All in all, it's a very little fellow, he is just 11mm tall and I find him characterful.



This one came with a misscast on the sword, so I just modified the sword into a massive axe.

I may bend the horns the other way to add variety.



The shield and the sword were badly cast, so I had to rework them. The miniature on the left was the original intended pose. You'll note that I made a head-swap for the last one.

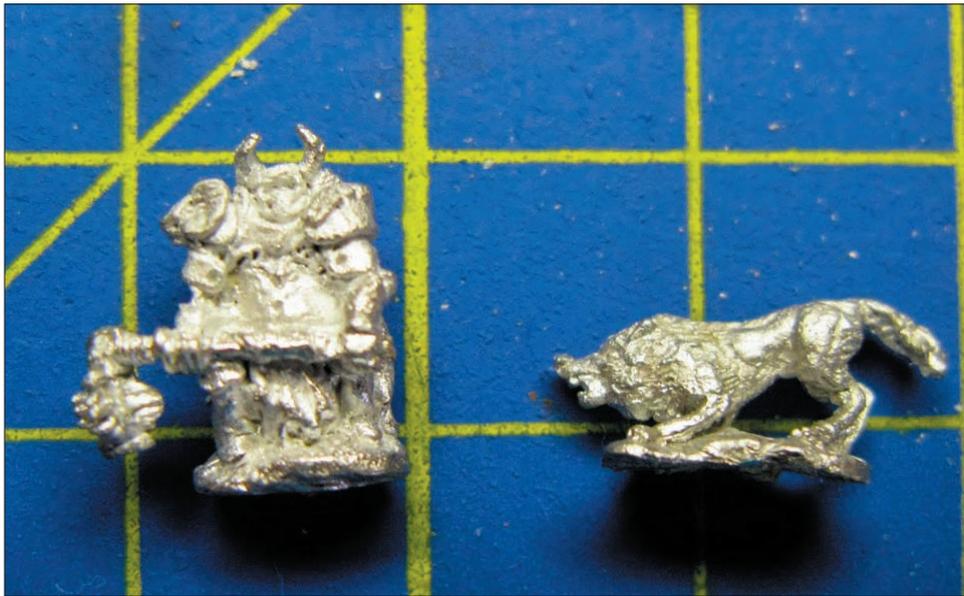


CREATING A RANGE OF FIGURES



Same problems (mainly miscasts due to the fact that the shields were too thin and too far from the body) and same solutions. I mixed different putty, Green Stuff and Magic Sculp for the parts that I wanted to file latter.

CREATING A RANGE OF FIGURES





CREATING A RANGE OF FIGURES



Those minis haven't any variations, yet. An easy one could be a different weapon on the "hairy" guy. The musician and the banner guy may stay like this. The mini with the whip is another example of a mistake of mine due to the casting process : I made the whip too thin once more.

About the wolf, the main difficulty was to choose the scale. I know that it is supposed to be fantasy but I wanted it to be plausible. So I took the size of the biggest wolf ever hunted, then divided per 150 and had an idea of the dimensions of the beast. 1:150 is an approximate scale, but with minis between 11 and 12 mm tall, it works pretty well ($12\text{mm} \times 150 = 1\ 800\ \text{mm}$).

The wolf was a bit more erected but the forelimbs bent during vulcanization ; I don't think I'll rework it.





Last for this article, but not least, the trolls.

For this one, I made one body and two sets of arms and two heads.

I'm modifying the Master Casts to make them castable in one piece : this includes filling any gap (basically behind the arms) and adding some loincloth behind the weapons to try to fill the gap there) I'm bulking them too, as they were pretty squished in the process. I'm evaluating the idea of making some of them armoured.

That's it for this time. Next time, I'll introduce you the chariot and the cavalry.

As we saw today, sculpting is one thing, but sculpting to actually produce minis is another. I'm still learning the hard way : I've made some winged miniatures who didn't like the casting at all !

I hope I gave you a sneak peek of the ideas behind it : make a lot of conversions to speed up the sculpting and DON'T do any parts too thin.

If you want to have a look at the actual scale of the minis, just use a ruler on your screen and zoom out the .pdf, you'll see that it is really really tiny.