

Issue 12.
February 2022

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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

February 2022

1. Salute 2021 – 13 Nov 2021

by Derek

This was to be the first gaming event I had attended since lockdown began so very long ago and was looking forward to it. Had a very short shopping list but an open heart and mind.

Covid

From the Exell website Covid measures looked in place like wise with Transport for London so set off with a spring in my step (or at least the accelerator pedal). Drove to Richmond, parked and went by tube the rest of the way. Found that despite signs up everywhere on the tube stating that it is a REQUIREMENT for face covering to be worn only to find around 25% had them on. Most staff did not either and no effort was displayed encouraging this behaviour. Arriving at Exell proof of double jabs or exemptions were taken and wristbands issued. Yet again, despite the website clearly stating face covering are REQUESTED to be worn and signs everywhere probably 10% at most had them.

I wonder at people at times. Daily rates of 40K new infections, maybe they don't realise that's over a quarter of a million a week! Etc, etc, etc..... OK, rant over. Kept my mask on and ignored the looks I got from those unmasked!

Excell

Got into the site around 11am and found an abundance of people in some of the many permutations of the Star Fleet uniforms available. People of all shapes, ages and genders could be seen proud of their fandom. Good for them. Was a lovely sight to see even though I considered that Star Fleets entry requirements may need to be looked at again. Then saw a lovely sight



Who say equality doesn't exist in the 25th? Century. Will never be able to look at a "Kirk episode" the same way again. Didn't spot any Klingons, Romulans or others though. Maybe it's a day off for them.

Salute

Entry to Salute was well organised and a goodie bag thrust into my hands. This contained a number of leaflets that remained securely until I got home and a limited edition figure in 28mm of a young lad (circa 1940 – knobbly knees, shirt half out and a cap) running with a model spitfire in his hand proudly raised high. This brought it home to me that last year's event, celebrating 80 years since the Battle of Britain didn't happen. More on this later. Will pass this on to my son-in law Andy whose grandad was a Battle of Britain pilot. Could almost imagine his Dad being like that. Yes he does game occasionally.



ON entry noticed that it much less full than previous years. Not unexpected as previous years I found to be too full.



Decided to look round the games first rather than the trade stands.

The majority of games seemed to be 28mm with a scattering of 6mm, 10mm and a couple of 54mm games. Only a couple of 15mm games were spotted. Anyway took some piccies and chatted with some people on the way round.



Drowned Earth by Olmec Games. RPG fantasy game. Very nice looking.

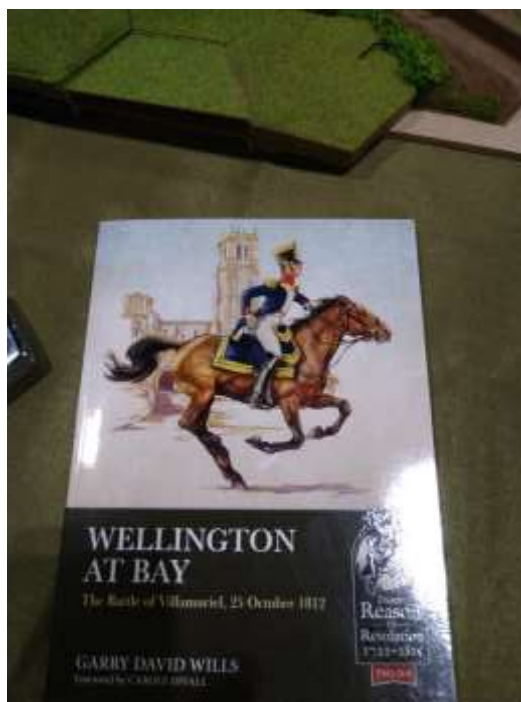




6mm game by Wyre Forrest Gamers. Beautiful terrain. Loved their forests.



54mm Mexrev game using a new system about to be released by Cavalier books. Chatted with Ian Colwill and Chris Swan and made them aware of the PP version soon to become a masterpiece! You guys now have a lot to live up to lol



15mm Black-powder rules Napoleonic game. Terrain by Kallista (I like this system and saw it on another table) seems to work well.

Chatted for a while with Gary David Wills who sent Martin his regards.



I did ask why the pink flamingo hat. Response. Cos he can and he likes it!
Nothing really to add beyond that!



Moonstone by Goblin King Games – 28mm fantasy skirmish. Lovely looking buildings.



I know I said I was going to look at the games first but the last one was at the end of a row and my eyes were drawn to these wonderful building sets from Battle Systems. 28mm scale all done in thick quite durable card. Think the wood fort was £70. Looked the part and had a sturdy feel to them. Really nice.



Wessex Warriors with their vision of Alien. No one seemed to want to chat so couldn't make out that much but lovely looking set-up.



Very nice participation game from London Wargaming Guild based on wot a tanker scaled down with elements from a Very British Civil War included. Seemed fun.



Warlord games were showing off Blood Red Skies with an attack on USS Hornet. The guys on the stand seemed a little peeved when I explained my use of their ACW figures. When shown my pics they were impressed with how they look.



Next up was WW1 Trench football – Subbuteo style by the RAF Wargaming Association. Looked fun.



Very nice WW2 games in 10mm using Anshluss Publishing's War on the Ground Rules and scenario book. Look I am not a paid journalist. Martin's budget didn't stretch that far. You get what you pay for!



Nice set-up but little going on. WW2 air control game based on castle defender from Scimitar Wargames Group.



Inquisitor done in 54mm Sci-fi RPG combined with a bit of D&D in 40K land run by David Fincher. Wonderful scenery and people seemed to enjoy the game.



Great 28mm pirate game based on tv's Black Sails. Terrain yet again by Kallista. Run by Hornchurch Wargames Club.





For me the most impressive set-up of the show. O-Groups Fire on the Volga by Reiswitz Press done by Loughton Strike Force in 15mm. The changes in the scenery from the river section to the ruined town all on a 5 foot wide slope was wonderful. Could have spent all day admiring it.



Next was Welcome to Annaral – a fantasy skirmish from Twilight Miniatures. Buildings were lovely but getting home the piccies were too blurred.



Society of Ancient with yet another excellent with a very good looking Battle of Paraitakene game in 28mm. No-one seemed to want to talk about it though.



Another man in a silly hat. (Nothing to do with the other one). Asked about it. Response. Because it annoyed someone else, he was working with. Can't ask for a better reason I suppose 😊



Divisions of Steel – Plastic soldier company. Lovely looking game run by Simon Hall and Mark Bevis.

Beyond that were some other small games such as



Nice looking skirmish game but no-one near it at the time and nothing to identify it.

There were a lot of tables unoccupied and unfortunately the flier handed out at the entrance contained the 2020 information. No idea but I felt that they would normally have about half as many larger tables on display as were present.

The traders

Traders had the usual things expected. I didn't really see anything unusual that drew my attention.



Apart from this very harried looking chap. Wonder who he is?



also present were a couple of mock-up WW2 fighter. Not sure what rule-set they were using but they looked great and I want one in my garden for crimbo!

BY this time, it was around 3pm. Feet hurting. Tired overall and had bought what was on my list (6 packs of ACW cavalry and dismounts (4 and 2) from Kallista). Nothing much else apart from some 15mm ACW fencing leaped out to say buy me! By far the

vast majority was 28mm. Quite a few empty gaps amongst the traders with company names on labels.

Noticed how thin the crowds had become and overheard one trader talking to another that they had “done OK” but no rush at the beginning as normal, just slow trickle of trade. Probably covered his costs but not too much else. Had a sense that traders were a little disappointed in the lead up to Christmas. Possibly this would have been aided if there were a few special offers on display? Who can say.

Overall

I was glad I went. The first time being in a large convention with like minded people for quite a while. Looking at “strange stuff” and admiring the artistry on display was worth it. However, I feel this will have been my last Salute.

Yes, I got what was on my shopping list. When I worked out my costs.

Some figures are estimates

Petrol for around 140 miles	£20
Parking	£15
Tube	£6
Entry	£10

So that’s around £50 spent. If I had bought it online probably a few quid in postage!

Says it all really.

I will go to shows in the future but think I will restrict them to Newbury, Bournemouth and the like.

Maybe I am just getting old and grumpy. Derek.



2. AK47 by Jimmy

Les Jeux Sans Armes, or what have you.

"Jimmy"

I like the ability in the original AK47 rules to field a unit of unarmed militia; thought it might be a bit of fun to play on the table, so I ordered some "Unarmed Pirates" "Mob with Machetes" from the Pirates range and some "Looters" from the Modern Africa range; they've done me for a small unit of unarmed militia - or a big mob of rioters, I suppose. (in Reloaded they make a nice proxy for small-arms).

They're lovely, fun sculpts, and I've enjoyed painting them up whimsically; one's rioting in a hi-viz vest for example, clearly having come straight from the site.

Thinking of other ways to give a bit of colour to the table, I've put together a herd of goats; the goats themselves were from Minibits and the shepherd (goatherd!?) is a spare machete-wielding figure who I gave a crook to look after them - he'll be getting a dog too shortly. Based nicely on pennies, they fit on the table unobtrusively but add a little fun - have used them for an objective marker too.

I've put aside another looter lugging a wheel to paint up as a mechanic when I finally get the petrol station project sorted, and I've got some nuns (from the WW2 civilians range) with a plan to build a colonial mission house for them, too. There's always something in the pipeline!





3. A Simple Maize field

By Neil

Standing maize corn is a popular feature of settlement in the Americas (and now elsewhere). It seemed only fitting to include some in my Mexican Revolution project to add period (if not actual) flavour. With relatively few tools it is easy to achieve a pleasing tabletop effect.

Pre-made corn stalks made by MP model trees were obtained from my preferred scenic supplier based in Cromer <https://www.modelscenerysupplies.co.uk/> . They are available in both green and brown. Considering how fiddly they would be to model from scratch in 15mm I opted for pre-made items and while not particularly cheap the scenic effect on the table proved to be a valuable investment. [corn.1]



For 15mm scale packs can be selected from either N gauge and 00 gauge since it falls somewhere between the two (helpfully the actual sizes of the models are usually specified) .

As with most MP items, the stalks are composed of fine twisted wire and paper. They are intended to be pushed into a terrain board so require some form of basing. My scenic go-to is hardboard which is rigid enough to stand handling and won't warp. In this case it is also thick enough to be drilled into. Pilot holes drilled in regular rows with a pin vice almost but not all the way through would help the fiddly plants stand firmly during the gluing process. I shaped irregular offcuts of board to fit roughly together in a rectangle. They could be used in isolated patches or combined into a field that allowed for removal to position figure stands. This also made them more convenient sizes for storage.

The plants were carefully removed from the blister packaging and any excess packing removed. I opted to use a high grab adhesive to cement them firmly in place. This prevented any leaning and in combination with the pilot holes held the plants proud and tall. A whole patch can then be 'planted' out. A little spreading and tidying of the glue blobs with a scalpel finished it off. Depending on your personal preference you could simply rely on scatter to add surface texture, but I wanted to suggest a rough patch of ground so also applied a small amount of filler between the stalks. [\[Corn.2\]](#)



A 1:1 mix of PVA and tempera generic ground colour (burnt umber) was applied to both add colour and to seal the basing, paying particular attention to the edges (pic.3). After which a 1:1 PVA & water mix was liberally applied and the bases dipped/sprinkled with my preferred scatter mix (a combination of sizes of crushed limestone ballast). This gave a dusty, gritty ground cover which suited the climate well. [Corn.3]



I felt that unlike some commercially available scenic the colour was spot on so no additional highlighting was applied. The whole was then liberally sprayed with matt acrylic varnish for durability.

4. We Don't Do That Here. We're British

A Very British Civil War adaptation for Peter Pig by John

Use Spanish Civil War rules (with these amendments)

Factions

1. Constitutionalists. (Supporting Government). Made up of Army units (WW1 or early WW2, Navy, and RAF). This faction is for those that support parliamentary democracy. The leader is the prime minister and the national armed forces make up the majority of the army. They are likely to have the most modern equipment. Generally, well drilled but not experienced in battle.

2. Royalists. (Supporting Edward VIII). Some of the above plus some more eccentric units, such as colonial uniforms. This faction is supported by sympathisers with the King's position but are mainly right of centre, politically. There are some regular military units involved. These have deserted as whole units or individuals. There are also units raised by individuals who are friends with the King or have a vested interest in the continuance of the monarchy. The "hunting and shooting" fraternity are likely to support the King as is the local squire. Their equipment may be more dated. Mostly enthusiastic, knowledgeable about war but not necessarily good at it.

3. West Country Freedom Fighters. (Independent West Country). Anything that feels right. This faction is taking advantage of the Civil War to push for West Country independence. Units could include the Exmoor Hunt, Cornish fishermen, Devonport workers or the Pasty Appreciation Society. Their equipment may have liberated from museums or local estates or captured in battle. Definitely eager but poorly trained.

4. Workers' Revolutionary Party. (Communist). Mostly working clothes. The working men who feel downtrodden see this as their opportunity to put the Government, the Royal Family and the landowners in their place. Determined with a degree of discipline and reasonably well equipped from arms factories where some of them work.

5. Scottish or Welsh Independence Party. Regional army units. Made up from the disaffected of Scotland and Wales. A mixture of regional armed forces, the

common man and workers. What binds them together is their regional identity. Equipment mixed, training average.

6. United Churches Party. (Supporting a more religious country). Vicars etc as leaders. Formed by the combined might of the various divinities in Britain to stop the war, they inevitably got dragged into it. Equipment is poor, as is training, except for “the Good Book”, whichever one that is. Led by the Archbishop of Canterbury but can include all denominations.

7. Rural Alliance. Anything goes. A true spirit of “tally ho” in this faction. Supports a return to the old ways. Equipment drawn from the countryside so more horse than vehicles and shotguns over LMGs. Training poor

8. Anarchists. Possibly SCW. Have their own agenda but no one knows what it is. Many troops drawn into the fight after returning from Spain. Politically extreme on the right and the left so factional fall outs are common. Training above average. Weaponry varies according to local supplies.

9. League of Nations Interventionists. (peace keeping). Forces from France, Holland, Spain, Greece. Sent to Britain to try to keep the peace. Well equipped and trained but lacking enthusiasm.

10. Fascists. Ultra right wing supporters of the then German ideal. Well drilled politically and militarily. Reasonably well equipped.

Figures *Collectibles 1, 2, 3, 5, 10*
 Colonials - any from the British range
 ECW, ACW - re-enactors
 WW1 - British
 SCW - various
 WW2 - early war British, Scots, 14th Army, French, Resistance,
Dutch

Armour etc Modern - British, French, Dutch, Polish, Russian early WW2
 Ancient - British, French WW1
 SCW, some Colonial

Assets
 Bayonet charge (Shock assault). As per main rules
 High explosive. As per main rules
 Smoke. As per main rules

Railway move (Rapid arrival). As per main rules except not allowed for timid units.

Gifted leader. As per main rules

Tank hunters. As per main rules

Air Strike. Bombs or strafing (Air support). As per main rules except if strafing pick 2 adjacent squares. Deviate on a d6. 1,2 short by 1 square, 5,6 long by 1 square. Strafing only affects foot bases.

Cavalry charge. All cavalry are off table. If this asset is used then owner places 1, 2 or 3 cavalry units on his base line. They immediately move in a straight line, square by square, until they reach hard cover or an enemy unit. The enemy unit may be in hard or partial cover. The cavalry cannot pass through the hard cover but can assault an enemy within it. Once the cavalry reach an enemy unit they assault in the usual way that foot bases would. If they win the assault the cavalry will retire off table and can be used again in a later turn if the asset is successfully obtained again. If they lose or draw the assault then they fall back off table taking casualties as if foot. Opportunity fire applies as the cavalry move.

Sabotage. If this asset is used, then the player using it secretly chooses a square and writes down on a piece of paper the identity of the square either by grid coordinates or a clear description of the square (any ambiguity nullifies the result). Place the piece of paper face down in clear view of both players and continue the game. The square chosen must be either occupied by the player's troops or be a vacant square that he could reach without entering an enemy square at the time. In subsequent turns the first enemy troops that enter the nominated square will trigger the sabotage. No deviation. Resolve casualties as if HE.

Local support. If used this allows one square in the current turn to move through closed terrain without any penalty. The local knows the alley ways and foot paths to get from A to B quickly. Can only be used by foot bases.

Any asset not mentioned above is not used in this.

Force composition

As per SCW but troops are eager, average or timid. Each unit can be different. Each force must contain at least one timid infantry unit and one average infantry unit. Eager will assault more violently but save worse. Timid will be the opposite. To add colour to forces each platoon can be different within the faction limitation. Forces must consist of at least two different levels of quality. All guns, AC, trucks, cavalry and tanks are treated as average. For example, the Rural Alliance could field their 3 platoons as the West Sussex mole catchers platoon (timid), the Kentish hop pickers (timid) and the Fly Fishers' bait making platoon (eager). If they chose to add another platoon then it could be eager, average or timid. Any extra bases added to a platoon would assume the same quality as the original platoon.

Assaults Eager get +1 per base if assaulter or target
 Timid get -1 per base if assaulting but lose nothing if target
 Eager assault for 3AP
 Timid assault for 5AP

Fall Backs Eager may not opt to fall back before an assault

Shooting Eager get -1 save at short range (instead of +1)
 Timid get +1 save (instead of -1)
 This is to simulate the gung ho attitude of eager troops and the safety first attitude of timid troops.

Add ons and Assets

For forces that can use cavalry the add on cost is 11 points for 2 three base cavalry units and 7 points for an extra 1 three base cavalry unit. These are designated as choices 20 and 21 respectively.

1.Constitutionalists

Add ons: 1,2,3,4,5,7,9,10,11,14,16,20

Assets: BC 7;HE 7;Sm 9;RM 10;GL 6;TH 8;AS 10;CC 7;Sab 2;LS 4; =70

2 Royalists

Add ons: 1,2,3,4,5,8,9,10,11,12,14,16,18,20

Assets: BC 9;HE 7;Sm 7;RM 5;GL 7;TH 7;AS 8;CC 10;Sab 4;LS 8; =72

3.West Country Freedom Fighters

Add ons: 1,3,4,5,6,8,9,10,12,13,14,15,18,20,21

Assets: BC 8;HE 4;Sm 7;RM 8;GL 8;TH 10;AS 8;CC 11;Sab 8;LS 9; =72

4.Workers Revolutionary Party

Add ons: 1,3,4,5,6,7,8,9,10,11,13,15,16,18

Assets: BC 9;HE 6;Sm 6;RM 9;GL 8;TH 9;AS 7;CC 0;Sab 7;LS 8; =67

5.Scottish or Welsh Independence Party

Add ons: 1,2,3,4,5,7,9,10,11,13,14,16,18,20

Assets: BC 8;HE 6;Sm 7;RM 7;GL 6;TH 7;AS 9;CC 8;Sab 6;LS 10; =74

6.United Churches Party

Add ons: 1,3,4,5,6,7,8,9,10,11,13,14,16,18,20

Assets: BC 8;HE 3;Sm 9;RM 8;GL 10;TH 7;AS 5;CC 8;Sab 5;LS 9; =72

7.Rural Alliance

Add ons: 1,3,4,5,6,7,8,9,10,12,13,15,16,18,20,21

Assets: BC 5;HE 4;Sm 5;RM 6;GL 7;TH 10;AS 4;CC 11;Sab 9;LS 11; =72

8.Anarchists

Add ons: 1,3,4,5,6,7,8,9,10,13,15,16,18

Assets: BC 10;HE 5;Sm 5;RM 10;GL 8;TH 8;AS 4;CC 0;Sab 11;LS 8; =69

9.League of Nations Interventionists

Add ons: 1,2,3,4,5,7,8,9,10,11,14,16,20

Assets: BC 6;HE 9;Sm 9;RM 8;GL 5;TH 7;AS 10;CC 7;Sab 4;LS 2; =68

10.Fascists

Add ons: 1,2,3,4,5,6,7,8,9,10,11,13,15,

Assets: BC 10;HE 5;Sm 6;RM 7;GL 8;TH 9;AS 7;CC 0;Sab 10;LS 6; =68

5. AK47 Republic Scenario 2

“Death from a Bruv” by Julian

Introduction

This scenario is designed to be played as a normal game of AK47 Republic (Reloaded). As standard the game should last no more than three hours and is played on the usual 6 foot by 3 foot battlefield. Game markers and cards are provided. The rules and all the figures are available at peterpig.co.uk.

Background

Civil War chaos reigns in uMbongo! Insurgents, defections, ambushes, atrocities, all fuelled by religious, political and tribal zealotry and armed by both sides in the Cold War. Brother fights brother in this bloody civil war.....

Scenario Special Rules

- Recruitment Drive

Your army can include the free points of foot militia awarded from the previous scenario.

- Ambush Arrival

If requesting an ambush arrival, the player must roll 7 or more on a 2d6 (no modifiers).

- Calling Cards

One Professional or Regular unit in an army can be fanatical veterans for this scenario. They are driven by a bloodlust for revenge, payback for an atrocity carried out by the other side, their infamy proceeds them on the battlefield.

- This unit is awarded a bonus morale boost marker.

If this unit destroys an enemy unit, all the opponent's units on table get a pinned marker on one of its bases immediately (owner's choice)

- There is no limit to the amount of times this can happen in a game.

- Militia Reveal as Insurgents

If a militia unit fails 2,3 or 4 morales, the opponent can request to roll for insurgent reveal to see if the unit will turn over to the opponent's control. Unit owner rolls D6: 1-3 continue as normal 4-6 insurgent reveal.

If 3 morale fails and insurgent reveal, no run/stay dice roll, instead 2 foot base are lost to dead of new owner.

- The unit does not retreat and deployed weapons remain deployed.

- If 4 fails and insurgents reveal, the unit does not flee the table, it remains.

- Previous casualties remain the dead count of the initial owner, but he does not concede the victory points for a destroyed militia unit. He does keep any victory points won thus far.

- The remainder of the unit is now under the control of the opponent, including any markers (aggressive shot, morale boost, movement bonus) but excluding any other type of bonus or special rule from the initial owner's army list.

- Outliers are not included in the reveal as insurgents.

All pinned markers are removed.

- The unit cannot move, cannot shoot, but can defend itself if assaulted.

- The next turn it will have the opportunity to activate etc as normal, but now under new ownership.

- The unit will now count towards the dead count of its new owner.

- There is a limit of one opportunity per militia unit revealing as insurgent and there can only be one unit that reveals as insurgent.

- Defections

- Any professional unit which fails 2, 3 or 4 morale, the opponent can request to chance for defection of the unit, turning over to the opponent's control. Unit Owner rolls D6 1-3 continue as normal, 4-6 unit defection.

- If 3 morale fails and defection, there is no run/stay dice roll, instead 1 base is lost to dead (dead count of new owner).

- The unit does not retreat and deployed weapons remain deployed.

- If 4 fails and defection, the unit does not flee the table, it remains.

- The remainder of the unit is now under the control of the opponent, including any markers (aggressive shot, morale boost, movement bonus) but excluding any other type of bonus or special rule from the initial owner's army list.

- Outliers are not included in the defection.

- All pinned markers are removed.

- Previous casualties remain the dead count of the initial owner but he does not concede the victory points for a destroyed/routed professional unit. He does keep any victory points won thus far.

- That turn the unit cannot move, cannot shoot, but can defend itself if assaulted.

- The next turn it will have the opportunity to activate etc as normal, but now under different ownership.

- The unit will now count towards the dead count of its new owner.

- There is a limit of one opportunity per professional unit in each army defecting and there can only be one unit that defects in each army.

- Additional Bonus Victory Points

- Objective secured by an insurgent reveal or defected unit D6+3.

- Each ambush arrival D6.

- Each Outlier group at the end of the game in a scenery template 2pts.

Game Markers

- Per player : one professional or regular unit needs a Calling Card with phrase eg “Death from a Bruv!”

Scenario Reward

- For FREE, for the next scenario, either 3 regular small arms bases or 2 Professional small arms bases because war experience has improved skills of militia that were recruited.
- 15 pts discount on a carrier allowance

Have Fun !

6. Review of the Weymouth wargames weekend

by Matt

The WWW event is held annually in Weymouth. It is open to all and mainly residential. Games are played morning noon and night.

Friday, Saturday and Sunday.

Usual capacity is 11.

Cost is £60 including breakfast and room.

Most games are two a side to make the discussion more enjoyable.



Above. Crete game



Above. The Crete game again.



Above



Above. Mexican revolution.



Above. Vietnam men of Company B.



Above. MILLing about.



Above. Some search and destroy action.



Above. Australian unit in Vietnam.



Above. the layers plan their assault.



Above. Pirate land raid.



Above. On the right a pirate naval game (1/450th).



Above. Vietnam

7. A Simple Fruit tree grove/Plantation **By Neil**

As part of my Mexican Revolution project, I wanted to model a grove of fruit trees but in truth this could be applied to any Mediterranean or warm climate scenario or historic period.

Pre-made fruit trees made by MP model trees were obtained from my preferred scenic supplier based in Cromer <https://www.modelscenerysupplies.co.uk/> . The MP range is extensive and also includes smaller flowers and veggies catering largely for the model railway market. My corn patches are also from MP trees. Until now I have always tended to shy away from pre-made railway scenics as they tend to look a bit gaudy and unrealistic. However, there are a number of online tutorials (particularly among the US railroading fraternity it would appear) who take proprietary scenic items to the next level using simple techniques. I decided to have a go myself. The trees are not necessarily cheap, but very good value when you consider how fiddly these are to make yourself in any quantity and how pleasing the finished effect can be once they have been pimped up.

For 15mm scale packs can be selected from either N gauge and 00 gauge since it falls somewhere between the two (helpfully the actual sizes of the models are usually specified) .

The trees are of fine twisted wire and paper construction with foam and flock dressing and foam ‘fruit’ strands added. They are intended to be pushed into a terrain board so require some form of base. My scenic basing of choice are hardboard backing offcuts from redundant picture framing. A pre-drilled pilot hole most but not all the way through is used to locate the trunks in the desired positions. Because of their fragility, the width of basing needs to sufficiently protect the foliage from handling while still all fitting within a convenient storage tin for transport. (pic.1).



The trees were carefully removed from the blister packaging and the branches ‘tweaked’ with needle-nosed pliers to give them a more natural sprawling look. 5 minute epoxy was used to cement them firmly in place. Being odd shapes, the trees require patient supporting while the glue is curing so I could only work on pairs at a time. The results justify the additional waiting time. Any minor deviation from the vertical just added to the realism.

A rough application of filler was applied as ground work around the base of the trees and to mask any excess epoxy. (pic.2).



After this they had a trip to my spray booth (bottom of the garden) for a light dusting of dark brown, tan and olive green acrylic modelling sprays to tone down the bright green of the foliage. A wafting of matt white as highlighting finished them off.
A 1:1 mix of PVA and tempera generic ground colour (burnt umber) was applied to both add colour and to seal the basing, paying particular attention to the edges (pic.3).



After which a 1:1 PVA & water mix was liberally applied and the bases dipped/sprinkled with my preferred scatter mix (a combination of sizes of crushed limestone ballast). This gave a pleasing dusty ground cover which contrasted nicely with the green-brown foliage. (pic.4).



Fruit were picked out with additional highlights of red/orange/yellow to create an orange grove (I actually bought pear trees, but the generic yellow/green fruit baubles were round). You could add extra scenic touches such as fallen fruit from any excess shed foliage, or chickens, peons harvesting etc. etc. The whole was then liberally sprayed with matt acrylic varnish for (hopefully) extra durability.

The basing arrangement of 2 strips of 4 trees and 2 of pairs of trees were intended to enable versatility on the table creating different field shapes and allow for troop movement within the designated area. (pic.5).



8. A Mexican Presidio in 15mm By Neil

Introduction

The Presidio was the secular side of Spanish colonial policy. It was a military enclosure, usually fortified in some way, that functioned as a defensive outpost and garrison from which Spanish colonial troops could venture out to protect colonists and the surrounding area. It came in all shapes and sizes depending on its function, geographical position and resources to hand. Together with the Mission church it was an essential feature of Spanish Colonial infrastructure in the colonies of the New World.

From the C16 to the C19 the routine garrison would have been composed of ‘soldados de cuera’, the leather jacket soldiers or dragoons, who would have patrolled the area to protect colonists against any indigenous tribes who took exception to the intruders. Following the Mexican-American War this role would have fallen to Provincial Reservists and Rurales with perhaps smaller outposts occupied by the Border Guard. The Presidios would have been the local seat of military power of provincial commanders and served as depots for military stores.

A Presidio could be anything from a regularly laid out tented encampment to one with permanent buildings along the lines of the ‘forts’ hastily established by the Americans on the US-Mexican border. Depending on available materials sometimes they took on the look of a frontier timber stockade. More usually, the Presidio was a rectilinear walled precinct commonly constructed of adobe, timber and stone. It had accommodation for a detachment of soldiers, stabling for horses and all the usual facilities you would expect from a self-contained facility – well, bakery, forge, storehouse all looking out onto a central quad or parade ground. In appearance and function it was not dissimilar to a Roman fort or a N African French foreign legion outpost. Sometimes the situation warranted the Mission and Presidio to be combined, or a Mission to function as both. Some Mexican Presidios are converted fortified chapels and hermitages such as Fort Guadalupe and Fort Loreto in Puebla. The walled enclosure of the ‘Mision San Antonio de Valero’, a.k.a. The Alamo, even when dilapidated could function as an effective focal point of resistance.

More interesting I felt were those defending road traffic and trade routes which often had an irregular enceinte and Vaubanesque bastions for the placement of cannon. Two examples on the Texas-Mexican border are known as the Big Bend Presidios. They present interesting alternatives to a rectangular enclosure. One of the formidable bastions of San Augustin del Tucson, Arizona, has become a museum. Fort Guadalupe in Puebla occupies a hilltop site with commanding views. It has four circular bastions and low walls with broad wall walks. The gates are more like that of a civilian residence

but on closer inspection have additional sentry boxes and guardrooms, while the low circuit walls although lacking crenelations have fire steps and some have loopholes.

The Plan

To design and construct a model of a small-medium sized Presidio in modular, storable sections. Ideally it would have a garrison element, stables, an HQ building directly opposite a modest gatehouse with guardrooms, and corner sections ideally including one artillery bastion element.

The garrison was envisaged as a troop of cavalry or company of infantry, so to create an appropriate sense of scale the accommodation was planned around the number of figures represented in such units (typically 8 horses or between 12 to 16 infantry). The proportions of the buildings were designed around the physical space required for these numbers. Typically, this resulted in buildings up to 2 inches in depth and 6 inches in length and corner sections around 3 inches square. The buildings would butt against the walls so the main wall section lengths were set at 6 inches (150mm). The buildings would wrap around the corners which would give an internal quad some 8 to 9 inches square and a total footprint around 12 to 14 inches square. (fig.1)



Artillery bastion

The bastions at Fort Guadalupe incorporated some form of storage or accommodation underneath. I decided that the main magazine would be housed under the gun bastion. A metal access hatch was noted in the floor of one of the bastions at Fort Guadalupe so that was modelled. This was possibly for dispensing additional ammunition while in action. The bastion size and shape were designed around the need to accommodate two 40mm x 40mm based field guns. The embrasures were placed with the likely fields of fire in mind. It was envisioned that the magazine below would have a narrow access way to reduce explosion risk. A loading hatch was added to the vertical wall of the access slope for the unloading of materiel from wagons. (fig.2)



Forge

A blacksmith's workshop and forge for routine maintenance was likely to have been situated as far as possible from both magazine and stables. This was modelled in the back RH corner of the fort. The forge is nestled against the outer wall with a chimney extending above head height on the wall walk. Most European forges in colder climates are more enclosed but a more open design was favoured in and allowed for potential modelling of some of the internal details such as the hearth and chimney. A scratch-built anvil, quenching trough and worktable are also planned. A temporary wooden post and beamed roof/shelter will enclose it on completion. (fig.3)



Internal buildings and HQ building

These were conventional adobe flat roofed buildings with modelling matches inserted as projecting roof joists. The HQ building had an adjoining Wills OO pantile veranda roof supported on columns and beams of modelling matches. (fig.4)



Stables

Given the shallow footprint a simple ‘parking bay’ arrangement of stalls was laid out rather than having the usual ambulatory and rails in front. Stalls have balsa partitions and a simple roof on match/balsa uprights. These will support cocktail stick log joists and loose thatch which are planned once a few horses are installed (Irregular Miniatures). Straw bedding is made from finely chopped plumbers’ hemp which is also intended for the thatch. Mangers will also be placed on the far walls and some additional tack and ropes modelled in Milliput. (fig.5)



Gatehouse

The gatehouse has embossed lead foil sheet metal reinforcement on the outer face. Architectural mouldings were scribed into Styrofoam pilasters. Careful note was made to position loopholes covering the entrance from the wall and guard rooms either side. Flanking steps to the wall walk carved from Styrofoam with scribed brick detailing were added. (fig.6)



Internal clutter

Some New Mexico Pueblos and settlements such as Rancho de las Golondrinas in Santa Fe also have open air communal tortilla ovens <https://golondrinas.org/> and <https://www.nps.gov/places/el-rancho-de-las-golondrinas.htm>. I plan to model these alongside the modified Hallmark miniatures well and a flagpole included as internal scenic detail. There is sufficient room for extra tentage in the quad to accommodate extra troops.

Construction

The walls were set at 30mm high (10 feet in 3mm/foot scale) with a 15-20mm high parapet and 20mm deep wall walk. This allowed sufficient height for buildings to

directly abut the walls. The main wall thickness was provided by lengths of 30mm x 40mm rigid expanded polystyrene with a 3 in 1 gradient carved on the outer face. The parapet was made from 3-5mm thick foam core but could equally be made in Styrofoam. Both allow for 'distressing' and detailing by scribing mud brick with a propelling pencil. The expanded polystyrene lends itself to being dug into to simulate cannon ball strikes as the foam ball internal structure ably simulates the rubble core. Most bastions had dressed stone angles. These were sculpted in fine scale Milliput but could also be simulated using glued on card in the time honoured Ian Weekly fashion. The rolled moulding typically seen on these forts were made by using a high grab glue to attach lengths of split kebab stick. (fig.7)



Gluing was done in PVA or high grab equivalents and pinned together where necessary. Other architectural detailing such as steps, gateposts and chimneys were added using carved pieces of Styrofoam, card, modelling matches and cocktail sticks blended in with a quick drying filler render and Milliput detailing. Interior walling is mostly foamcore to allow separate detailing before placement. Commercially available plastic pantile sheet was used on the HQ veranda. Architectural queues were taken from the wealth of online images available of colonial forts and presidios.

This type of fort can be used for a number of periods from the C16 right through to the mid C19 and the basic concept readily adapted to suit a variety of architectural styles. The modular sections were designed primarily with storage in mind (fig.8) but can also be arranged to create a length of town wall with little effort. The separate bastion and wall section method would readily lend itself to recreating an ECW sconce substituting flock or scatter for the adobe/render or indeed any other number of earthworks and fortifications of the gunpowder era. This is primarily from the school of 'scenery in the same scale as the figures' and meant to work visually alongside the excellent PP Mexican buildings. I use DB* figure basing 20mm deep for infantry and 30mm for cavalry, so the wall walks and gates were designed with this in mind. A small reduction in ground scale is perhaps possible for those worried about the size of the footprint on

the tabletop. Designing buildings within a limited footprint can be an excellent challenge in itself.



9. Macedonia 1914/18, a short campaign game by Pierre



Two players. 6 scenarios are successively played. Players record their victory points after each game in order to designate the winner for this campaign.

Most important: players cannot choose the same army list that they played in the preceding scenario. For example, if the “Entente” player fought the first scenario with a Greek army, then he must play the following game with an early Serbian army, or a “late” Serbian army if he won that previous battle ; the other key point being that each victory enhances the player’s choices for his next battle.



Scenario 1: Crna sector

Terrain: at least 4 rough hills (2 per side). The “hill” objective is a rocky outcrop, impassable to field artillery and vehicles. Maximum 2 buildings templates (one per side).

- The “Entente” player may choose either **army list 8** (Serbian) or **10** (Greek).
- The “Triplice” player may choose either **army list 7** (Bulgarian) or **9** (Ottoman) or **11** (Austrian).

Each side musters a **400 points** army.

Scenario 2: Ochrid sector

Terrain: at least 4 “rough” terrain templates, 2 of which are impassable to any troop type (lakes). Maximum 2 buildings templates (one per side).

- The “Entente” player may choose either **army list 8** (Serbian) or **10** (Greek), or a “late Serbian” army list (see *The 15 Mill* magazine n° 6), the latter only if having won the previous scenario.
- The “Triplice” player may choose army **list 7** (Bulgarian) or **9** (Ottoman), or **12** (late Austrian), the latter only if having won the previous scenario.

Each side musters a **420 points** army.

Scenario 3: Monastir sector

Terrain: 4 compulsory buildings areas (2 per side).

- The “Entente” player may choose either army list **38*** (Russian 1915/1917) or the “late Serbian” army list, or army list **20 Bis** (French *Armée d’Orient*, see *The 15 Mill* magazine n°10), the latter only if having won the previous game.
- The “Triplice” player may choose either army list **12** (late Austrian) or **17** (late Bulgarian), or **22** (middle war German), the latter only if winner of the previous game.

Each side musters a **500 points** army.

*: *no terrain restrictions*

Scenario 4: Struma sector

Terrain: the “here to there” road is replaced by a river, which is treated the same way for simplicity for buildings placement and reinforcements entry, but the “river” squares are treated “rough terrain” when leaving laterally on either side, and treated as “hasty defenses” (attacker - 2) when attacked from left **or** right (but not if attacked from left **and** right). The “crossroads” objective square is a bridge, treated as open terrain, even for movements purposes. Maximum 2 buildings areas (one per side).

- The “Entente” player may choose either army list **24** (Italian) or “late Serbian”, or **20 Bis** (French *Armée d’Orient*).
- The “Triplice” player may choose either army list **17** (late Bulgarian) or **28** (Turkish) or **22** (German).

Each side musters a **520 points** army.

Scenario 5: Doiran sector

Terrain: maximum 2 forest templates (one per side); otherwise no other terrain restrictions.

- The “Entente” player may choose either army list **10** (Greek) or “late Serbian”, or army list **15*** (mid war British), the latter only if winner of the previous scenario.
- The “Triplice” player can only choose between army list **17** (late Bulgarian) and **28** (Turkish).

Each side musters a **600 points** army.

**: no tanks, and artillery assets reduced by 2; army status reduced to 37 instead of 42.*

Scenario 6: The final blow

The sector (1 to 5) is chosen by the player who won the previous battle (Doiran).

- The “Entente” player may choose any of the following army lists: **15** (British), **24** (Italian), **10** (Greek), late Serbian (The Mill n°6) or French *Armée d'Orient* (The Mill n°10).
- The “Triplice” player may choose any of the following army lists: **22** (German), **12** (late Austrian), **17** (late Bulgarian) or **28** (Turkish).

Each side musters a **620 points** army.



Above: Austrian dragoons (Peter Pig figures)



Bulgarian infantry (heavily converted Essex and Peter Pig figures)



Bulgarian cavalry (converted Peter Pig figures from the Mexican and German WW1 ranges)



Turkish infantry (Peter Pig figures)



Greek Evzones (Eureka 15mm figures)



Turkish artillery (Essex and Peter Pig figures)



French colonial infantry (Peter Pig figures)



Turkish reservists (Peter Pig figures, mostly proxies from the colonial range)



Austrian artillery (Irregular and Peter Pig guns, Peter Pig figures)



Serbian infantry (Peter Pig figures)

10. Painted figures by Ryan

A spivvy of Germans.







11. In Praise of Lahmian Medium by Simon

What and Why

Peter Pig figure sculpts lend themselves to painting techniques such as washes and dry-brushing that can take good advantage of their depth of detail.

I've experimented with a number of approaches over the years - mostly those shared by other members of the RFCM Forum. My current preferred lazy painter's technique owes much to Simon C's Forum posts that introduced me to the wonders of Games Workshop's Lahmian Medium.

This miracle product is a thinner that also seems to reduce paint adhesion, allowing one to turn any acrylic paint into a wash of the desired consistency. I've mostly been painting 20th Century figures for the last few years and would suggest that the technique I describe here works best with otherwise boring uniform colours (greens, browns, greys and blues).

How

I prime/undercoat my figures with white Stynylrez primer. This brushes on in extremely thin coats that preserve the underlying detail very well or can be sprayed straight from the bottle.

Once that's dried nicely, I mix up a runny paint wash using the main colour of the figure (typically the uniform colour where applicable). It's possible to get different paint concentrations to work, but it can be a bit tricky to avoid the paint being either so thin that it runs off or so thick that there is next to no shading effect. Experimentation is the key!

I mix up the paint as usual and then add Lahmian Medium with a pipette, drop by drop, onto the palette until I get a mix that works. Using a (clean!) pipette means that any spare medium can be squirted back into the pot. This way, I find that a bottle of this quite expensive product lasts me a long time.



Lahmian Medium, together with a selection of pipettes (which I think I bought from Hobbycraft some years ago)

Having produced a mix of the appropriate consistency, I just slosh it all over the figures.



Primed and base-washed figures (German WW2 Paratroopers)

It's important to check the coverage, as sometimes bits can get missed.

I block-paint the remaining details and then rely on an Army Painter “dip” (which I brush on with a flat brush that I can also use to remove any excess) to provide the shading:



Completed figures with a Strong Tone Army Painter dip brushed over the top

I generally use the Strong Tone dip, but Light Tone also works and provides a rather more subtle effect.

And there it is: auto-highlights with additional shading - all from what are basically simple washes before and after the main painting task.

12. Bournemouth show by martin

The annual Bournemouth show called “Beach head” has come back after the UK lockdown. The show is run by Peter from Entoyment store.

The show occupied many rooms and halls. The competitions alone kept 500 people busy.

Here are just a few pictures.

The best game I saw was the 25mm Italian wars game. More pikes than one can imagine.

The show utilised many rooms within the BIC (Bournemouth International Centre) complex.

For 15mm fans there was an ancient ADLG competition, a DBM competition, a MEG renaissance competition and a FOG competition. All in 15mm . Good news.

Of additional interest was the History lectures. Very good.

There were six 15mm games, which bodes well for this figure size.

Face masks were an option, in line with the current law.

The show included cosplay, re-enactors and family friendly games.

The show was organised by Peter Valinski and his team.

A very good piece of show organisation.



Above. A fantasy game



Above. Nick's giant Italian wars game in 25mm



Above. Another view of this “best game”.



Above. A view across one flank of the trade show hall.



Above. Sunday morning first thing. Participation games.



Above. 15mm Vietnam game.



Above. WW1 aircraft game. Lots of joining in.



Above. Another “best” game. 15mm Crete German airborne landing.



Above. WW2 20mm Russians.



Above. More trade stands.



Above. A very big Star Wars game. This is a part of it.



Above. A very large 15mm BORODINO game by Nick et al . Good use of carpet tiles to create the heights. Ran for both days. Lovely.



Above. A view across one (there were three I think) of the competition halls



Above. A 15mm Mexican revolution game using the Peter Pig new rules.

Above



Above. Same Mexican game again.



Above. More bits of the show.

END