



Issue 10

July 2021

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Introduction by martin

Welcome to a magazine called "The 15 Mill" (The Mill).
The magazine will be published quarterly (4 times a year).

The Mill is dedicated to matters relating to 15mm wargaming.
All scales and sizes of figures can be used to great effect in gaming. No size is intrinsically better or worse. That is the stated policy of the Mill.

Any wargaming product listed as "15mm" has a home here at the Mill.

The Mill's mission is to promote 15mm.

Another aspect of the Mill is that all 15mm focused contributions are welcome. There is no requirement to be "the best", "professional" or "awesome". The Mill is for ordinary gamers, who enjoy using 15mm figures et al and are happy to share their interest with others. In fact, the Mill would rather have articles based upon a normal table set up with normal figures. Gamers trying to impress others with their "table size" might find the Mill not to their liking.

If any gamer has an article or pictures, then please send them to
martinraegoddard@gmail.com

There are no article "size" limitations. Each article will be credited by a first name only.
No nicknames.

Also, no photos of faces, unless in the distance.

- The Mill does not publish for profit.
- The Mill does not accept advertising.
- The Mill can be downloaded free of charge from the PP website. Just search for "Peter Pig".
- The Mill advises readers to be very cautious of any trader that does not provide a proper geographical address (PO box is not acceptable) and telephone number. If these are not provided, then proceed with caution as they are avoiding contact for a reason.
- The Mill may well have a variety of editors due to the work involved.
- The Mill will change format issue by issue, due to evolution.
- The Mill has no pretensions about challenging other magazines.
- If you can help with articles and ideas, please do so.
- Articles can be in non-English language too.
- There are no regular articles with strange names. Thus, a review will be called "a review"

Hope you enjoy this magazine.

martin Goddard

July 2021

1. So what colour are your figures in for their underwear?

Leslie BT has done a quick review of how the RFCM players start painting their figures.

Is it white?

Is it black?

Is it another colour?

Do you try to use the base colour for your finished figures?

Simon K responded

I used to do black: it was very easy to check that everything had been primed, and I used the "block" technique of painting, with colours on the high bits and leaving recesses black for shadows.

But this meant that colours were a little dull, and the shadows were a little extreme.

I have tried coloured Plastic Soldier Company sprays as basecoats and have been impressed by their colours and coverage.

I'm currently using Plastikoat grey for some WW2 figures. But I may use PSC base colour for Early War Germans - everything will be grey.

I will probably use white primer for my Pirates, as the colours will need to be a little brighter.

I'm still searching for the Holy Grail of primers / colour, but suspect it doesn't exist.

Fat Wally responded

I have used light grey primer from Poundland for almost ten years after black priming for years.

I dislike white undercoat and my eyes were unable to cope with black undercoat anymore. I actually magic wash the primer allowing the detail to show further prior to painting.

Martin G responded

I tend to undercoat in dark brown. I find this a more subtle contrast for my likes than black.

The fact we are all using undercoats certainly advances painting from the days of "put flesh on those Airfix German infantry and off to war we go!" (that was me). *And then it flaked off extra quick during the first game!*

Radar responded

Normally I undercoat in black, but was feeling really lazy painting Newcastle's white-coats which got a white undercoat / basecoat.

Strange how different it felt painting on white. Seemed to be much more detail on the figures than when I undercoat black.

Alex M responded

I normally undercoat white then wash with the base colour, instant highlights.

Sean C responded

Currently using white on AWI figures, blocking the colours in and then washing everything with Agrax Earthshade or Seraphim Sepia.

I have used coloured sprays from Army Painter such as their Ultramarine blue as the base for my Union. I have used Halfords grey for Rebels.

I undercoated my Spanish buildings white intending to add detail and then wash them. However the castings are terrible with lots of air bubbles and it took me ages to get paint into them to stop the white showing through. In hindsight I should have gone with black. Brown is an excellent undercoat.

Long answer to a short question depends on what I am painting.

Miles responded

Yes it depends on the main colour. WW2 British have "red oxide". Germans and most tanks Grey, like Simon says if your doing "Bright" colours then white unless you use the base colours. I get my spray paint from a car accessory shop locally.

I might change, as I intend to get a spray gun and compressor.

Steve H responded

Halfords grey vehicle primer from a 500ml rattle can.

Just dark enough to show the figure detail.

Tried white and the dazzle snow blinds me to the detail.

Tried black and had a mare with the more transparent colours.

NTM responded

Occasionally white but that can be too bright particularly for WWII types. Tried black but never really got on with it. Grey is my primer of choice as the perfect compromise.

John responded

Always used to be black but recently I've been experimenting with the shade colour of the figures uniform.

So it looks like there is no standard, just different options used by the RFCM players.

I always use Halfords white vehicle primer from a 500ml rattle can. If I am priming plastic figures I use Tetrosyl Plastic Primer from a 400ml rattle can.

I have used a blue coat after the white primer to paint Napoleonic Bavarian infantry and the same with a green on top of a white primer for Russians for the Sino-Soviet Wars.

For coloured spray cans I use the Montana Gold range of acrylic paints.

Sean's 15mm unit differentiation within the army: You can paint a colour on the rear corner of each 15mm base or use slightly different 15mm basing style for each 15mm unit. Another more temporary method is to use little coloured stickers. I personally paint the rear edge of the 15mm bases different colours.

Sean's guide to painting 15mm guns: Use Vallejo Bronze 70.998 (175). Gives great coverage with one coat. The 15mm guns are sprayed white and then washed in the main carriage colour. Bronze 70.998 (175) and Gun Metal 70.865 (177) are added in before a wash with GW Agrax Earthshade.



From Simon. A method for painting 15mm figures with darker flesh. I happily use Coat d'Arms #216 "Negro" for African skin on 15mm. This can be a bit bland with no washing, but the Army Painter Quick shade Strong Tone on top works a treat. I'm sure the Vallejo equivalent colour and wash on a 15mm figure would be good too.

2. First started in the hobby by Les

I first started in the hobby in 1969 whilst at art college in Taunton. Whilst at college I worked part time in the local toy shop in Taunton. These were the golden days for toy shops who carried everything from dolls and prams, model railways, Meccano, die-cast models and of course Airfix models. We would wait for the Airfix rep to come in with the new models. I started collection 54mm soft plastics and then later the hard plastic mulitpose figures.

In Taunton with a school friend, we wrote a set of Napoleonic rules and used to play on the floor of his garage with 1:72 soft plastic Airfix figures. We used the buildings and figure sets from Airfix, did a little conversion and often just painted the figures from any period into Napoleonic colours. We did simple head swaps using a cut off pin to attach the head.

We also did simple conversions with plasticine using banana oil to set plasticine. We painted with gloss Humbrol enamels. I remember starting to collect Osprey books from a small local bookshop and even purchased a copy of Men-at-Arms first title, Foot Grenadiers of the Imperial Guard, that was published in 1971. These earliest titles were unnumbered and were often regimental histories rather than the studies of uniforms and equipment.

When I finished college I move to a job in Bristol working for a Graphic Designer, and here I found and started to attend the Bristol Area Branch of the British Model Soldier Society. At around this time I started collecting Hinchliffe models, there was a model shop in Bristol called 'The Modellers Den'. Hinchliffe models at this time they came wrapped in blue tissue in a blue cardboard box with the contents written on the end. I built a large ECW army. At this time there were no 'Wargame Shows', I do remember going to some modelling shows.

Started to play Napoleonic's using Bristol Wargames Society Napoleonic rules written by Mike Blake, Garth Rose, and John Spry. And met up the SW group. They had written the first edition of their Western Rules and then published the second edition in 1971'ish. These were first reproduced using a Gestetner machine, this was fine for the small number of copies being produced in the early days.

I then started to play games in Bristol at the local club and got to know Mike Blake and his wife. He had a table in his spare room, and we used to game most weeks. He had already started writing rules with Ian Colwill and Steve Curtis. They worked under the brand of 'Skirmish Wargames', Steve and his father were the printers, Mike did the detailed research and Ian worked out the gaming details. Then they all played to iron out the inaccuracies. As I was working in graphic design, I started to do the rules covers. Over the years I did covers for 'The Old West', 'Colonial', and 'Flintlock and

Ramrod'. The first two rule-sets were one figure one man. For these we used 54mm plastic figures that were converted by our own hands to create the characters for the next game. Flintlock and Ramrod was for squad type games, these were often with smaller scale figures, 25mm Minifigs, 25mm Hinchliffe, and 30mm Willie, where you needed to field more figures. With the Colonial rules Doctor Ted Herbert was part of the team.

3. BLOODY BARONS BATTLES Figure BASE analysis by Sean

Here is a table telling how many, and what type of bases, you need to play all of the historical battles in the Bloody Barons rules. It is useful for a club night should you wish to refight a battle and need to know what bases you need.

For Retinue and Levy units, you will need the relevant amount of command stands - i.e. 3 figure command bases for Retinue and 2 figure command bases for Levy. Of course, if you have some other way of designating Retinue and Levy, then stick with that. Household troops are better signified by fully harnessed figures, and/or else 4 figure command bases. It is worthy of note that figures labelled as 'Levy' or 'Retinue' types are interchangeable and will fight just as well representing each other.

Should you be a completionist, I have included the maximum number of each unit type to enable you to play every battle in the book. Towton is an outlier, which is appropriate as it was the largest battle ever fought on British soil.

BATTLE	HH	RET	LEVY	HVY GUNS	LT GUNS	HH CAV	RET CAV	HG BASES	PIKE
1ST ST ALBANS	3	7	6						
BLORE HEATH	2	12	1	1	1	3			
LUDFORD	1	12	9	1	2				
NORTHAMPTON	3	14	5	3					
WAKEFIELD	2	12	5	3					
MORTIMERS CROSS	1	12	12						
2ND ST ALBANS	1	9	10		4			1	
FERRYBRIDGE	5	14	1						
TOWTON	4	22	11						
HEDGELEY MOOR	2	6	9		1				
HEXHAM	1	10	7			2	1		
EDGE COTE	1	14	8			2	1		
EMPINGHAM	2	6	12			2	1		
BARNET	3	11	7	1	5				
TEWKESBURY	2	12	9	1	2	1	2		
BOSWORTH	3	13	8		5	2	4		
STOKE FIELD	3	14	3			2	1	1	2
MAXIMUM	5	22	12	3	5	3	4	1	2

Key: HH - Household, Ret - Retinue, Levy - Levy (!) Hvy Guns - Heavy Guns, Lt Guns - Light Guns, HH Cav - Household Cavalry, Ret Cav - Retinue Cavalry, HG bases Handgunner bases, Pike - Pike bases.

Hi Martin.

By all means put them in the Mill it would be my pleasure to write a quick guide for it.

4. Normandy Buildings by a different Sean

These are the first resin buildings for my Normandy project, initially going with mdf.

While I was happy with the mdf buildings I wanted some nice signature pieces to break up the look.

As most of my forces are Peter Pig it seemed only natural to try their scenery range.

The painting process started with a prime of AK Dark yellow, followed by a wash of Citadel's Agrax Earthshade.

Left over night to dry the next process is just dry brushing. Using a nice soft make up brush and Vallejo Iraqi Sand adds the first layer of the sandstone look i was going for. While still wet i add small increments of Game Colour Ghost Grey to the Iraqi Sand to lighten it and dry brushing down the building to add weathering to some of the stones.

Once dry i painted the roof in Vallejo Dark grey and then dry brushed using Ghost Grey to highlight the slates.

The glass was first painted black followed by Vallejo Dark Sea Blue gradually lightened to show the reflected light.

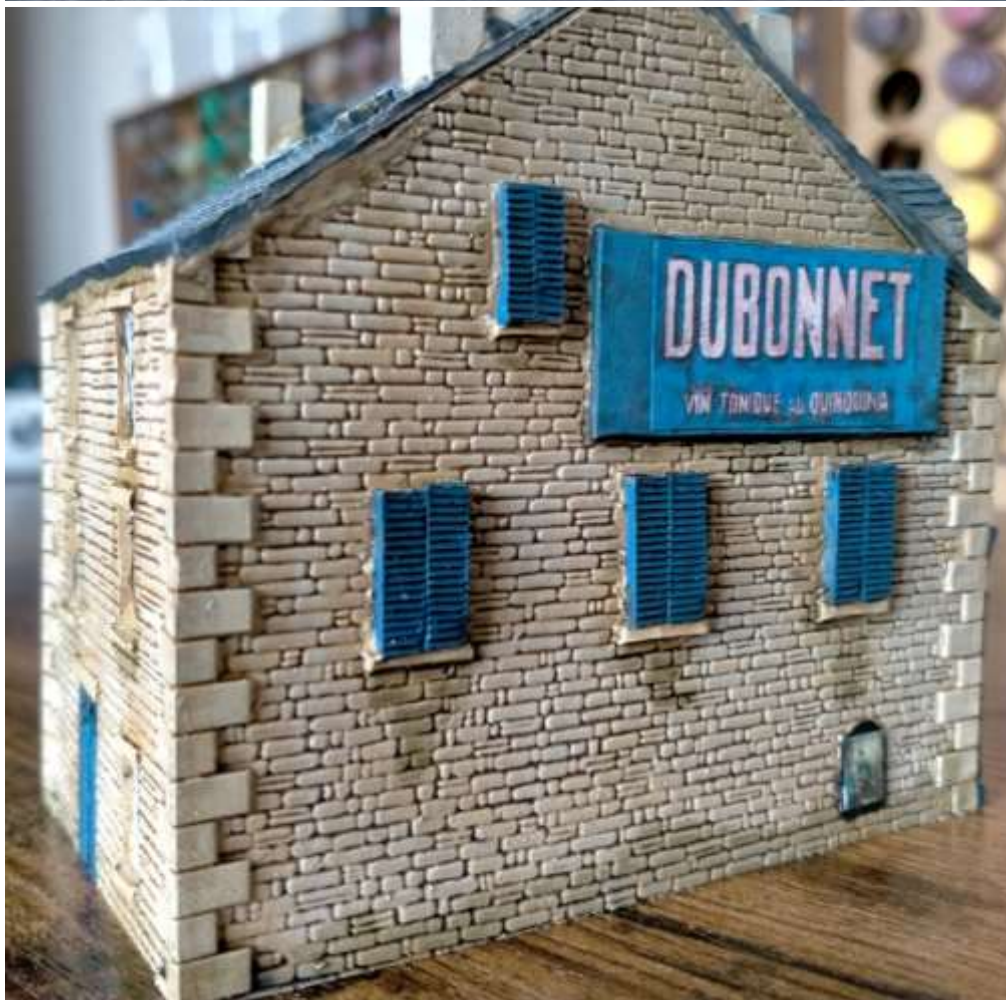
Window frames, shutters and doors were painted to finish off the basic look.

Signage was added using printed signs and advertisements available online. These were weathered using a sponge and grey paint and a terracotta craft paint was diluted and used for rust on hinges and around some of the posters.

The final touch is a wash of Green and Black ink on various parts of the roof and under windows and around the base of the property.

I am now working on the Farm and Barn s













5. The 15MM Basing Vehicles

Here is a discussion between some of the RFCM (Rules for the Common Man) forum members on whether or not to base your wheeled, tracked and artillery models.

RFCM member comment: HELL NO !!!! You might as well play with unpainted miniatures.....enough heresy spoken.

RFCM member comment: I have started to base some of my AK47 vehicles, as it makes them more 'robust' on the table and less susceptible to being knocked over. I also like the idea of them being 'part the terrain'.



RFCM member comment: Is not it a grand thing that we do not all like the same thing.

RFCM member comment: Every soldier should carry around a brick wall for personal protection. That is a no brainer

RFCM member comment: I base all my vehicles. It means you can pick the model up by the base instead of touching it, same as with figures. As others have said, it also protects them in storage. And if the base has to be long enough to cover the gun, then so be it!



RFCM member comment: I do not like basing vehicles if it can be helped, like if the vehicle is modelled with an integral base as some resin ones are.

The main reason for this is the same as why I don't like those big detailed bases figures have. That being that a soldier or group of soldiers would not be carrying around a lump of masonry or group of tree stumps with them, similarly that truck would not have a wall or tree etc travelling along the road or over the field next to it.

I just don't like the idea.

RFCM member comment: Other than matching the foot figures' heights, I'm not a great fan of vehicle bases visually.

Having said that, I have based all of my vehicles for protection purposes. I stick some steel sheet on the underside of the base too, so that they grip firmly to the magnetic sheet I use to line my boxes (as I have done with figures, unless they are on magnetic coins or washers).

I agree that it's hard to match the base to the terrain, but then foot and cavalry figures have the same issue. Basing vehicles at least helps them match those figures' bases, and makes it clear that they are units to play with rather than part of the terrain itself.

RFCM member comment: I have started to base vehicles in order that they don't get bashed when in their boxes for transport. It also helps with smaller vehicles so they don't get ignored.

It can be useful to make sure they occupy enough area and don't get pushed into track to track. I also base all of my guns because the rules allow the crew to be integral and not

removed separately

it can also help to make a plastic tank heavier by sticking something to the base. Those Zvezda plastic tanks are far too light for my taste.

RFCM member comment: I don't like to base vehicles generally for roughly the same reason -- they don't seem to mesh well with the terrain on those overly large bases.

I will base vehicles, however, if they're part of a larger set of something (i.e. a vehicle acting as a tow for a gun.).

RFCM member comment: I base them, purely because it brings the vehicle to the same height/scale as the foot groups, and also helps to protect the model from damage during storage.

RFCM member comment: In my opinion basing vehicles is a cardinal sin against war gaming. Based vehicles usually look crap no matter how well painted because they simply do not fit into the surrounding terrain properly

So, it looks like there is a fairly even split between whether to base or not to base.

6. Painting tips and tricks from the RCFM pages by Les

Bases



There are various ways to differentiate your units within an army. Sean's 15mm unit differentiation is to paint a colour on the rear corner of each 15mm base or use slightly different 15mm basing style for each 15mm unit. I try with the army to use a different colour hat or pack to show the different units. Another more temporary method is to use



little coloured stickers. I personally paint the rear edge of the 15mm bases different colours. I have used the painted corner method as well. Another is to use different coloured tufts now that there are so many different colours and sizes on the market. I have used a particular coloured tuft to denote my officers. And with my Mexican armies I have a selection of named generals from the war on the rear edge of the base. For my ships I have the base named and then use the name on the ships record sheet to be able to track the status of the ship.



Painting dark native flesh.

From Simon. A method for painting 15mm figures with darker flesh. I happily use Coat d'Arms #216 "Negro" for African skin on 15mm. This can be a bit bland with no washing, but the Army Painter Quick shade Strong Tone on top works a treat. I'm sure the Vallejo equivalent colour and wash on a 15mm figure would be good too. I have tried with good effect to use Citadel base 'Catchan Flesh' then again with a wash and then a highlight with Sunny Skin Tone #845.

From Andy. I use Vallejo chocolate brown with a highlight of beige brown, but that is for US Civil War black troops.

From Martin. I undercoat in very dark brown, then touch nose cheeks and chin with mid-brown.

From Stewart. For my Zulus I used German red brown and army painter soft tone wash

From Rakkasan. I used Army Painter Leather Brown with Strong wash.

From Radar. Flesh - I use Coat d'Arms flesh with a Citadel Reikland Fleshshade as a wash.

Hair. For blonde I use Coat d'Arms 'Bone' with a Citadel Agrax Earthshade wash.

Brown is Coat d'Arms 'Chestnut' with Citadel Nuln Oil wash. Black is Railmatch weathered black, with a Nuln Oil.

7. Ottoman provincial infantry

(1) by Lluís

Legio Heroica and Wargamer.pl, 15mm

This is my first regular Ottoman infantry regiment. These are not the popular Janissaries, who depended directly on the Sublime Gate, but provincial infantry or Tüfekçi (= riflemen, in Turkish), linked to the various provincial governors of the Empire. After much hesitation, I chose to assemble figures from the brands Legio Heroica (Italian) and Wargamer.pl (Polish), which respective offers complement each other quite well, spanning between both a large number of different troops. I have left in the inkwell a third brand, the American Khurasan, which figures are of recognized quality.



According to my notes, the Ottoman provincial army used to wear red warriors and they wore hoods with a kind of conical hat also red, similar to once but taller. I found no further indications anywhere, so I decided to give different colours to the pants of each regiment, with matching belts, as well as eventual feathers or tassels on the hat. I painted the kaftan and / or warrior of the officers in blue by arbitrary decision, as I had no information about it.



The flag has also been arbitrarily chosen, although its obverse is taken directly from a historical specimen; ignoring what the obverse must have looked like, I just put three crescents on it.

More to come....

8. A Change of Scenery by Big Mike

I enjoy making scenery but buying good quality scenic products at shows that just need a paint job, or better still come ready to use, is what I am looking forward to. During the lockdowns I had no such option so here are a few ideas that I put to use.

Blutack

I have started to use Blutack for a variety of modelling techniques. For example:
To disguise metal figure base edges, building up scenery such as defensive positions and providing a new “base” for figures that snap off at the ankles.
Blutack takes paint, PVA for scenic flocking etc and varnish and can be stored easily.
White Blutack is also good for adding snow to buildings and street corners in patches for winter battles. When the game is over just peel it off and roll it into a ball for future use.
Your buildings should be none the worse for the experience. Miles used this technique for our second Ardennes game.





If have also made rustic stone walls for our WW2 Crete game scenery using wood or plastic doweling as the base, then covering this with Blutack. I then rolled up very small balls of the stuff and pressed them on to the top of the walls, gently pressing them down to create the top layer of stones. The sides of the walls were stippled to create a rough stone wall effect.

PVA and some railway modelling gravel was added to finish the walls before spraying with an aerosol grey primer.

Once you are happy with the model you can harden off the Blutack by a number of means. Liquid superglue works and so does lacquer spray paint. The more layers of paint, etc and drying intervals the better. To be fair, it may not always reach a rock-hard state, but it sets firmly enough for my purposes.

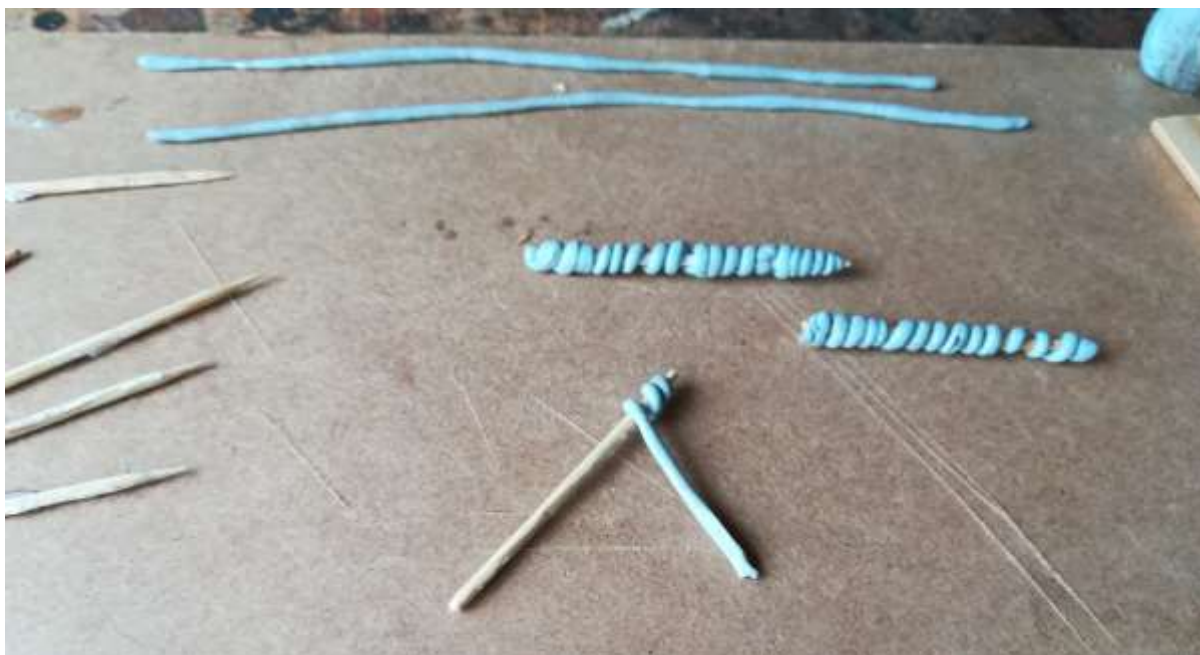
I applied the Roket liquid superglue to coat the walls of the olive groves. This is very runny stuff and goes further than expected - beware. The walls were then firm enough for my purposes and a wash and dry-brushing completed the project.



I also used Blutack for my four Defensive markers for the Mexican Revolution. I have just started on some staked defences for Dark Ages/Ancients and dry-stone walls (Cotswold/Peak District style) for ECW.







Because it remains pliable, unlike modelling putty or “Greenstuff” (excellent products) that both harden off quickly, there is more time to create the result you want. If it all goes pear-shaped you can re-use it and start again.

Alternative Woods

I have acquired a batch of trees that I had planned to fix to bases using large steel washers. But I am using a new idea (new to me) that I employed in making the batch of olive groves for our WW2 Crete game.



I drilled holes in a template to the diameter of the model tree trunks and then slotted in each tree. Using the correct drill size is crucial otherwise the forest looks a bit drunk. The depth of the template needs to be sufficient to allow the trees to be supported. This works best if you have a consistent tree trunk size.



I drill the holes right through (not into the dining table!) and when the template is on the game table the trees stand to attention. You can fix your trees with glue, but this defeats the object.



Removing a tree or two to allow your sweeping flank move is easy and un-based trees need less storage room.



I prefer this new system to the method used for the olive groves first time around as there is no base shadow and the overall effect is more pleasing to then eye.

There has been no product sponsorship in this article... 😊

9. Alternative French Army for SB by Pierre

*SB = Square Bashing WW1 rules

20 bis. French Armée d'Orient, 1916-19

This is the French army that fought in the Balkans alongside their British, Italian and Serbian allies. Despite being stuck in trenches for nearly three years, sustaining insane conditions with pandemics, foul weather and hard mountainous warfare, their fall 1918 offensive gave the final blow to the Central Powers Empires of Bulgaria, Austro-Hungary and Germany which collapsed one after another with domino effect until the armistice.

However the Armistice Day didn't put to an end the enlistment for most of those soldiers, who had to cope with the Red Army for several more long months before returning home.

Plausible opponents: 17 (Bulgarian), 12 (Austro-Hungarian), 28 (Turkish), 40/42 (Red Army)

Inspiring movie: *Capitaine Conan* (1996)

<https://www.youtube.com/watch?v=rsLrRQfa1Sk>

Dice score	Outcome	Attack Points
2, 3	Marsh-fever has taken its toll. Remove two bases of the army, your choice. <i>Cumulative</i>	2
4, 5	The supply trucks has been ambushed by the enemy: no <i>pinard</i> today. Lose 2 points to the <i>Hold the Line</i> asset.	2
6	The “Corps Francs” have silenced a battery in the enemy rear line. Opponent must reduce by 1d6 his point effect barrage.	4
7	New 37mm guns. Light guns move like infantry, and need a 4+ to leave difficult terrain.	4
8, 9	Large ammunition supply. Add +4 to any barrage asset.	6
10	Enemy morale is crumbling! Opponent must choose one of his units on table and remove it as reinforcements. <i>Cumulative</i>	6
11, 12	New Chauchat LMGs issued. When assaulting, player can re-roll one failed dice per infantry unit with hits on “6” only.	8
13, 14	Reinforcements are here! The <i>Senegalese</i> will give cold-sweat and cold-steel to the “Buls*”! Improve an infantry unit to professional quality. <i>Cumulative</i> *: <i>nickname of the Bulgarian soldiers</i>	12
15, 16, 17, 18	General Franchet d’Esperey has taken command. Higher Command rating is increased by one and the army gets 2 Morale Bonus (-2) markers which can be freely used when needed.	14

Note: the quick firing ability of the artillery on the table is an extra point cost.

Units

	Reservist	Regular	Professional
Infantry	2-6	4-8	0-2
Cavalry	0	0-2	0-2

MG:	3-6	Field artillery:	3-6	Light guns:	0-3
Heavy AC:	0	Light AC:	0-1		
Heavy tank:	0	Light tank:	0-2		

Assets

Aircraft: 6	Hold the line: 8	Hasty defenses: 8
Urgent arrival: 4	Shock assault: 2	Suppression barrage: 12
Point effect barrage: 12	Rolling barrage: 7	Gas barrage: 6
Artillery quality: Av	Higher command: 2	Army status value: 34



The colonial divisions should wear “mustard” khaki uniforms, a striking change to the classic light blue-grey clad French WW1 infantry.



All figures and materiel are 15mm Peter Pig from the WW1 range

10. TOUR OF DUTY by Sean



Introduction

This is a short campaign system for Vietnam: The Men of Company B. It requires minimal paperwork, a couple of extra dice rolls and two players with a similar outlook on gaming. Ideally, neither player will be a 'win at all costs gamer' and will be playing just for fun.

The year is 1967, the summer of love. But the White Star player is just starting his first tour of duty, 'in country'. He feels a long way from home.

The Communist player represents all of the White Stars fears. He will be in command of the opposition, looking to send the White Star player home in a body bag or else taking him as prisoner of war (POW).

The campaign will last for 5 or 6 games of Vietnam: The Men of company B. These games will represent the White Star players 'Tour of Duty'. There will only be a 6th game if the White Star players character is a POW. This will give the White Star player a chance to launch a rescue mission.

Should the White Star character survive 5 games and not end the 5th game as a POW, the campaign will end and victory points calculated to see who has won the campaign.

White Star Character

It is assumed you are playing the character of a U.S. Infantry officer. Should you wish to use Anzac or ARVN forces, then the following can be amended easily to fit.

You are playing the role of a fresh out of the box 2nd Lieutenant, taking command of 1st Platoon, B company, 2/24th Battalion, part of 23rd Infantry Division. You are the Platoon Leader. With you is your Platoon Sergeant. Your platoon consists of 3 squads, each commanded by a Sergeant leading around 10 men.

Your character is just 24 years old. You need to name him. If you like you can roll some dice to create his name.

DICE ROLL	FIRST NAME	MIDDLE NAME	SURNAME
1	JAMES	GERALD	PECK
2	ROBERT	RONALD	MITCHUM
3	DAVID	GEORGE	HUDSON
4	WILLIAM	DWIGHT	NEWMAN
5	RICHARD	LYNDON	REDFORD
6	JOHN	ANDREW	GARNER

Use the above table to also name your Platoon HQ Sergeant.



Now come up with names for your 3 squad Sergeants. Here's another table for you to roll on should you wish.

DICE ROLL	FIRST NAME	SECOND NAME
1	PHILIP	EDWARDS
2	EARL	SANCHEZ
3	JOSE	GODDARD
4	CHESTER	WILSON
5	RANDY	CALLAGHAN
6	WILLARD	TURNER

Your platoon is located at a Firebase. You can name the Firebase yourself, or just use your surname to personalise it or again roll for it:

DICE ROLL	FIREBASE NAME
1	APACHE
2	LIGHTNING
3	GLORIA
4	EAGLE HILL
5	EIGHT MILE
6	FOXTROT

The campaign takes place in a province within the Central Highlands of Vietnam. Again, this is entirely optional, but it is nice to establish a fictional province for future battle reporting.

DICE ROLL	FIRST PART	SECOND PART
1	BAC	GIANG
2	HA	BIEN
3	LANG	NAM
4	QUAN	LA
5	SON	NOI
6	DIEN	CHAU

Campaign Assets

In a one off game of Vietnam: Men of company B, you can freely choose your assets, depending upon how many asset points you have. Within Tour of Duty, you command an 'average' platoon and so have 8 points of assets per game - though this might change due to the random events (see later).

As part of Tour of Duty, you retain freedom of choice in your assets. But if a vehicle is lost during a game, it is lost for the campaign. Tanks carriers and gun trucks come in pairs. If only one is lost in a game, you may still take the asset, but only receive the remaining vehicle and it costs the same amount of asset points. Harsh, but this is a war soldier!

For any of the specialist troop types, if they are lost/killed/destroyed, you must roll a D6 if you wish to use it for the next game. If you roll a **4,5,6**, then that asset is available. If you fail the roll, that asset is not available for the next game but may still be rolled for in a subsequent game.

The above is intended to represent attrition on a unit. If a sniper isn't available for a game, it is assumed that there is no one with suitable skills ready for that mission. It may be that one has been shipped in should the asset be achieved for the following game.

The Communist assets are as per the book with one addition - Asset S.

S	TV/Film Crew	<p>This allows the communist player to attach a base of CNN TV crew to one of the White Star units, either a squad or HQ. They can not be killed or become casualties, but are removed if the unit they are with is destroyed or CASEVACed.</p> <p>The TV crew's only effect on the game comes with the calculation of Victory Points (VP's). This CAN benefit the White Star forces and therefore there is no compensation for them for this Communist asset.</p> <p>For each dead White Star base, whether infantry or vehicle, increase the VP's for the Communist player by 1. So a dead tank is worth 7 and a dead infantry base is worth 4.</p> <p>For each dead peasant base, instead of 1pt, the Communist is awarded a D6 VP's. There is media outrage! If the TV crew is more than 2 squares away from the square where the peasant base is killed, the Communist player loses the reroll that is normally available for VP rolls. It is best practice to carry out this roll at the time so as to prevent any confusion.</p> <p>The possible benefit for the White Star forces is if they manage to find 4 or more caches. The VP's for this changes to 2D6 instead of 1D6.</p>
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The Campaign

The campaign lasts for either 5 or 6 games of Vietnam: Men of Company B. The only time the campaign will go to 6 games is if , at the end of game 5, the White Star Character is a POW. Game 6 will then become a rescue mission similar to the 'Downed Aircrew' scenario in the rule book.

Each game can be seen as a campaign turn. The turn sequence is as follows.

1. The Communist player chooses what type of game to play. The first game is always against VC. Following that the Communist player will choose whether the game is against VC, NVA or is a Firebase assault. There can be no more than 2 NVA games and 1 Firebase game. Only game 6 can be a Downed aircrew scenario which will in effect be the rescue attempt of the White Star character.
2. Roll for a random event. Roll 1D6 - 4,5,6 a random event occurs. Each event can only occur once during the campaign. If the same event is rolled on a subsequent turn, reroll until a new event occurs.

DICE ROLL	RANDOM EVENT
1	-2 FOR THE WHITE STAR ASSETS - Due to a fallout between Company and Battalion HQ, Capt Meecham is now out of favour with Major Thom who is in charge of allocation of resources and supplies. Company B will have to make do until the issue is cleared up.
2	COUNTDOWN 25 - Heavy cloud cover and the clocks going back has meant that time is limited for the mission whilst there's still daylight to operate effectively. The night belongs to Charlie!
3	+2 FOR COMMUNIST ON CACHE LOOP - One of the ARVN advisors has Communist sympathies and has warned the local villes that Company B are preparing to sweep the area. The Local Force has managed to hide their stores where the White Star will never find them.
4	RAIN - VISIBILITY DOWN TO 2 SQUARES. DEVIATION OF ARTILLERY is now 1-2 90* on end, 3-4 90* on centre, 5-6 No deviation - Monsoon season. It's rained for a week straight. Captain Meecham is getting restless and so has insisted the regular search and destroy mission should not be delayed. 'We need results, damn you! I'm getting in the neck from on high!'
5	FIRST US FAIL CAN BE REROLLED - The men are well rested and attended a concert with Bob Hope and some Playgirls last night. Their dander is up!
6	BLUE ON BLUE - An F100 pilot has miss calculated and drops his load of napalm on to the table. This event is rolled for each turn. On turn 1, a dice roll of 1 means the event occurs. Turn 2, on a dice roll of 2, on Turn 3 on a roll of 3 and for each successive turn a 1,2,3 is required for the event to occur. If the game ends without the event happening, the pilot has managed to correct his flight path and avert disaster. Roll 1D6+2 (score between 3 and 8). This is the row where the napalm falls with row 1 being nearest to the door of the game venue. Then roll another 1D6 for the square where the centre of the napalm falls. Then roll for deviation as normal, with the default position being from long edge to long edge. Treat as an artillery strike, but all three squares are on fire and impassable for the remainder of the game. No line of sight through these squares.

3. Play the game!
4. Calculate VP's as normal but record them for each game, totalling them as you go.
5. If the White Star officer survives the campaign, the White Star player is awarded a bonus +10pts per game he survives. If your original officer dies, his replacement is not eligible for this bonus. If the Communist player kills, incapacitates or captures the officer, they are awarded 50pts.
6. Total the VP's to determine the winner of the campaign.



The White Star Officer

In a regular game of Vietnam: Men of Company B, the officer can become a casualty and is treated as dead or at least out of action for the rest of the game. If that were to remain so within the campaign, it would be very tough for the White Star officer to survive. Therefore his rules are changed as follows.

Should your officer survive **2** games, he automatically becomes an **Experienced Leader**, gaining +2D6 to his action dice every turn.

If he survives for **3** games, he receives the **Decisive Moment** asset for free, able to cancel **one** morale test per game.

When shot at, the White Star officer receives the following saving throw.

Officer Saving Throw v Shooting	2,3,4,5,6
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Should the White Star officer be hit, roll on this table:

Dice roll	OUTCOME	EFFECT
1	<i>Shot goes glances off his helmet</i>	Goes down, but otherwise no effect
2-5	<i>Wounded</i>	Loses 2D6 action dice for remainder of the game and goes down. Dice for recovery 1-3 Flesh wound, sewn up and fine for the next game. 4-6 Still hurts, loses 2D6 Action dice for the next game. Recovers for the following game.
6	<i>Shot in the chest</i>	Falls to the ground. He is out of action for the rest of the game. If he is CASEVACed he may survive; if not he dies in the field. If he is CASEVACed off the field, roll once more. 1-2 It's not as bad as it seemed - back for the next game. 3-4 Survives the wound, but is out of the campaign. Awarded the Purple Heart. 5-6 Dies on the operating theatre table.

If the officer receives another hit, roll on the table again but add +3. The loss of action dice is cumulative.

If the officer is involved in an assault and becomes a casualty, things aren't so great! Unlike other bases, he will receive a saving roll:

Officer in an assault Saving Throw	4,5,6
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If he is not CASEVACed from the field, at the end of the game roll a D6.

1,2,3	<i>Wounded and taken prisoner as a POW. +2D6 VP's to the Communist player.</i>
4,5,6	<i>Dies on the field.</i>

It is only if the White Star officer is a POW by the end of game 5, a game 6 will be played. This is the choice of the White Star player. He may decide not to play a game 6. It is his decision. If game 6 occurs, refer to the Downed aircrew scenario. The first aircrew 'found' is the White Star Officer. Any subsequent discoveries are aircrew as per the scenario, upto 3 in total.

Should the White Star officer die, be incapacitated or be captured, he is replaced for the next mission of the campaign but reverts back to the rules as per the rule book. You may promote your HQ Sergeant or roll for a new name. However, it is your original officer who will be mourned.

If you have named your Squad Sergeants, please do keep track of their activities and if they survive the campaign. They each will have a story to tell.

Ending the Campaign

The campaign can end in several ways:

1. By mutual agreement.

Both players decide there is little point continuing or wish to try something else. It is important that both players agree to this. It would be bad form to say you no longer wish to continue just because you are losing!

2. The death of the White Star officer.

The White Star officer may decide to call the campaign at this point. This is especially useful if it is in game 1 or 2. The campaign can be restarted and the players may wish to swap sides.

3. The campaign ends at either game 5 or game 6.

Victory points are totalled from all of the games. If the White Star officer hasn't survived but the White Star player still has more points than the Communist, it is counted as a political victory, but not a hearts and minds win. Otherwise whoever has the most VP's at the end of the campaign wins. It is up to the players to decide the narratives and how 'good' the win was, or how 'bad' the loss was.

End Notes

I hope you enjoy this campaign and that it brings another aspect to what is an excellent set of rules for wargaming in Vietnam. Due to the COVID pandemic there has been no playtesting so feel free to change, alter, ignore or re-write whatever you feel like to make the game more enjoyable for yourself and your group. Vietnam was a terrible war for many reasons but is well worthy of study to better understand what happened.

Enjoy your gaming, remember to play nice and do your best to ensure your opponent enjoys the game just as much as you do.

11. International Brigade in the SCW by Manus

Here is a link the Manus' blog all about his SCW project in 15mm.

<https://airtscorner.blogspot.com/search/label/Spanish%20Civil%20War?m=0>





12. Moulding with Blue Stuff by Simon

I am planning a project that will require the addition of some modern equipment: water bottles, backpacks and blanket rolls to some Peter Pig figures. I could have tried to sculpt these individually for each model to which I want to add them, but this seemed a great opportunity to try out the reusable “blue stuff” mould-making material [<https://www.greenstuffworld.com/en/reusable-blue-stuff/8-blue-stuff-mold-8-bars.html>] I’d had kicking around for a while. Blue stuff turned out to be easy to use and gives some nice results for minimal effort. This short article describes the process I followed.

Make your master

I needed to create a master for each of the accessories I wanted to cast. Since I still struggle with green stuff and reckon, I’m rather better at removing than adding material, I made my masters from white “superfine” Milliput, which I could then cut and file to fit. Since the final results would be glued to figures, I went for single-sided castings: this simplified the processes of sculpting, mould-making and subsequent casting. I used plastic milk carton lids as a base (easily grippable around the edges) to ‘sculpt’ (a grand word for my process of cutting, prodding and then sanding) the Milliput, making several of each master as I wasn’t quite sure how they’d turn out and thought I’d need some spares:



Water bottle, blanket roll and backpack Milliput masters on their milk bottle lid sculpting bases

Make your mould

If you've ever made jelly from a packet, blue stuff is really easy to use. It comes in little "ingot" blocks of 4 or 8 to a packet. Choose a number of blocks (I used 3 initially) cut them with scissors into squares and chuck them in a bowl of boiling water:



Blue stuff cubes next to the (small, white) masters on a sheet of plastic: the softened blue stuff will be pressed onto the plastic sheet to make the mould

The blue stuff rapidly becomes malleable and can be formed into a single blob. It should then quickly be pressed over the master before the blue stuff sets hard:



First mould: blue stuff pressed on top of the masters

I let this all set overnight, before then gently peeling the blue mould off the plastic sheet and popping out the masters.

Make your castings

To make the castings, I mixed up some Milliput and pressed it into the mould with a sculpting tool, trying to ensure it was forced into all the detail I'd created.



First mould with Milliput pressed in to make first castings. Note the joins in the blue stuff where I didn't sufficiently mix the moulding material!

I made two more moulds from the original masters to speed up the production process:



Set of three moulds, each filled with Milliput that is in the process of curing.



A selection of the castings produced (water bottles, blanket rolls and backpacks) before final clean-up.

Next steps

I will include these little castings in a future article describing some minor conversions for a force I'm creating for one of the 20th century RFCM rule sets.

13. Mexican Revolution By Pierre







14. Group build by Martin B

Martin has organised a group build.

This activity allows gamers to make an item that relates to a suggested theme.

This month's theme was "Command group".

The activity is not competitive but mutually encouraging.

Each person was to make a command group using 15mm figures or models.

The item needed to be made during the month of June 2021.

Here are some shots with more detail to come.

Some of these are work in progress.





Mexican Revolution.



Louisiana Zouaves



Abe Lincoln and Mary



German WW2

Colonel Kilgore for Apocalypse Now











Above Andy's Belgian WW1 command

The car is from the WWI Russian range. Two officers had headswaps with the Belgian cyclist head, the driver with a SCW Isabellina cap head. Painting was pretty standard blocking then a magic wash a la Fat Wally (aka Kev), followed by some highlighting. Most of the colours used were Vallejo - Magenta for the car body, black highlighted black grey for the hood, beige brown for the leather seats, olive for the green uniforms, leather brown for the gloves (but light grey for the green clad staff officer passenger). The dark blue used in the Belgian army at this time was very dark and I initially used Anita's Midnight blue, highlighting with Vallejo intense blue. Other figures are: mounted, Freikorps 15 FPW chasseur a cheval (I think, although could be the officer from the hussar pack); the other is a Wurtemberg officer. The two standing figures are from the Peter Pig Belgian generals pack.

The basing was a new departure for me, based on seeing a basing tutorial on Miniature Realms on You Tube. The road was done using Vallejo white stone to enable me to make it look rutted and puddled. The roadside and figure bases were first done using Vallejo grey undercoat followed by Scale 75 Petroleum Grey. Next a good coating of

Vallejo Dark Earth texture was brushed and dabbed on to try and disguise the bases. Next I gave this a wash with GW Seraphim Sepia, but I think it was probably too light. Next time I'll try Army Painter Strong Tone. The next stage was just to dust on some Vallejo Light Siena Pigment (no need to fix it). Then random dabs of Vallejo European thick mud and then some grass tufts of varying length, two by Miniatuur and the longest by Joefix. Finally some purple wild flowers, again by Miniatuur to round it all off.



Mexican Government command

Finished Mexican command



15. AK Day preparation

There is to be an AK47 games day on 9th October 2021 at Battlefield hobbies in Daventry UK. It is an open event so all may join in. Just contact the store.

Here are some pictures of player's preparations.

These are Derek's.



16. Mexican Revolution

Photo game reports (2 games)

by Pierre and Xavier



(Above) Rebel infantry



(Above) Government troops advancing



(Above) Government MG



(Above) Rebel infantry



(Above) The whole game on the 5x3 table.



(Above) government first half infantry.



(Above) Whole game



(Above) gGovernment infantry advancing



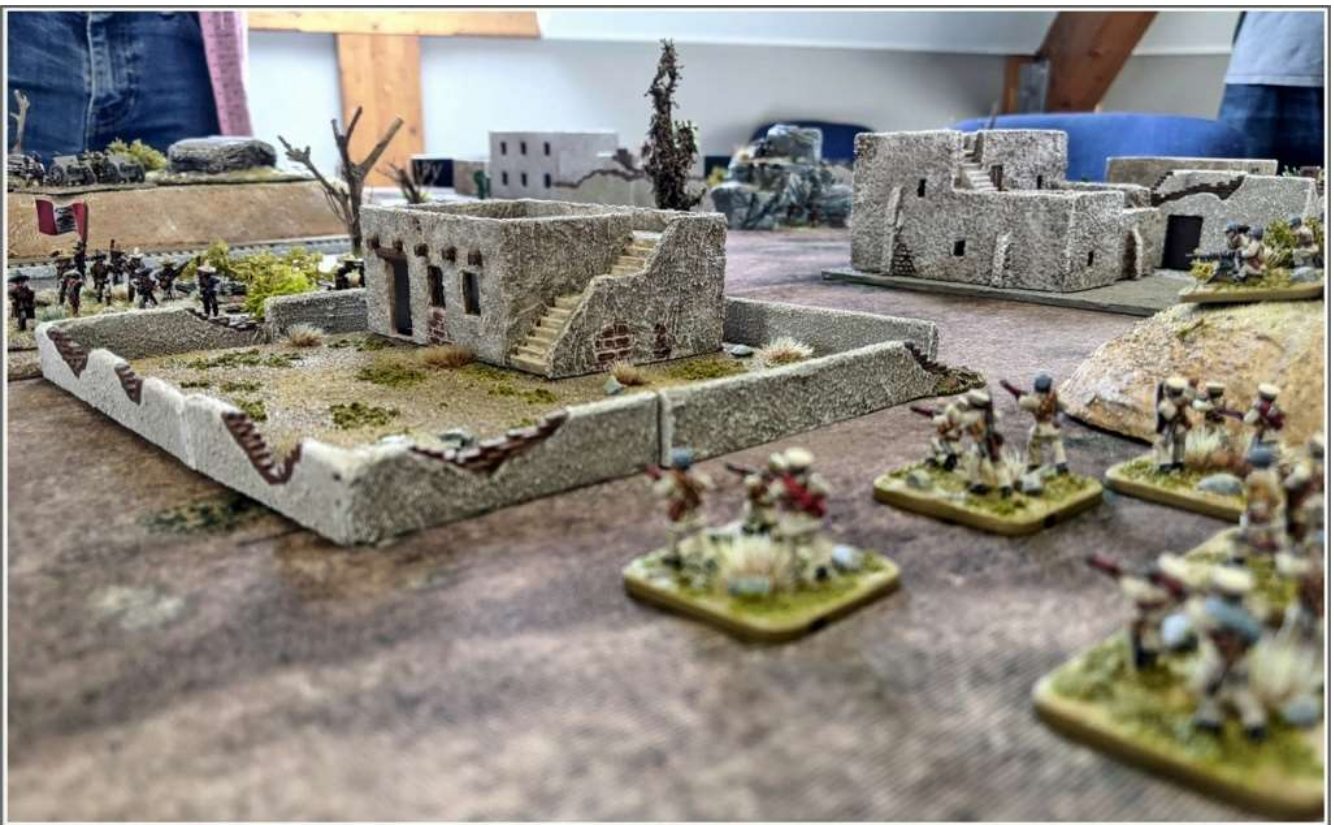
(Above) Rear area.



(Above) Rebels in a solid building template.



(Above) Infantry advancing across rough ground.



(Above) Opponents advancing into buildings.



(Above) A different full game.



(Above) Cavalry.



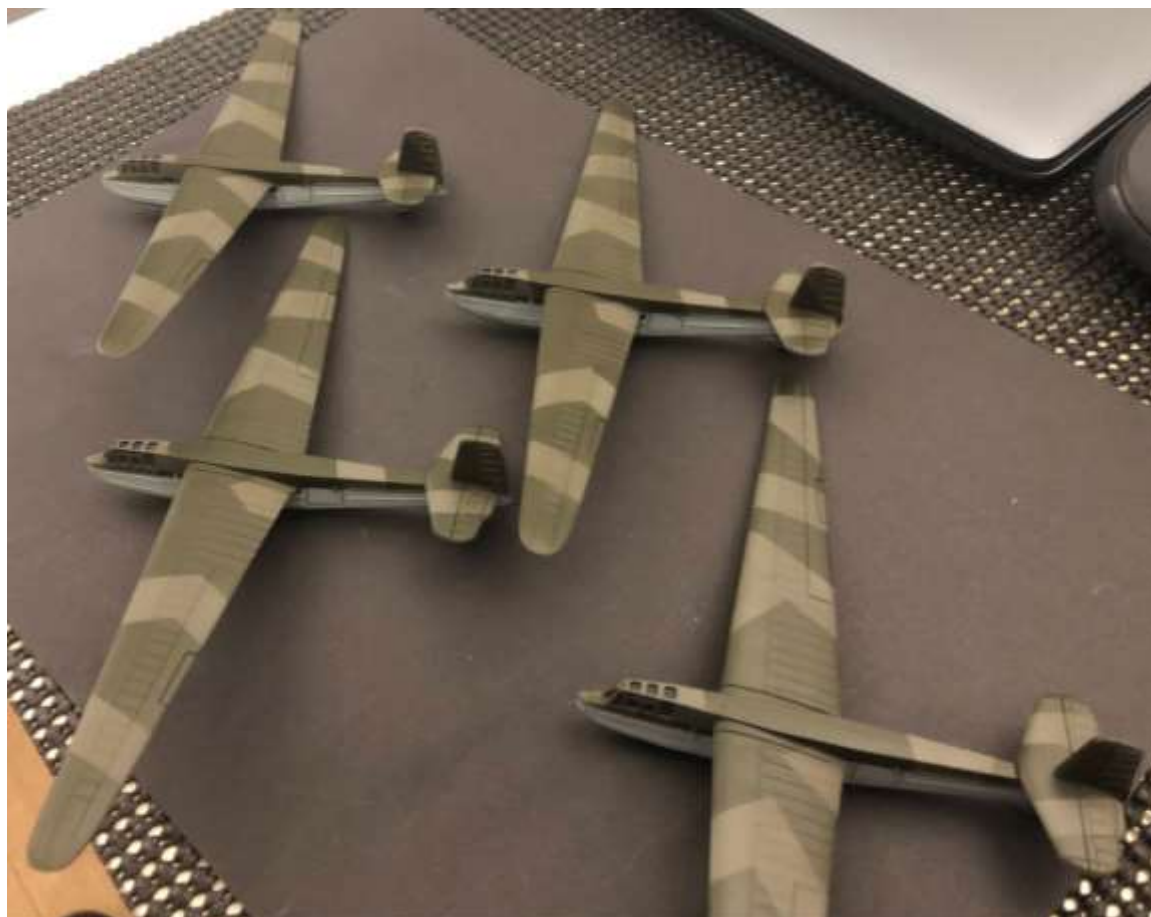
(Above) Rebels in defences.



(Above) Down the line.

17. German DFS gliders by Battlefront

In preparation for landing on Crete



(Above) Si is working on some using an airbrush.



(Above) Stewart has these ready.

18. A “Badget” of figures





19. Armies for the Mexican Revolution



(Above) A full size raw army. Raw= bigger army. Colour coding used for unit identification. Car= general.



(Above) government first half complete army with all the options.
Flag bases are officers.

20. Edition 4 Trench raid by Sean

Here are some shots of the “Trench Raid” table being constructed. The trench board is the gamete from MILL 3 June 2019.
The table measure 12” by 12”.





The two opposing trench lines.



21. American Military Edged Weaponry Museum in Intercourse PA by martin (2007)

A really nice museum in Intercourse. A small town 6 miles away from the Historicon HOST location.



(Above) Rebel stuff



(Above) Civil war union water bottle.



(Above) Rebel water bottle.



(Above) Bigger picture of museum.



(Above) Civil war rifled musket

End

