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1. 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.

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- 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 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 October 2025

2.Blockers for TCR. How to build by Barry

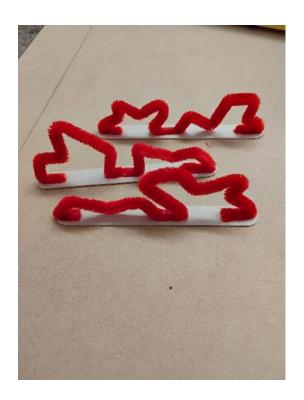
Just some information as to how I went ahead to make the Blockers for The Company Rules (TCR) game.

I started using just labels to note the Blockers as we had just started to play the games using the new system and after a bit of time, I made up some blockers using a round base with a round marker indicating a power type base indicating a blocker. Looked quite nice but I thought something a bit bigger would like better.

A trip to the Range gave me the necessary information and pieces and I acquired some bases and pipe cleaners.



The craft sticks were 6" long so just the right length for a complete base width. The Craft stems were the equivalent of pipe cleaners and about 30cm long. Next stage was to glue the pipe cleaners at each end of the bases plus the centre section and bend the cleaners to represent a "power section" created by a Praetorian or Legion base to represent the blocker.



Next stage was to apply some mastic on the base ensuring the ends and middle section were covered.



Final part was paint and a dry bush to give a final Blocker! Looks quite nice and I've done about sixteen Blockers per site – one in white and one in red to give two distinct blockers.



3. The Tank on the Beach By Jimmy

I'd heard about a wrecked Comet tank marooned on the site of a former bombing range on a Lincolnshire beach and had intended to pay a visit one day - holidaying at Saltfleetby in Lincs this summer I finally had the opportunity. Parked the car up at Saltfleetby-Theddlethorpe Dunes car park and after following a short path through the dunes to the beach, headed up towards the wreck. It was a fairly gentle ten minute or so walk, pleasant on a nice day (although I imagine a bit bleak at the wrong time of year).

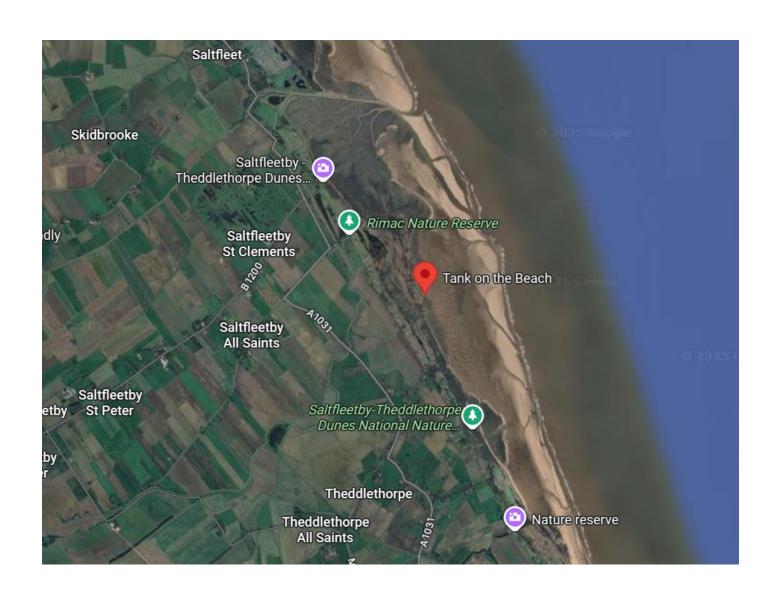
The tank itself is a shell - turret, wheels, tracks, so much else gone - but there are remnants of the engine and gearbox and suspension, and looking closely it's possible to get a sense of how cramped inside it would have been despite the huge turret ring, as well as the massively thick armour plating in some areas; for saying it's in such a state I certainly got some insight here which I'd maybe never have got from looking at a pristine museum-piece at Bovington.

Well worth a visit if you're in the area as it's fascinating.









4. Russian Civil war by Mark

I have been interested in the Russian Civil War, Polish-Bolshevik War, and Polish border wars ever since I was a child and learned how my family was involved and/or affected by them before immigrating to Canada in the late 1920s.

Finding the Peter Pig range was the catalyst I needed to roll up my sleeves and begin wargaming the period. The range is beautiful, extensive, malleable with all the head swap options. I am forever grateful to the Peter Pig team for building the 1920 Polish range and latest Cossack range, which fill some important niche gaps for the 15mm field. I now have over 1,000 figs based for all major armies of the region and period, painted by UK wargamer, Graham Birkley.

The comprehensive range allows for the creation of rich dioramas. The following employ (mostly) PP figs (with some old Freikorps/Quick Reaction Force, and Skytrex), Graham Birkley painting, and my own designs. I put them on the table when I can but mostly enjoy looking at them. Hope you do as well.

Below is a whole "wow" of pictures from Mark's collection.



Baltic Estonian Command (above)



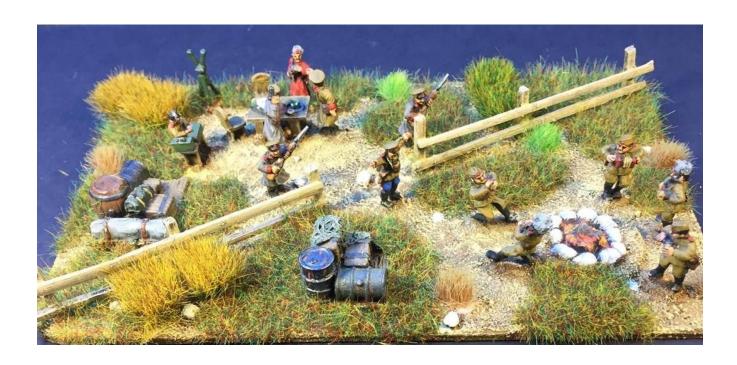
Baltic Estonian Command (above)



Baltic Latvian command (above)



Lithuanian brigadiers (above)

























Polish 4th Nieman Uhlans and 203 reserve (above)



Ukrainian command (above)



Ukrainian squadron (scratch built) (above)

5. Scenery - Top Tips by Miles

Introduction

I was asked a few questions about making scenery for 15mm gaming the other week. So I thought I would put some of the answers together and make a small article for The Mill. Hopefully you like it!

Question 1 – Moving back to 15mm

"I'm moving back to 15mm, so trying to start to make some scenery, make buildings, roads, fields etc., so will be starting from scratch again"

Old railway buildings are a good source. I have found on eBay that people buy up old railway layouts from people's lofts and hobby rooms. They then divide it all up to make good and bad piles, top and bottom money-makers, etc. Trains, rolling stock, railway track and buildings are then sold either as individual lots or, in the case of some buildings, in bundles.

Model railway fairs and exhibitions, as well as bring-and-buys, are good sources for both new and old models, as well as scratch-building and terrain-making materials. Both brand new and second-hand sources are always worth looking at. Kids' toys are always a good source of items, while charity shops can prove essential to our hobby! When using railway options, don't forget that there is a good choice of scales, sizes and manufacturers to choose from. Railway modellers' TT and HO/OO equate to $1/120^{th}$, $1/87^{th}$ and of course $1/76^{th}$ and $1/72^{nd}$ scales. The $1/87^{th}$ scale is mainly produced by German and Polish manufacturers, but their buildings are brilliant and not too far away scale wise from $15 \text{mm} / 1/100^{th}$. You have to look mainly at door and window sizes, though, as sometimes these can look too big or too small.

While you are looking around, Amazon is a good way to get a feel for prices, as well as being a good source for some of these items. Faller is a German manufacturer (a bit like Hornby) but some of their buildings and accessories are very expensive. Looking at their "new" prices will give you an idea of what sort of prices you should be looking to pay. Solely using eBay can sometimes be misleading on prices.

European model railway manufacturers' buildings are mainly European in style, which is great for a good many Peter Pig games. But obviously there are limitations. Britain and other European countries did occupy and run a lot of countries and territories across the old world, so some European influences in buildings did follow. However, this will only go so far for our wargaming needs. Other sources for scenery these days are laser-cut MDF buildings and 3D-printed ones. These are both becoming very good sources, since there are now a lot of choices and styles out there.

Question 2 – Sourcing materials

Another question that I have answered is "What and where would you buy or source a lot of your materials from?"

Mediterranean buildings are also very good for other of parts of the world. Spanish and Italian models can be used for Mexico and Central America, as well as some Asian countries. And even some Arabic ones.

I am mentioning this because it's worth looking into all sorts of sources. Sometimes you never have as much time as you would wish to build everything. The answer is of course to cheat! You can buy a ready-made piece of scenery – either old or new – and then apply a light paint job, wash with ink and do a quick drybrush to suit your terrain colours. A couple of days touching up and maybe repairing or replacing bits is a better use of time than a week or so making something up from scratch! There are a lot of ways to obtain many things - from basic items for scratch-building right up to fully made-up and decked-out objects. The main concern is knowing what price you should have to pay.

Good old Google is great for this, as well as eBay and Amazon. Use all three to compare prices and never take the first price you see! Eventually you will start to find out the "right price" for many things. This then allows you to make your mind up on where and when, and which source you need to use for the best deal. Sometimes just replacing a flat roof with a moulded plastic card one can change the building's appearance and massively upgrade it.

These days, the only two shows that Peter Pig attends each year are Beachhead in Bournemouth (February) and Colours at Newbury (September). So Simon "Colonel Kilgore" and I - along with a few others - like to put on a table and showcase either a brand new or relatively new game that Peter Pig have recently brought out. At Colours, Martin invites us to put our game on next to the Peter Pig trade stand, alongside which Martin also runs one of his introductory games. This year we put on The Wild Geese - the film version! People showed a lot of interest in our "race for the plane" [more details about which are in another article in this issue of The Mill], which complemented what Martin was doing with his shortened game system to show off the basic mechanisms. I mention all this as lot of the games we have put on in the past few years include a lot of the above sourcing techniques to make the scenery and features.

I am also quite lucky, as I can source a lot of materials through my job. I am a council worker and drive a refuse/recycling collection lorry. So, over the years I have had plenty of opportunities to obtain many things that have been "thrown away".

Over the years I have picked up discarded boxes of kits, broken kits, toy cars, lorries, workable materials, books and magazines. One of my best finds was someone wanting to get rid of a hand-made, 4-foot model of a WW1 small tug/fishing boat that some friends of mine playing the $54 \text{mm} / 1/32^{\text{nd}}$ scale then used several times at various Wargames shows. As well as things for the house, "one man's trash is another man's gold" is an old saying that is so true!

The above are just some examples of things you can pick up from anywhere. Pretty much anytime if you look with a degree of imagination - sometimes for free, sometimes for very little and sometimes for quite a lot!

Question 3 – Biting the bullet and actually getting started

This question started with "I've been collecting tubes, plastic containers, etc. but just need to start a project. I've just made a load of hedges and started on some rustic fences."

Most hills for Rules for the Common Man are 12"x6", with some different smaller shapes. I've also cut out some bases for lakes and marshes using the 12"x6" format. "Can you use 6"x6" for field bases - I have some MDF pieces with rounded edges, so need to find a use for them?"

Obviously, you will need two 6"x6" templates to make each full 12"x6" scenery template. However, with the likes of PBI, Bayonet & Ideology, Square Bashing and Fighting for Mexico you also need objectives templates (which are actually 6"x6), to make them different from the rest of the scenery.

Having rounder corners is fine, especially for "natural" templates such as woods, jungles, rough ground, marshes and both rough and smooth hills. Square-cornered templates can be more suitable for man-made features such as buildings, villages, shanty towns and small farms.

Martin always includes example pictures of scenery within his rules, while you will also see templates within the photos of the sample games we put up on the Forum. The trick is that, once you look through several rule sets, you will notice that many of the same templates can be used for various different rules.

However, I like to have things organised for each type of game, and now have separate boxes for European games, winter games, Russian games, city games, Mediterranean / Mexico / some African settings, Desert, Western, Asian jungle and now for the red soil found in some parts of Africa and Asia! But I've been playing Peter Pig games for some 25 years now and have had the time to collect a lot of scenery.

Of course, we now have the latest sci-fi game of TCR ("The Company Rules"), with its multi-coloured templates that have no real limits on what can be done. Just as long as the

three scenery types are identifiably different. But this can actually be said for most RFCM templates. As long as they look like what they are supposed to represents, and they are all consistent overall, then just go ahead and do it!

I'll share a trick that I find helps when I do terrain pieces. After I've made a piece, especially a "natural" one, I paint on the base colour with some sand mixed in, coating everything with this mix. Its seals your materials and gives you a basic texture to ink and dry brush over. The sand grains will always catch the highlighted tones of a dry brush. This approach also helps capture the "ink stains" to give you a slightly more varied and realistic ground colour.

If you look at a patch of normal grass, the soil is very much made of several different shades. I am not talking of a made-up and well-managed lawn (or "snooker table effect" as someone described it to me years ago). But it's a patchwork of different blends and shades and patches of grass. Even two or three different types of grass flock can easily be combined on a single piece of terrain.

When it comes to inks used, I go for black, sepia and brown - all very much watered down, as ink can destroy the look of a piece if overdone.

My next terrain article

In my next article for "The Mill", I'll provide a few pictures to expand on this text for those wanting to start making their own terrain. Got a load of cut tree branches, coasters for mugs or house number back-plates? I've cut up and stuck on brown doormat material, dry-brushed it and now made long-grass templates for our AK 47 games. I will do the same with green astroturf squares for long grass in the jungle! These small pieces cover a good third of a 6-inch square, giving the impression that most of that square is covered once you have 3 or 4 figures bases in there too, without losing sight of the square while still allowing space for the figure bases. Because the "grass" is tall and up-standing, it gives the impression that it is thick and hard to see through, making the square "Partial" cover. 2-, 3- or 4-inch squares or rectangles MDF with the corners clipped achieve the same effect. You will see this in the photos of our latest Wild Geese game.

I hope you like this article, and that it inspires you to think about what can easily be achieved relatively cheaply, with a bit of thought and imagination.

6. Big Bang by Simon

(or "how to make explosion markers for 15mm games")

Introduction and inspiration

I have long been missing satisfactory explosion and smoke markers for 20th Century games. I did have a go at some "tealight" markers (spray-painted cushion filler stuck around an electric tealight that is then supposed to illuminate the explosion from within with a suitably flickering light) that I was never happy with. Those markers available commercially nowadays seem largely to be acrylic cutouts, which don't match my preferred "realistic" (yes – I know it's just a game of toy soldiers) look but I have been unable to find anything suitable (for me) on the market.

The Terrain Guy (on YouTube) does some great videos, albeit largely aimed at 28mm, I think. I saw one of his on making smoke and explosion markers that sounded so easy that I would give it a try.

Making the markers

The first step was to buy suitable material. I chose 18 gauge florists' wire from Amazon and a big pot of Woodland Scenics' clump foliage for bushes: the colour is irrelevant – I went for the cheapest I could find. I collected together some magnetic 2p coins (12 in this first batch), a tub of PVA glue and some cheap Daler Rowney acrylic paints (black, grey and white) in tubes from Hobbycraft.



Wires, cut to length and bent to fit the coin bases

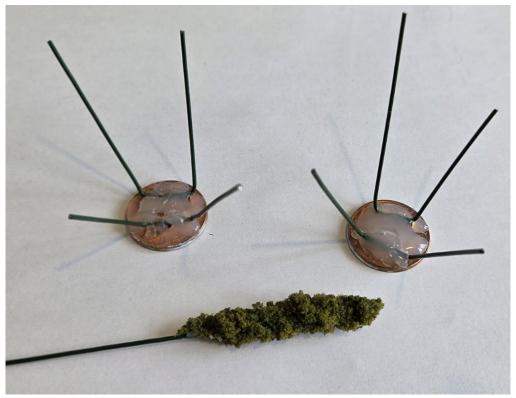
The first task was to cut and shape the wires. I deliberately made these asymmetrical, to give variety within and between the markers.

I then attached the wires, 4 "prongs" (2 bits of wire) to a coin, with hot glue:



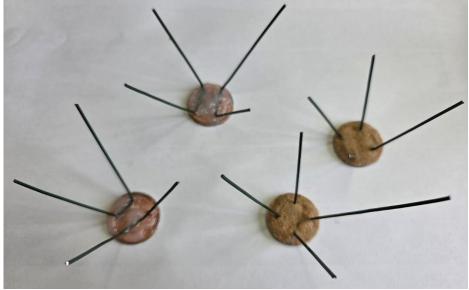
Wires glues to coins, being supported temporarily with pain pots

Once the glue had dried, I added in more to the bases, to provide greater support and weight. The wires can still move at this stage, so handle with care! I also tested how well the clump foliage stuck to the wire, applying hot glue all around my sample, then dipping it into a pile of the green stuff. I squeezed while the glue was still soft, and it worked pretty well, as seen in the photo below



Two bases with the wire fixed and secured, and the sample wire with clump foliage glued on

I wasn't sure how much of the base the foliage would obscure, so textured the base with sand, stuck down by PVA, to give something to paint as ground. This also added further weight to the base.



2 bases (on the right) with sand texture added

After this, it was mainly a question of making sure that the wires were fully covered with foliage. I first hot-glued all 4 "arms" of each base (one at a time) and covered each in turn. This also led to a fair amount of the base being covered, where the foliage of the 4 wires effectively merged.

This process led to some sections of the wire being a bit thinly covered and spindly. But not to worry – these can be built up later. Similarly for any bare bits of wire that are

showing through.



Armatures with clump foliage glued on initially, before painting and patching

The next stage was quite repetitive. I thickly painted a mix (about 50:50, with some water added to thin it down a bit) of black acrylic paint and PVA onto the foliage with a big brush. After each round of painting, I squeezed the material to work in the black paint/PVA (which ended up being totally absorbed by the sponge-like material), shaping the foliage more evenly along the wires. I found I could also add fresh clump foliage where needed – it would stick to the PVA in the already-applied glue.

After this process, the explosions were fully black and the wires nice and solid, having been incorporated into the PVA'd black spongy material at the base. The foliage also hardened over time, as more paint and glue was applied at each iteration.

I next painted the "ground", dry-brushed it a lighter colour and then applied a wash. Finally, it was a question of dry-brushing the explosions all over in grey, and then in white, working top-down and applying less and less paint the further down each wire I went.



The finished product, after several coats of black paint mixed with PVA, then drybrushed grey followed by white

It was all a bit of a messy process (especially the black & PVA painting and squeezing), but good fun and I'm very happy with the end result.

I'm toying with the idea of using this clump foliage again for smoke markers, albeit with a different "frame" to glue it to. Watch this space!

7. The Wild Geese by Simon and Miles

The Concept

The idea of this game was to use the latest version of the AK47 rules ("The People's Edition") to portray part of the action from the 1978 film of "The Wild Geese". It was jointly put on by Miles and Simon.

We quickly discovered some significant differences between the film and the original book, deciding to stick to the film since this was what most people would be familiar with. We also rapidly settled on focusing on the end of the film, with its dramatic race to get to the airstrip and its waiting Dakota before the Simba closed in on the force of mercenaries and President Limbani, whom they had just rescued.

As with all such games, a few tweaks relative to the standard rules are required. However, we kept these as close as we could to the spirit of the standard rules.

Miles usually produces some very nice, sculpted scenery for show games. But these take time and require storage space. This time we decided to use standard scenery templates - to give the whole table an overall look close to a normal "club game" - while still making the whole thing as visually attractive as we could.

The figures were all Peter Pig, taken from the AK47 and World War II ranges, with the liberal use of head swaps for both sides. We wanted our audience to instantly recognise both the film and its main characters.

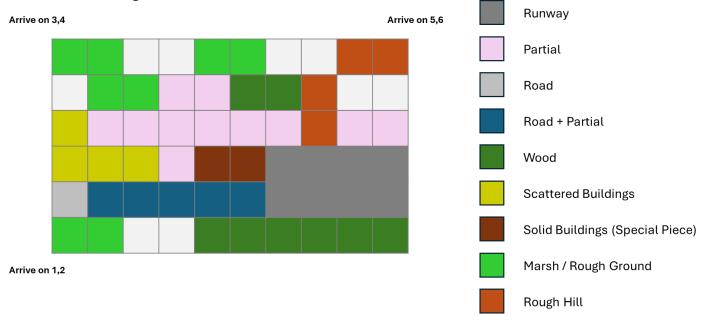


Lengthwise view of the table at the start of the game, with the iconic Dakota in the foreground

Scenario Rule Changes

The Table

The table was designed as follows:



Schematic plan of the game table

The centre of the table contains the Defender's "special piece", which counts as Solid Buildings. The Scattered Buildings represent the remains of the abandoned mining village, for which the airstrip was originally built.

The Marsh / Rough Ground templates model the mining spoil / slag heaps. Which also include pools of what are probably toxic water.

The Forces

Mercenaries

The Mercenaries are based on the Mercenary Cored army list (#10) in the AK47 rules, but with no vehicles, only Professional troops, 5 points of Additions (instead of 14) and do not ever take morale (i.e. they have nowhere to run to!) and fight to the last base. The Mercenaries are the Defenders in the game.

Mercenary Additions:

- 1 Carl Gustav "bazooka" counts as an RCL = 1 point
- 1 MG = 1 point
- 2 extra Professional bases = 2 points
- Bodyguard = 1 point

The Characters:

- Colonel Faulkner (played by Richard Burton in the film) commands the Wild Geese
- President Julius Limbani (Winston Ntshona) a worthy leader of Zembala, sprung from captivity by the Mercenaries
- Captain Rafer Janders (Richard Harris) the planner behind the mission
- Lieutenant Shawn Fynn (Roger Moore) can usefully pilot a Dakota
- Lieutenant Pieter Coetzee (Hardy Krüger) –a white supremacist won over by Limbani.

•

The three Wild Geese units are commanded by Janders, Fynn and Coetzee, respectively. The two extra bases, the MG and the RCL can be distributed as the defending player sees fit. President Limbani is placed on the table together with Lieutenant Coetzee's platoon. He can be transferred to a different platoon but cannot move unaccompanied. Limbani saves on a 2,3,4,5,6 in all cases. He cannot shoot or assault. His base does not count towards crowding or to the number of bases being assaulted. The base accompanying him can, however, move and fight as usual.

Only Lieutenant Fynn can fly the Dakota. In the turn after he boards it, the plane can (but does not have to) commence its take-off run. Once it has started moving along the runway, the Dakota moves one square in the first turn, two in the second and is deemed to have taken off in the third. Bases on the plane can be shot at, counting as in partial cover. The Dakota itself cannot be damaged or destroyed.

If Lieutenant Fynn is wounded (fails a saving throw), he can remain on the table on a throw of 3,4,5,6. However, he cannot move unaccompanied and cannot take part in any shooting or assaults. If he is wounded a second time (his base can be included in shooting and assault targets), he is dead and the Dakota will not be able to take off.

Simbas

The Simbas are based on the Dictatorship (#7) army list, but with no vehicles, only Regular troops and Additions of 13 (instead of 15). They are the Attackers. Simba Additions:

- One extra unit = 10 points
- 3 extra Regular bases = 2 points
- Bodyguard = 1 point

On-Table Arrival Points

The attacker's arrival points are still at the table corners, other than the one closest to the runway. However, the specific arrival corner for a given unit is chosen at random, rather than selected by the player. The numbers 1,2; 3,4; 5,6 are assigned to the corners as indicated on the diagram above, for which the attacker rolls a single D6 for each unit as it arrives.

Lieutenant Fynn leads the third (initially off-table) mercenary platoon. He arrives on table on the short edge opposite to the runway. President Limbani accompanies this platoon initially but may separate from it subsequently.



View from one end of the table – President Limbani has to travel the length of this road to reach the aeroplane



A close-up of the end of the table, as the Mercenary casualties start to mount (The scrubs are made from coir mat)

Communications

Communications are renamed to reflect the fact this is a film-based scenario, as follows:

• Aircraft: not achievable

• HE: "Cut!" – pins, but no casualties inflicted

• Reinforcements "Extras!"

• Message from the Leader "The Director has spoken!"

• The damned Militia "Return to Set"

Scenario Events

Scenario events are not rolled for, and no battle points awarded (since the Simbas are attacking in the scenario).

Instead, for the purposes of this demonstration game, both players are given one of each bonus token, used as normal.

Boarding the Dakota

It takes 2 AP for a base to board the plane. It can do so in the plane's initial position, or after one turn of its movement.

Once boarded, a base cannot get off. There is no shooting out of the plane, but it may be shot at. Hits on the plane are allocated randomly (roll one or more dice, as appropriate) between the bases (which can include both Lieutenant Fynn and President Limbani).

Winners and Losers

The Mercenaries get a Minor Win if President Limbani is evacuated alive. This becomes a Major Win if Colonel Faulkner and all 3 unit commanders also escape.

The Simba win if President Limbani does not escape. They get additional kudos for Mercenary bases killed, particularly the named unit commanders.



The end of the game: Lt Coetzee successfully delivers the President to the plane, where Lt Fynn is already waiting at the controls

(The model aircraft is $1/100^{th}$ scale collectable edition)

First public outing, and what's next

This game had its first trial at the 2025 Colours show in Newbury. Many people of a certain age (and let's face it, a lot of us are!) instantly recognised the iconic civilian Dakota. It was lovely to see the smiles of recognition as folk recalled fond memories of the film, and then often stayed around to chat.

This game will get further outings both during the Weymouth Wargames Weekend in November and on the Saturday of the 2026 Beachhead show in Bournemouth in February 2026. The Wild Geese figures will have had their basing tarted up, and there should be a nice mineshaft model in place of one of the wooded templates, to add a little more of the film flavour as well as adding some height to the playing board.

If you've liked this article, do please come along and say hello!

8. TCR Campaign by Barry

TCR is a new set of rules developed by the RFCM team (of which Barry is a part). The rules are to be published by Peter Pig at the end of 2025 or start of 2026.

Introduction

As described in the introduction in TCR, our particular planet has been colonised and is controlled by various factions each with their own plans and political agendas and who try to operate (albeit loosely) within the parameters of the agreed laws.

And, of course, as described in the rules introduction, sometimes "problems" or "situations" can occur between the various factions which require "solving" without too much fuss!

Our Campaign is about the political standing and manoeuvrings of the various factions after a set number of "situations"!

In this two-player campaign the players each control one faction and the various "problems" will result in them having to "solve" that problem with the other factions. Only certain factions will be available for the player to control and others will appear depending on what happens during the course of the campaign. All factions exist quite closely to each other albeit Authority and Distant are a bit further away but can be sent in to "solve" a "problem".

Initial set-up

Distant

Stage one is for each player to determine which factor he will control for the duration of the campaign. This can be done by agreement or by rolling a dice to decide. Each player must control a different faction.

<u>Factions to control (below)</u>	Random factions which may appear(below)
Precinct	Authority
Free state	Distant
Militia	Bonkers

In our example Player A controls the **Precinct** forces while Player B controls the **Free** staters.

Creepers

Political standing track

The political standing track is a number of places indicating the influence of the particular faction you control and is typically 10 to 12 places long. Each track will also contain two stars each of which is placed between two points on the track. These are randomly placed either by agreement with each player or alternately create several tracks with the stars in different places and roll to see which player gets which track. Below the stars are between points 2 & 3 and 6 & 7.

Maybe roll D6(1-6) and D6+2 (3-8) to see which places the stars are after/beyond?

(I think D3 (1 -3) and D6+2 (3 - 8) with a re-roll of the D6+2 if is in the same spot as the D3 would work better)



POLITICAL STANDING TRACK (above)

Both players start on space 1 on the Political Standing Track. The Campaign consists of a number of "situations" which need to be "resolved" (typically 6 to 8).

Campaign procedure.

In a campaign turn each player will be involved in an "incident" and each one is carried out separately.

Each player rolls 1D6 to determine which player goes first for the campaign turn with the highest player going first for that turn. Re-roll tied scores on turn 1. On subsequent turns the previous turns winning player loses draws.

In our example Player A controlling the Precinct goes first for the turn and the player carrying out his actions is called the Active Player. Thus in a turn both Player A and Player B will be the Active player . Player A goes first, the Active player and when he has finished his turn, Player B then becomes the Active player and has his turn. The turn ends after both players have carried out their actions.

Step 1. The Active player then rolls on the appropriate chart to determine which faction they have a "problem" with for that campaign turn.

	D6	PRECINCT	Controlled Fa INDIES (Militia)	rction FREE STATE	DISTANT
	1	Indies (Militia)	Precinct	Authority	Precinct
	2	Authority	Authority	Precinct	Authority
Problem with	3	Distant	Distant	Distant	Indies (Militia)
	4	Free State	Free State	Indies (Militia)	Free State
	5	Bonkers	Bonkers	Bonkers	Bonkers
	6	Creepers	Creepers	Creepers	Creepers

Should there be an option for players who do not have creeper forces? (As not everyone will have all the forces, a re-roll until an available force is selected is probably the easiest option)

The player then rolls 1D6 to determine if they are the "instigator" of the problem or the "recipient" of it! 1-3 Instigator, 4-6 Recipient.

Player A rolls his 1D6 and scores a 1 indicating there is a "problem" with the local militia forces. He rolls another D6 scoring a 3 which shows his Precinct forces are the "instigators" of this little problem! Perhaps the local militia have been getting a bit too enthusiastic in a certain area and the Precinct forces have been ordered to "deal" with it!

Player B will control the Indies (Militia) faction for the battle.

^{*} Exception – when facing the Authority faction, the Authority are always the "Instigators"

Step 2. The forces are selected and the skim proceeds as per the rules and the Active player, if they win the skim, must declare that they will

Attack - if they are the "Instigator" Defend - if they are the "Recipient"

If the opponent wins the skim they can obviously decide to attack or defend and this may have consequences for the Active player which will be covered later!

Step 3. The battle is now played out and the results on the Terminus Judgement chart will give the level of movement on the Political Standing Track.

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0 - 3 = No movement
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4 - 10 = One place

11 - 20 =Two places

21 - 38 = Three places

39+ = Four places.

If the Active player won the scenario they move the appropriate number of spaces forwards on the Political Standing Track. If the opponent won the scenario the Active player moves the appropriate number of spaces backwards on the Political Standing Track (but never into a minus number so never less than position 1 on the track)

This means that only the active player moves along the track? The passive player never moves. (That is correct. I did consider that the passive player could move along the track if his force was involved but that means that he potentially moves twice in the turn. Once as the Passive player if he is involved and once more when he becomes the Active Player. That potentially upsets the balance of the campaign somewhat which is why I didn't include it.)

There are, however, two variations to consider. Penalties for getting the plan wrong. (I like Penalties as the description!)

- 1. If the Active player was the "Instigator" but was the defender for the game, any movement FORWARD on the track is reduced by one space to reflect the fact that you were caught out by your opponent as you should have been attacking. Any BACKWARDS moving is not reduced.
- 2. If the Active player was the "recipient" but was the attacker for the game, any movement FORWARD on the track is reduced by one space to reflect the fact that you were a bit too ambitious in carrying out your task. A pre-emptive strike is not necessarily good as far as politics is concerned! Any BACKWARDS moving is not reduced.

In our example the game is played out and Player A, as the Active player, won the scenario by 21 points and was the attacker for the game. This gives a three-step movement on the Political Standing Track, so he moves to point 4 on the track. A job well done and everyone is happy!

Player B (Free States) now becomes the active player and rolls a 1 on the chart so he will be facing the Authority faction. No need to roll to see if player B is the "instigator" or "recipient" as the Authority are always the instigators. Obviously, the local loonies have caused trouble to such an extent that the military have been called in to "resolve" the situation! Player A will control the Authority faction for the game.

The skim takes place and the Authority win the skim but declare themselves as defenders. The local loonies have obviously jumped the gun and attacked the military while they were preparing – a pre-emptive strike no less!

The game is played out and Player B manages to win by 11 points. This would normally move them two steps along the Political Standing Track BUT as they attacked when they were the "recipients" they lose one step and only move one step ending on point 2 on the track. Lots of behind the scenes explaining what just happened, it was all a misunderstanding, and it won't happen again!

This completes the first turn of the campaign with probably another five "incidents" per player to resolve. How does he campaign end? Set number of actions or reaching the end of the track? Both? (Best way is first player to reach the end of the track or after a set number of "incidents" with the player furthest along the track as the winner. If it's a draw we could say the person with the highest morale bonus wins. If still tied, it's a draw!)

Stars

On the track, two stars are placed between certain points. Once these have been passed over on the track, it represents that certain political behind the scenes milestones have been reached giving the faction a bit more political clout which can be used in two ways.

A. It reduces the backward movement by one step if the faction has to move backwards on the track past the star. It (star) still remains on the track. (Yes-correct)

B. It stops all backwards movement beyond the star if the faction is moving backwards on the track. It is removed from the track.

These are player options? i.e they can choose not to use option B?

A. Reduce back move by one step and retain star. OR

B. Cancel all back move beyond a star but lose star.

Is that correct? (Yes - spot on)



Example 1

A player is on step 4 of the track and after a battle has to move two points back. He moves from point 4 to point 3, a 1 step move back. The star between points 3 and 2 negates one move back to point 2. The star remains on the track. Behind the scenes political wrangling has helped the cause despite the setback!

Example 2

A player is doing quite well and is on point 8 on the track but after a disastrous "incident" has to move backwards four points — a major calamity! He could use the one step reduction as described above to move back to step five and retain the star but that's still a big loss of political influence. Instead, he uses the star to negate any movement back beyond point seven, so he moves from point 8 to 7, a 1 step move back and then uses the star to negate the remaining three places back. He remains on point 7 but the star is removed. Major political backstage manoeuvring and one-time favours called in to stabilise the political position!

The winner of the campaign is the player the furthest along the Political Standing Track. If both players end the campaign on the same place on the track, then no one gains the upper hand on the political scene and it's just another day in the far-flung corner of nowhere!

9. Sherborne castle by martin



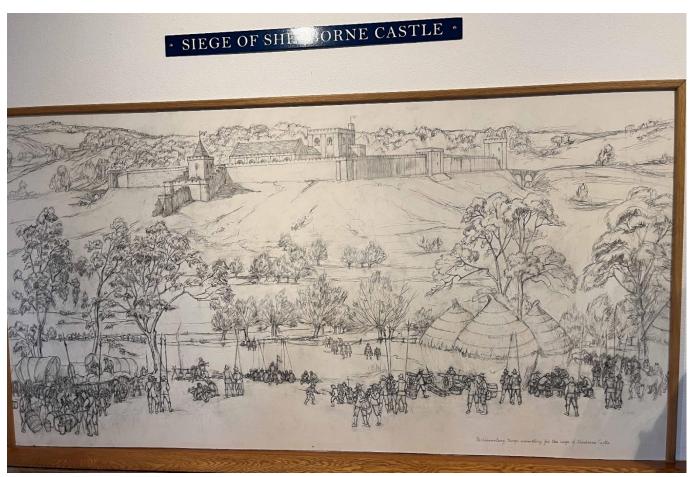
This is a picture of the Sherborne castle model. It is in the town museum in Sherborne.

The actual castle is now in ruins, but is worth a good couple of hours of visit.

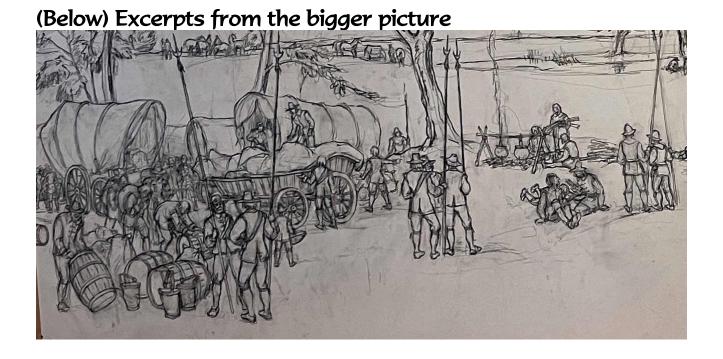
The model could be used/wargamed with 15mm figures.

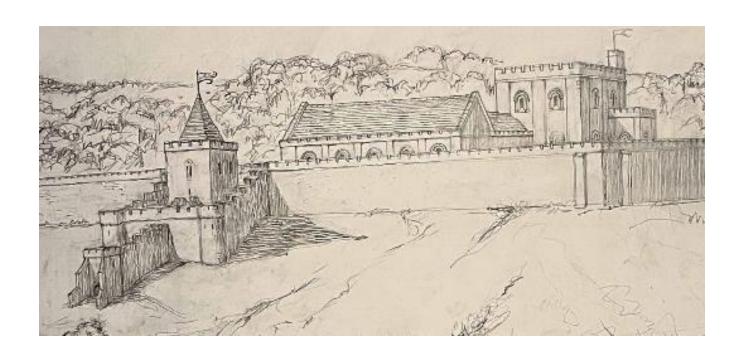
The actual castle was built in medieval times for the Bishop of Salisbury. At the time, it was considered a very important place for the ruling of Britain.

https://en.wikipedia.org/wiki/Sherborne_Castle



(above) Here is Sherbourne castle under siege in the ECW.







10. TCR gaming by martin

A current (October 2025) 15mm project by Peter Pig and the RFC team is "The Company Rules". This is a second edition of the 1993 rules set of the same name.

The rules use a 10 x 6 grid of squares.

Any scale of figures can be used, but TCR in testing has only used 15mm PP figures.

The format of the game is of the attack/defence type.

There is a choice of various forces.

A typical force would consist of 10 bases, each with 1-3 figures on it.

The main mechanisms of the game are very simple (D6 combinations) in order to create a rapidly moving game. e.g a base can only do 1 action per game turn. Shoot, destroy, move or deploy weapons.

In this picture can be seen the types of scenery allowed. Flora, buildings and horror, Players choose and position their own scenery.

The orange cylinders are mining objectives.

Weapon turrets can also be seen.

There are 3 base type. Praetorian (the best), Legionary and auxiliary.

Praetorians. Cost 35 points. can deflect attacks (4,5,6), launch mines and place blockers. Unhampered by scenery except horror.

Legionaries. Cost 17 points. Can deflect attacks on 6 scores. Can place blockers **Auxiliaries.** Cost 11 points. No deflections. Can be re generated after removal from the game as new bases.

If you are reading this in the latter part of 2026 the rules are already out.



(above) TCR game in progress



(above) Praetorian



11. Painting 1940 Dutch infantry by Andy

This is not the easiest thing to get right, as the basic Dutch uniform in 1940 had a greenish or blueish tint depending on the light.

I have seen samples on YouTube, presented by Dutch history teacher, Stefan. I therefore decided to go with the blueish grey depicted in Osprey's Hitler's Blitzkrieg Enemies.

The colours

Vallejo paints are available from many hobby shops or online.

They are acrylic and well thought of by gamers.

- 1 White primer. (black if you want more shading).
- 2. Basic uniform, including puttees, Vallejo Grey Blue 70.943 061.
- 3. **Flesh**, Contrast Dark Oak Flesh, highlight with Vallejo Flat Flesh 70.955. 018. TBH Vallejo Beige Brown works just as well for the base coat of flesh.
- 4. Shoes, any black will do.
- 5. **Left hand pouch and strap and small front pouches** Vallejo Leather Brown 70.871
- 6. **Right hand pouch and strap** Vallejo Beige 70.917 008
- 7. Rifle stock, Vallejo Iraqi Sand 70.819 124
- 8. **Bayonet scabbard**, Vallejo Saddle Brown 70.940. 138
- 9. Rifle barrel, scabbard tip, water canteen any gunmetal.
- 10. **Helmet**, Vallejo Khaki Grey 70.880. 113. Follow this with a wash of Army Painter Strong Tone, or similar. This gives a good representation of its brownish/khaki colour.
- 11. Helmet badge, Vallejo Bronze 70.998
- 175. Sometimes individual soldiers would paint over this in the main helmet colour as they thought it provided the enemy with a target to aim at.

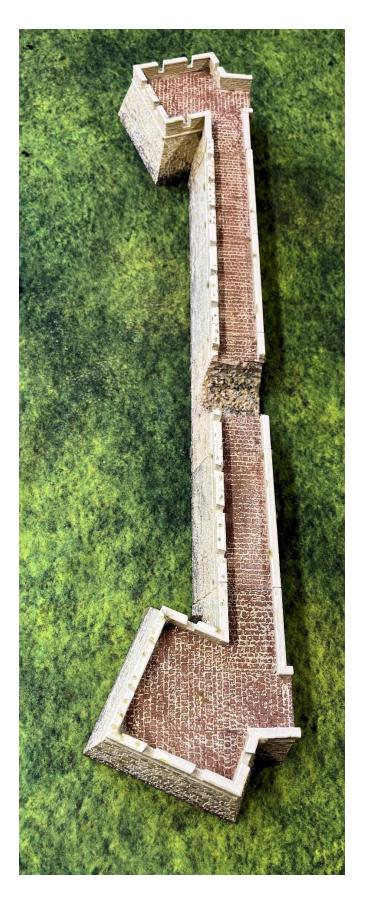


12. Vauban wall in 15mm by Ben and Mike

Printed in 3D by Ben and painted by Mike.

This is for the upcoming "Après breech" (working title) game development.





End