

## Issue 25 – May 2026

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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](mailto:martinraegoddard@gmail.com)

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

- 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 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 **May 2026**

# 1. Creeper blockers by Barry

*Creepers are the alien life forms/opponents to troops in “The Company Rules”. 15mm Science fiction ground combat.*

As the availability of Angel Paper seems to have disappeared, I have had another look round and found the following in Hobbycraft.



(Above) "Hobbycraft Tape picture" "Piece of tape picture"



Its metal edged tape about 60mm wide by 3m long and I picked up three rolls (3 for 2 deal) Light Gold, Bright Gold and Silver.

Cut a piece 6" long, cut it in half so about 30mm high and made the top wavy. I then stuck it onto a 6" lolly stick with hot glue and the wire edge sticks nicely to the glue.



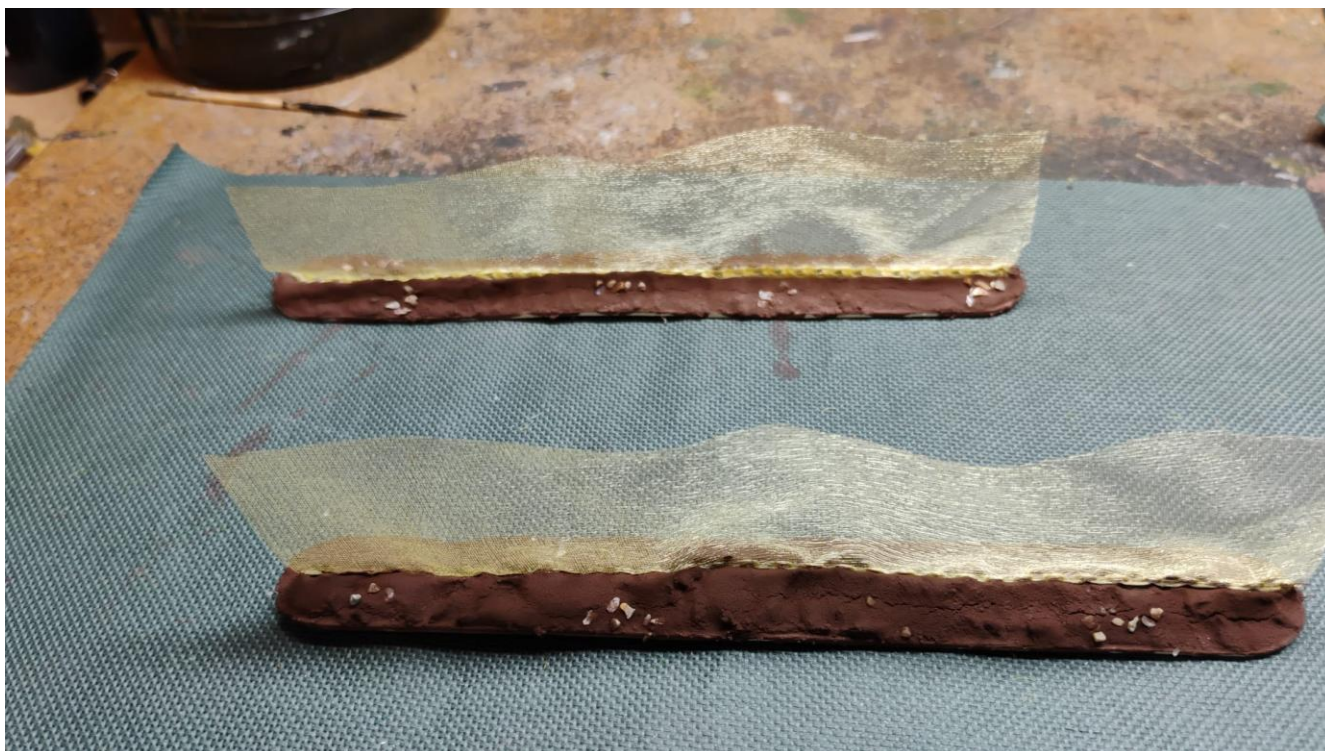
(Above) "Tape glued to stick picture"

Coated it with my usual brown coloured tile grout.



(Above) "Grout applied to stick picture"

Painted it dark brown



(Above) "Basecoat applied picture" And finally dry brushed!



(Above) "Dry brushed and completed picture"

Not the same as the Angel Paper but pretty close and perfect for a Creeper Blocker!  
Lovely.

## 2. Battle of Towton by martin

Towton was the largest battle fought on British soil.

It took place on 29<sup>th</sup> March 1461.

It was one of the many battles in the Wars of the Roses.

Readers can read a full description of the Towton battle via a search on the internet.

Brief Description.

Two massive armies close on each other.

The previous day there had been another battle at Ferrybridge, about 4 miles south.

Edward IV was leading the usually victorious Yorkist army from the South.

The Duke of Somerset was leading the Lancastrians.

**This article is about visiting the battlefield.**

The battlefield was visited on a lovely summer's day.

The actual battle was fought in the wind and the snow.

The real shame is that the battlefield has been abandoned to private ownership. This is very bad in the writer's opinion. This site should be made easy to access by way of a good car park, visitor centre and inclusion of the battlefield into a complete historical area. All relatively cheap when the historical importance is considered?

At present there is no major signage, just a couple of notice boards not visible from the road. I think the farmer has done the absolute minimum to avoid any national take over of his land. The path to the view board (pictured) is though plenty of stinging nettles et al.

ALL THE COMMENTS HERE ASSUME THE VIEWER IS STANDING IN THE FRONT RANK OF THE LANCASTRIAN ARMY.



1 (Above) The enemy view of you. You are on the higher ridge arrayed from left to right in a big line. You are on the ridge with snow flurries blowing into your face. This limits bow effect **and** visibility.



2 (Above) The “path” to reach the above viewpoint.



3. (Above) the enemy battle line follows the grassy verge into the distance.



4. (Above) This fence marks the front edge of the enemy battle line. The small tree marks the far end of the parallel battlelines.



5. (Above) On the far right of your battle line is this memorial cross. The lack of visibility by traffic can be appreciated here.



6. (Above) This short lane leads to your far right flank and the rough slope down to the route direction of your right flank.



7. (Above) Off your right flank is this steep dip down to a stream. This is the direction your right flank ran to.



8. (Above) Another view. Your right flank would line up with the far right of this picture. The cock river winds its way from right to left of this picture marker by the line of trees and bushes. Once again not accessible by the public (shame).



9. (Above) One of the picture boards.



10. (Above) the water flows from right to left across your right flank.

# Towton Battlefield Archaeology 5

In 2008, Towton Battlefield Archaeology Project's metal detectorist Simon Richardson unearthed a 3cm diameter lead shot on the battlefield; scientific analysis revealed an iron cube at the centre. This is the earliest known composite lead shot from a European battlefield, and would have been fired from a small cannon or large hand gun. Early in 2009, Simon also found fragments of bronze with a curved outer face and a tubular inner surface with a black residue. Analysis proved this to be gunpowder, confirming these as fragments of very early cannon that exploded in use during the battle.



Evidence of early firearms from Towton

## Key to text

|      |             |                          |           |  |  |                |
|------|-------------|--------------------------|-----------|--|--|----------------|
|      | Modern road |                          | Village ↑ |  |  |                |
| 10   | 6           |                          |           |  |  |                |
| 7, 8 | 5           | Initial Lancastrian line |           |  |  |                |
|      |             |                          |           |  |  |                |
|      | 1           | 3 Initial Yorkist line 4 |           |  |  | 4 (small tree) |
|      |             |                          | Village ↓ |  |  |                |

# 3. As sure as Eggs is Eggs – the Viking Invasion Of Wessex 870/871 AD by Chris

In 865 what was to become known as the Great Heathen Army appeared off the coast of East Anglia. Unlike previous Viking incursions this lot were not here to simply raid and return with their ill-gotten gains, this lot were here to conquer territory as well as make money. Initially paid off by King Edmund of Anglia they went off to capture York. Incursions into Murcia saw them being paid off to leave and by 869 the army was back in Anglia and this time they were not in the mood for compromise and having disposed of King Edmund (now Saint Edmund) looked south at the wealth of Wessex. In December 870 the Heathen Army moved south and occupied Reading. This invasion of Wessex would lead to a number of battles as the Wessex army first under King Aethelred 1 (not to be confused with the Unready) and then his younger brother King Alfred (yes him but before he was Great). The Anglo-Saxon Chronicle mentions ‘nine national fights’ fought between the ‘raiding army and the kingdom south of the Thames’.

Though this refers to the year 871, the battles I have been able to find some information on are:

Englefield 31/12/870

Reading 04/01/871

Ashdown 08/01/871

Basing 22/01/871

Mereton 31/03/871

Wilton 01/07/871

The first engagement did not involve Aethelred or Alfred but two local ealdorman Aethelwulf and Wulfhere. A large group of Vikings under Sidric and Nicrac had left the camp in Reading to raid and reconnoitre the surrounding area. On their return journey they found the road blocked by local levies commanded by Aethelwulf and Wulfhere. Whilst I have an interest in the Dark Ages or should I call it Early Medieval history, I am by no stretch of the imagination some kind of expert. From what I can gather from the few books I own and the internet we have good evidence for this battle but little information on the actual battlefield and how the sides set up. The battle itself would not have involved masses of troops so should serve as a good introduction to a series of battles. Whilst looking for information on the battle I came across the Crusty Colonels You Tube channel in which he refights the above battles. His interpretation of the battlefield of Englefield does allow for an interesting game; the Viking forces are strung

out along the road from Reading and on exiting a wood are confronted by the Saxons set up in two battles. The challenge for the Vikings is to exit the woods into battle formation as soon as possible; the Saxons can either wait or advance and try to catch the Viking before their shieldwall is fully formed.



Above is a pretty poorly drawn map of the engagement. Aethulwulf has deployed his forces blocking the road. Wulfhere has a force blocking the area to the north of the woods through which the Vikings are marching. There are also two units of light infantry archers in the village.

Whilst I use Hail Ceasar to fight a lot of my 'ancients' battles I thought given the scale of this battle I would follow the Crusty Colonels lead and use The Age of Hannibal produce by Little Wars TV. I think this would work for a small scale battle as it is element based, so each stand represents a group of men, this will hopefully give a good representation of the shieldwall being pushed backward or moving forward in different sections.

The mainstay of these armies is the spearman, these can move 4 inches per turn, and elements can move in groups. In a fight the element throws a D8 and adds to the result its combat factor, for a general spearman this is a +3 if supported on both sides then plus another 2 (+1 per support note there is no + for rear support). If as the result of a fight one side scores more than the other, the losing side is demoralised, a second demoralising result will cause that element to retreat one base depth and a third will destroy the unit. If in a fight one side scores double or more, then the losing side is destroyed. Demoralised units can rally at the beginning of their turn using a D10,

rallying for a general spearman is 6+. Both the rallying and combat factors can be further adjusted according to the quality, so the general Fyrd could have a combat factor of 2 rather than 3 to reflect this level of experience.

Each army has a moral clock, and this clock dictates the command and control of the army during the game, as this clock declines so does the command and control. Once the clock hits zero the army is defeated and will quit the field.

## The Army Lists

| Saxons       |      |        |       |         |         |       |
|--------------|------|--------|-------|---------|---------|-------|
| Unit         | Move | Combat | Rally | Terrain | Missile | Bases |
| Huscarls     | 4(3) | 4      | 3     | -1      |         | 4     |
| Thegns       | 4(3) | 4      | 4     | -1      |         | 6     |
| Select Fyrd  | 4(3) | 3      | 4     | -1      |         | 6     |
| Greater Fyrd | 4(3) | 2      | 4     | -1      |         | 4     |
| Archers      | 4(3) | 2      | 6     | -1      | Bow     | 2     |

## Saxon Leaders

**Aithelwulf** - Aggressive – any unit he is with becomes impetuous (must charge nearest enemy), may re roll charge combat result.

## Wulfhere

| Vikings     |      |        |       |         |         |       |
|-------------|------|--------|-------|---------|---------|-------|
| Unit        | Move | Combat | Rally | Terrain | Missile | Bases |
| Hirdmen (V) | 4(3) | 4      | 3     | -1      |         | 4     |
| Hirdmen     | 4(3) | 4      | 4     | -1      |         | 4     |
| Bondi       | 4(3) | 3      | 4     | -1      |         | 10    |

## Viking Leaders

### Sidric

### Nicrac

The Battle was refought at a Levellers meeting with ‘big’ Mike’ and ‘Weymouth’ Mike agreeing to act as Wulfhere and Aithelwulf and myself as the Vikings. This was the first time I had used the rules, and both Saxon commanders had never even seen the rules. ‘Weymouth’ Mike supplied all the Saxons whilst I supplied all the Vikings, the figures themselves are all 15mm Peter Pig, Museum ‘z’ range and Forged in Battle.



The Vikings attempt to deploy from the Woods.



Wulfhere deploys to the North



Aithelwulf deploys on a hill to block the road and cover the village.



Battle is about to be joined.

Initially the Saxon commanders were unsure as to their tactics, Aithelwulf was in a strong defensive position and was reluctant to advance giving up the hill advantage, meanwhile Wulfhere advanced toward the Vikings. For the Vikings any delay in the Saxon advance gave them more time to deploy from the woods, form a battle line and hopefully take on the Saxon commands one at a time. Aithelwulf being no fool soon spotted what the Vikings were up to, formed a battle line and advanced off the hill toward the still deploying Vikings. Wulfhere halted his advance to give Aithelwulf time to threaten the deploying Vikings who now facing shieldwalls to the north and west and would have to adjust their deployment.

The photo above shows the battle at the point in which the Saxons have advanced aggressively preventing the Vikings from deploying fully. The Vikings have managed to deploy into shieldwalls giving them a chance to bring up the troops still deploying from the woods. From this point on the 'Dark Ages' slog begins, whilst the Vikings do manage to kill Wulfhere the Saxon numbers begin to tell, and slowly but surely the Viking moral clock begins to decline making it harder and harder for the gaps in the shieldwall to be plugged. Eventually the Viking Armies moral collapses and they flee the field giving victory to Aithelwulf.

The game itself lasted about two hours, and the Saxon commanders soon picked up the rules. Whilst the game was played on a standard wargames table it could easily be played out on a 4 x 3 sized table as the action itself only takes place in a small part of the table.

Thanks again to 'big' Mike and 'Weymouth' Mike for indulging me in putting on the game.

Next after the failed Saxon attack we are onto Ashdown. Alfred, the king's younger brother will be making his first appearance though he is still not 'Great'.

This time looking at the Hail Ceasar rules.

# 4. Visit to see LCT T7074 by martin

LCT= Landing Craft Tank.



A May visit to Portsmouth.

This is a D day tank landing craft.

It carried 10 tanks. It is big.

This is the last one in existence.

It was built in two months just before D day. A very quick job.

This boat took several trips to the beaches. Initially it carried light Stuart tanks.

On D day itself it did bash into several other LCTs because the boat is very hard to steer because of its flat bottom and length.

It is metal construction with a crew compartment at the rear.

This boat has been very well restored and actually has two tanks parked on it.

The boat is parked on Portsmouth seafront (by Southsea common) alongside the associated D Day museum. Parking is good and the walk all flat.

What follows is a selection of pictures to give a view of this boat..



(Above) A view toward te front of the LCT. The deck is wide enough for two tanks side by side.



(above) Rear of Churchill crocodile looking forward to ramp.



(Above) A model showing the boat with the two real tanks in appropriate positions.



(Above) Sherman HQ tank with wooden barrel.

# Your guide to the parts of

## 1 Kedgehook anchor

As the LCT approached a beach, the kedgehook was released. It was on a steel cable which was kept taut so that the sea did not turn the LCT side-on to the shore.

## 2 Winch (stern)

When the LCT withdrew from a beach, this electric winch hauled in the kedgehook anchor cable to help pull the craft off, and so the cable did not get caught on the propellers.

## 3 Crew's quarters

The crew slept in a dark, damp space next to the engine room.

## 4 Oerlikon guns

These two 20mm guns were the LCT's main weapon. They could be used against enemy aircraft or ships, or against enemy forces on land during a beach landing.

## 5 Officers' quarters, galley

The commanding officer and his second in command used these small cabins. Next to them was the galley, where food was prepared for the crew.

## 6 Funnel

The funnel for the engine exhaust passed through the officers' accommodation. When at sea it was too hot to touch.

## 7 Engines

The LCT was powered by two American-made Sterling Admiral petrol engines.

Cutaway view of LCT 7074 showing the tanks carried for D-Day.

© Roger Hutchins



(Above) Diagram of the boat parts. REAR

# parts of LCT 7074

## 5 Officers' quarters, galley

The commanding officer and his second in command used these small cabins. Next to them was the galley, where food was prepared for the crew.

## 6 Funnel

The funnel for the engine exhaust passed through the officers' accommodation. When at sea it was too hot to touch.

## 7 Engines

The LCT was powered by two American-made Sterling Admiral petrol engines.

## 8 Wheelhouse

Here a sailor called the coxswain steered the LCT. He passed orders to the engine room below using the engine telegraph.

## 9 Bridge

The LCT's commanding officer controlled the craft from the bridge, where he had an all-round view. He used a voice-pipe to give orders to the coxswain in the wheelhouse below him.

## 10 Wing tanks

These ballast tanks in the side of the LCT could be emptied or filled with water so it did not lean to one side if its load was unevenly distributed.

## 11 Tank deck

This large open space was used for carrying vehicles, troops and supplies.

## 12 Double bottom

Air-filled spaces under the tank deck gave extra buoyancy to support the weight of the vehicles on board.

## 13 Tanks

The tanks in this drawing represent those carried by LCT 7074 on D-Day. Left to right: seven Stuart tanks, two Sherman tanks, one Cromwell tank.



(Above) Diagram of the boat parts. MIDDLE



Some of the crew of LCT 345, which landed troops on Juno Beach on D-Day.  
Photo: The D-Day Story, Portsmouth

**14 Fast Aerial Mines**

A weapon that fired a steel cable into the air, to shoot down low-flying aircraft.

**15 Heads**

Toilets on ships are known as heads. These two were for use by the troops on board.

**16 Winch**

A hand-powered winch on each side of the deck for raising the ramp.

**17 Mullock extensions**

Hinged extensions to the ramp made it easier to land vehicles on Normandy's flat beaches. They were folded out of the way when not in use so they did not block the view from the bridge.

**18 Ramp**

It was pulled up when at sea, but lowered so that troops could load on board or go ashore.



(Above) Diagram of the boat parts. FRONT

nt  
 Day.  
 ll tank.



(Above) Looking along the side of the boat.



(Above) Diagram explaining boat markings.



(Above) Tank deck



Oerlikon AA. Two of these at the boat rear.





(Above) Privvy for on board tank crew ( about 40 chaps)

After the war this boat served as a transporter, service men's club and nightclub. Then it sank in Liverpool docks. Then they raised it, restored it and brought it to Portsmouth. A very impressive task.

# Fighting Bonuses and Associated Colours to War

by Miles

Painting the Persians for the Battle Day using Conquerors and Kings presented me with an unusual prospect, no greens or camouflage (my usual territory is 20<sup>th</sup> Century)?

I thought about how to colour the troops and also the Generals Gifts/abilities ?

I put some words into Google (with help of "AI" I suspect these days ?).

I made the results into this article? As I found it interesting.

I hope this might help in making some colour decisions for uniforms, base tabs and markers that we put on the table ?

## **Morale: A Leader of Men.**

Based on colour psychology and leadership models, the colour that best represents high morale and a "leader of men"-particularly one who is inspirational, motivating, and action-oriented-is Yellow or Orange.

Here is a breakdown of why, along with other closely associated colours:

- **Sunshine Yellow (Inspirational Motivator):** This colour represents enthusiasm, optimism, and creativity. It is considered the "happiest" hue, perfect for boosting morale, energy, and team spirit.
- **Orange (Dynamic Leader):** A blend of red (power) and yellow (joy), orange symbolizes enthusiasm, endurance, and camaraderie. It is used to stimulate confidence and create a "can-do" attitude, making it excellent for leadership that fosters high morale.
- **Fiery Red (The Decisive Driver):** While often representing aggression, in leadership, red signifies the high energy, confidence, and determination needed to lead people forward. It is best used to command attention and maintain morale during tough, fast-paced situations.
- **Earth Green (Compassionate Connector):** This colour represents stability, growth, and trust, making it a strong choice for leaders who build morale through empathy and nurturing.

**In summary:** A leader who boosts morale through energy and inspiration is Yellow/Orange, while a leader who boosts morale through passionate direction is Red. Valiant: Forwards.

A **"Valiant Forwards leader of men"** would most likely be represented by Red, Crimson, or Deep Blue/Navy.

- Red/Crimson: Symbolizes bravery, high energy, strength, and the "red ranger" mentality of a lead-from-the-front commander.
- Deep Blue/Navy: Represents authority, stability, loyalty, and competence, often used for leaders who are also strategic, such as a Commanding Officer.
- Gold/Yellow: Often associated with honour, glory, and the "noble knight" or hero figure.

In the context of the Prince Valiant comics, the character is often depicted with a red cloak against a backdrop of deep blues and strong firelight.

### **Fighting: Blade of God**

Based on your query, the Fighting Blade of God likely refers to Figarland Garling, the former Supreme Commander of the Knights of God in One Piece, who is associated with a striking, high-contrast colour scheme.

- Primary Colours: His design features a red cape with a white fur collar, a high-collared shirt that is gold on top and light-purple on the lower half, with vertical red and white stripes.
- Armour & Accessories: He wears dark-grey vambraces and pauldrons, with a brown belt.
- Weaponry: He wields a large double-edged straight sword with a golden guard and a solid-black sheath.

In short, his visual aesthetic is a mix of Red, Gold, Purple, and Black/Grey.

The Difference in the colour's symbolism for a specific type of leader, such as a military commander or a fantasy hero? Yes, exploring the colour symbolism for specific types of leaders is a fascinating way to understand how visual cues influence perception, morale, and authority. Here is a breakdown of colour symbolism for military commanders and fantasy heroes based on traditional and psychological interpretations:

### **1. Military Commander Colour Symbolism**

Historically, military "Colours" (flags/standards) acted as rallying points and marked the commander's location.

- Red: Often represents high-energy leadership, passion, and the "decisive driver" or "action-oriented" commander. It is also associated with military intelligence and Special Forces in some contexts.

- Dark Blue/Navy: Symbolizes integrity, structure, stability, and trust. It is frequently used for high-ranking officers to project "calm authority" and dependability.
- Green: Historically associated with engineers or ground forces (infantry/jungle infantry), representing growth and stability.
- Black/Dark Gray: Used to represent Armour, Cavalry, or highly disciplined, specialized units. It indicates power and authority.
- Gold/Yellow: Signifies excellence, victory, and high achievement.

## 2. Fantasy Hero Colour Symbolism

Fantasy heroes often use bold, primary, or contrasting colours to stand out and represent their core powers or moral alignment.

- Red: Represents fire, blood, passion, and high-energy action. It is considered the primary color of heroism, passion, and urgency.
- Blue: Symbolizes calm, responsibility, or intellect. It is often used for heroes who are analytical, protective, or have a connection to the sky or sea.
- White: Symbolizes purity, innocence, or justice. It can also represent a "blank slate" or holy/healing powers.
- Green: Frequently indicates a connection to nature, healing, or growth. It can also be used for heroes who are "one with the world," such as rangers or Druids.
- Gold/Yellow: Often represents "the golden age," wisdom, or heroic, sun-like energy. It is used to show a hero who is a beacon of hope.
- Purple: Often signifies magic, psychic powers, or royalty/nobility.

### Summary of Differences

- Military leaders lean toward colours that project authority, structure, and reliability (Navy, Gold, Dark Green).
- Fantasy heroes often use vibrant, high-contrast colours that represent emotional action, magical powers, or moral purity (Red, Bright Blue, White).

## 5. 1919 by Sean

*The aftermath of the First World War left many nations grappling with political upheaval, economic instability, and social unrest. In this hypothetical scenario, we explore a plausible 'what if' situation where Britain, after the war, descends into a civil war reminiscent of the Russian Revolution of 1917. This scenario involves the emergence of polarised political factions—left-wing and right-wing groups—whose escalating tensions ultimately lead to open conflict.*

- Following the end of the First World War in 1918, Britain faced significant challenges. The war had strained the economy, caused widespread social discontent, and exposed deep divisions within society. The rise of socialist movements, labour unrest, and fears of revolutionary upheaval created a volatile environment. Simultaneously, nationalist and conservative factions sought to preserve traditional institutions and resist radical change.
- The left-wing groups, inspired by socialist and communist ideologies, aimed to overhaul the existing social order. They gained support among workers, soldiers, and intellectuals disillusioned by the war and economic hardship. Their objectives included nationalisation of industries, redistribution of land, and the establishment of a socialist republic. Conversely, right-wing factions, comprising monarchists, conservatives, and militarists, sought to maintain Britain's traditional hierarchy, monarchy, and imperialist policies. They viewed the left as a threat to national stability and social order.
- As tensions intensified in December 1918, clashes between these factions became inevitable. Strikes, protests, and skirmishes marked the early stages of what would soon become something far more serious. The government's inability to effectively mediate or suppress these disturbances led to a breakdown of civil order. Both sides began mobilising paramilitary groups, and regional conflicts erupted into full-scale battles. The situation resembled the chaos of Russia in 1917, with competing factions vying for control and legitimacy.
- By March 1919, the National Union of Railwaymen announced a nationwide strike after the government refused wage increases tied to inflation. Within days, dockworkers in Liverpool and London joined them. Coal miners in South Wales

followed, then engineers in Birmingham, Sheffield, and Glasgow. Newspapers called it “industrial unrest.” Workers called it survival.

- What made 1919 different was the level of coordination among these groups.
- Across Britain, unofficial “Workers’ Councils” formed—shop stewards, union delegates, and returning soldiers who had learned organisation under fire. Inspired by events in Russia two years earlier, some openly spoke of soviets; others simply demanded control over their workplaces. In Glasgow, where tensions were already high after the 1919 George Square protests, the Red Clydeside movement declared a citywide general strike.

On the 14th of April 1919, a column of men in mismatched uniforms—some in khaki, others in work coats with red armbands—marched on Maryhill Barracks. They were shipbuilders, railwaymen, miners, and veterans of the Somme who still knew how to move under fire. Their demand was simple: surrender the arms depot to the Workers’ Defence Committees.

The garrison refused.

By dawn the next day, Glasgow was a city at war.

Machine guns rattled along the Clyde. Barricades of steel plates and shipyard scrap choked the bridges. Red Guards—improvised militias trained by former NCOs—fought running battles with loyalist troops and newly formed Volunteer Defence Leagues, conservative militias drawn from ex-officers, middle-class patriots, and monarchists.

Within a week, the conflict spread southward.

Rail lines into northern England were seized by left-wing forces. In response, the government authorised the formation of the National Preservation Force, combining loyal army units, police, and right-wing volunteers. Their objective was clear: retake the rail nexus at Carlisle, the choke point between Scotland and England. Whoever held it could move men and supplies between the north and south. Whoever lost it would be isolated.

- During these tumultuous years of early 20th-century British politics, Lloyd George and Bonar Law emerged as the pivotal figures shaping the nation’s destiny. Their leadership and contrasting ideologies influenced the course of events. Lloyd George, known for his charismatic oratory and progressive policies, served as the Chancellor of the Exchequer and later as Prime Minister, advocating for social reforms and increased government intervention. His tenure was marked

by efforts to finance the war and implement welfare measures, reflecting his commitment to social justice and economic stability.

- In contrast, Bonar Law, a staunch Conservative, and former leader of the Conservative Party, represented a more traditional and cautious approach to governance. His political stance emphasised fiscal conservatism, limited government intervention, and a focus on maintaining Britain's imperial strength. As Leader of the Conservative Party, Bonar Law often found himself at odds with Lloyd George's progressive agenda, yet both men recognised the necessity of collaboration during wartime.
- 
- The relationship between Lloyd George and Bonar Law was characterised by a complex interplay of rivalry and cooperation. During World War I, their leadership was crucial in navigating Britain through the crisis, with Lloyd George pushing for social reforms and Bonar Law advocating for fiscal austerity. Despite their differences, they worked together within the coalition government, balancing progressive ambitions with conservative prudence.
- 
- Immediately after the war, their political paths diverged further, reflecting the broader ideological divide within British politics. Lloyd George continued to champion social reform and international diplomacy, while Bonar Law focused on consolidating Conservative policies and rebuilding the economy. Their legacies remain intertwined, exemplifying the dynamic tension between reformist and conservative forces that defined this pivotal era in British history.
- Lloyd George remained Prime Minister in name only, clinging to the remnants of the wartime coalition. But his authority rested on compromise—talks with unions, half-measures, promises of reform—and these compromises began to look like weakness.
- Across the benches, Andrew Bonar Law waited.
- As leader of the Conservative Party and the largest bloc in Parliament, Bonar Law did not shout. He did not need to. Every speech was calm, clipped, and merciless. He accused the Prime Minister of bargaining with sedition, of allowing “foreign doctrines” to rot the loyalty of the army, and of mistaking exhaustion for peace.
- “A government that will not govern,” Bonar Law declared in March, “invites others to do so in its place.”
- Lloyd George proposed negotiations with the Workers' Councils in Glasgow and Sheffield. Bonar Law publicly broke with him the same day. Conservative MPs withdrew from coalition committees. Retired officers, magistrates, and

industrialists began organising independently of Downing Street, forming what they called Volunteer Defence Leagues. Funds flowed through Conservative associations. Arms flowed through old regimental networks.

- The country took notice. Newspapers spoke of “the Bonar Law Cabinet in Waiting.” Loyalist officers began to ask a quiet but deadly question: which government would still exist in a month?

When Glasgow erupted Lloyd George hesitated. Bonar Law did not. He called for the creation of a National Preservation Force, framing it as a temporary necessity to defend the realm. Lloyd George neither endorsed nor forbade it—an omission that history would not forgive.

From that moment on, the civil war took on a political shape. Lloyd George stood for compromise, reform, and a fragile unity. Bonar Law stood for order, authority, and decisive force.

- Officers, soldiers, and civilians chose sides accordingly. As fighting spread south from Glasgow, the rail network became the war’s spine. Bonar Law understood this better than anyone. He pressed the War Office relentlessly, arguing that if Scotland were not isolated, the government would lose control entirely. His allies secured the appointment of General Sir Henry Rawlinson to command loyalist forces in the north—an unmistakable signal that the Conservatives now controlled military policy in practice, if not on paper.
- Carlisle was chosen deliberately. It was not London. It was not Glasgow. It was a place where Britain could bleed without collapsing outright. Lloyd George protested the plan privately. He feared that open battle between British forces would destroy any chance of reconciliation. Bonar Law answered with arithmetic: rail lines, troop movements, supply tonnage.
- “This will end the uncertainty,” he said. “One way or another.”
- Rawlinson marched south. The Workers’ Defence Committees marched to meet him, and the country faced a period of intense conflict that would determine its future direction.

## The wargame

- The above is of course, entire fiction. Maybe a hint of plausibility, but this article is entirely inspired by the inclusion of armies 31 and 32 in the Square Bashing army book. They are the British Revolution Left and Right wing armies, predicated on the possibility of a British civil war in the aftermath of the Great War and following in the footsteps of the Russian revolution and civil war.

- There has been a ‘what if’ wargame already in the wargaming arena set in the 1930’s following the constitutional crisis of the abdication of Edward VIIIth involving the British Union of Fascists (who had a headquarters in Stoke on Trent for a time when Moseley tried to get elected as the local MP) and left wing and communist groups.
- This article though is based on events post Great War and would either see Lloyd George survive what is in essence a coup by the right, or see Andrew Bonnar Law take the reins of government.
- My proposal is simple. A one off game to decide the fate of the country. From looking at contemporary accounts and speculation, the narrative above sets the scene. The left wing has the higher army status value of 25 versus 19 and according to the lists greater access to equipment. However, their units are mostly raw quality troops made up of factory workers whereas the right-wing infantry are the returning army, home from the war looking for a land ‘fit for heroes’. Possibly more interestingly is their higher command (under Rawlinson here) being better as professional Sandhurst trained officers compared to the left’s reliance on more ad-hoc leaders of the people.
- It can be played as a straight game of Square Bashing, using the 15 days to war with no changes required. If you have an early war British army in service caps and a later war British army in helmets they would work perfectly for the two armies. Otherwise make use of what you have. Russian Civil War and some Spanish Civil War figures will fight well. But don’t let lack of appropriate figures deter you. Whatever you have in your collection, put to use to fight this ‘what if’ scenario.

Fight one game and decide the fight of the nation. Or, why not the best of three? A mini campaign in essence. No one can say you’re doing it wrong because it never happened!



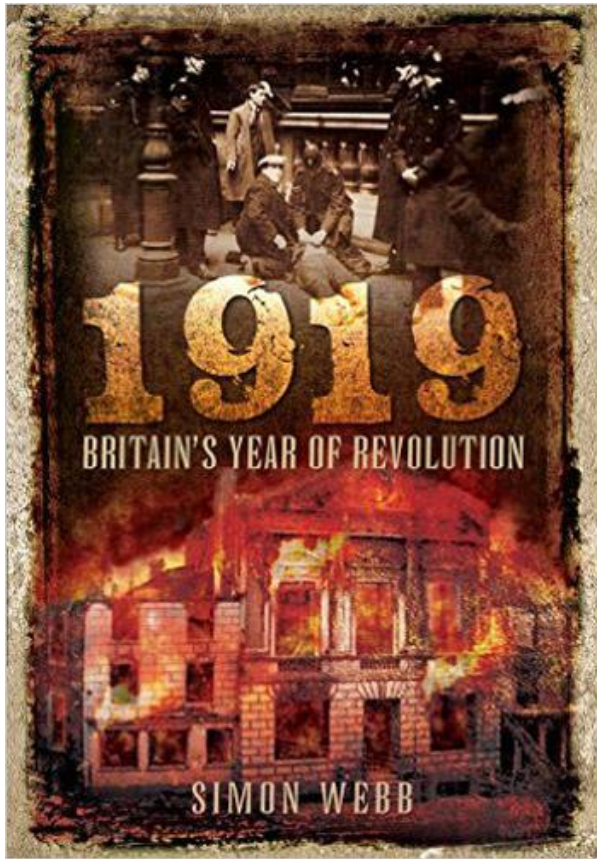
Andrew Bonnar Law. Chancellor in Lloyd George's coalition government. He became leader of the Conservative party and then Prime Minister in 1922



A lifelong member of the Liberal party, he became Prime Minister, leading a coalition with the support of the Conservatives in 1916, ousting Asquith from power.



Police protests in 1919.



Crowds gather in the streets. A sense of revolution is in the air.

# 6. Samurai at the British Museum

## by Simon

### Introduction

The British Museum's Samurai special exhibition ran from February to May 2026. At the time of writing, there is still a wealth of material on their website at:

[www.britishmuseum.org/exhibitions/samurai](http://www.britishmuseum.org/exhibitions/samurai)

It focused on various aspects of the samurai class, the roles they played in Japanese society throughout the centuries and the degree to which that translated into certain attitudes and behaviours in the Second World War. It finished with a nod to samurai themes in today's popular culture, from manga to Star Wars and Darth Vader.

There were many martial artefacts on display, photos of some of which I include here.

### Music

The conch shell was blown at different pitches to communicate orders, such as an attack or withdrawal. Drums were used to help marching soldiers keep pace.



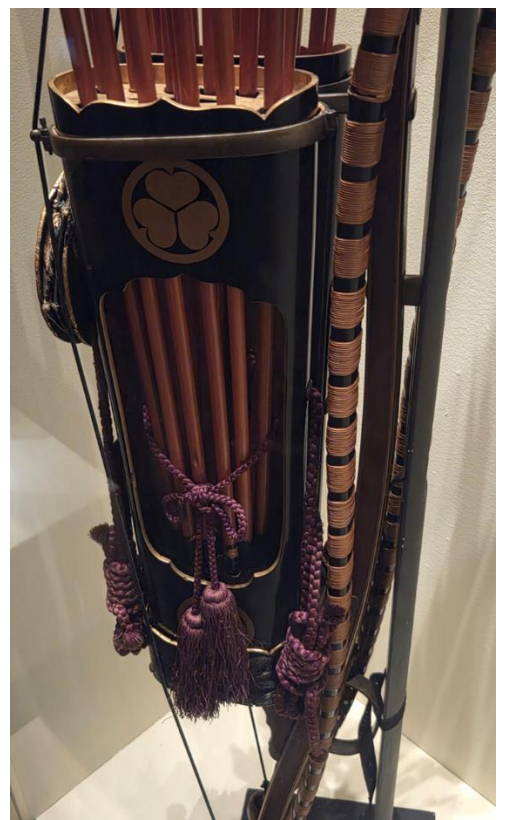
19<sup>th</sup> century conch cell



## 18<sup>th</sup> century drum

### Archery

The bow, often used on horseback, was an important – indeed initially primary – weapon for samurai. The display included this magnificent pair of bows with arrows in a double quiver:



Pair of bows, arrows and quiver

Swords



**Short court sword and dagger blades, with mounts**



**Blades and a selection of mounts**



**15th century “heirloom” blades in 20th century mountings, as used in World War 2**  
Sword blades were often recycled over the years and indeed centuries: from cutting down the long tachi to more wieldable lengths, to remounting family blades for use in WW2.

**Polearms**

Polearms took various forms, with only 31 clans being allowed to use the naginata (which was also a weapon traditionally used by female samurai).



**A selection of 19<sup>th</sup> century polearms**

Each clan had its own form of spear covers, used in processions and made from wood, paper mâché, leather and felt. The book in the photo below is a guide to help identify individual clans



**Selection of spear covers**

**Helmets**

Distinctive headgear helped identify high-ranking warriors – both in order to lead their troops and to show them behaving heroic acts – and were often highly decorated.



Selection of helmets from 17<sup>th</sup> to 19<sup>th</sup> centuries

## Armour

Armour styles evolved over the year, both functionally and for ceremonial purposes. Even during the supposedly peaceful periods, high-ranking warriors still kept their armour. Two sets on display had been gifted to members of the British Royal Family as symbols of Japanese martial prowess.



**Left: 16<sup>th</sup> century helmet with 17<sup>th</sup> century suit of armour**

**Right: 15<sup>th</sup> century armour (made of 2,000 scales) for mounted archery, with shoulder guards acting like shields and a helmet with a flared neck-guard**



**Left: Simpler (16<sup>th</sup> century) armour (here with a 14<sup>th</sup> century helmet) for fighting on foot, with the gold lacquer indicating the owner's status**  
**Right: 16<sup>th</sup> century suit of armour gifted to King James I of England**



19<sup>th</sup> century “peacetime” armour, complete with standard



18<sup>th</sup> century retro-styled armour, with the Takasu family crest



### **15<sup>th</sup> / 16<sup>th</sup> century armour presented to the British Royal family**

I find these British Museum special exhibitions really good, with an overall narrative supported by high quality and well-curated exhibits. They're well worth a visit (allow about an hour, or one and a half when busy) if up in town when one is on.

The Bayeux tapestry (the real one – a full-size 1886 replica is though available to see for free in Reading Museum) will be at the British Museum from September 2026 to July 2027. I'm sure this will be a highly popular one.

# 7. Minefields in 15mm by martin

(pack 294 from WW2 markers and civilians)

Minefields were a significant obstacle to WW2 armies.

Because mines are deliberately hidden in order to have a surprise effect it is ironic/odd that we need to show their presence.

I have used the Peter Pig metal cast mine marker pieces to create a wargaming minefield scenery piece.

**First**, I cut some strips of plastic card. Plastic is good because it does not curl when wet filler is applied. I roughed up the plastic with sand paper to create key for adhesion.

**Second**, I glued on the mine marker castings along with some Western range signs.

**Third**, Undercoat in grey with sandy mine surrounds.

**Fourth**, Tetrion filler sparsed around with a dry sand sprinkle to give texture.

**Fifth**, a green paint with yellow hi light.

Each one of these four strips will be used to mark a minefield template.





# 8. Aircraft for Square bashing

## (SB) by martin

One of the assets in SB (WW1 rules) is “aircraft”.

“Assets” is a mechanism in the rules whereby things that are allowed to a Division **might** arrive.

*i.e. If an aircraft barrage asset is given a value of 7 means that 7 D6 are available to the player during the game. If the D6 are rolled and any of them is a 6 the asset comes into play.*

*e.g. The player with aircraft value of 7 declares “I am going to use 3 of my 7D6 now. The player rolls the declared 3D6 and scores 4,2,6. The score of 6 indicates that the aircraft will arrive.*

A model is needed to represent the aircraft when it arrives.

Because most armies have an aircraft asset, I have tried to make the models fairly generic rather than build an aircraft for each of my ten armies.

Because SB uses 1/100<sup>th</sup> scale models, I needed an aircraft in that scale.

I am not keen on using a smaller scale for models or buildings. I want them to match the figures.

My solution was to download a 3d print file (STL for those familiar with 3D print).

The file was free and easy to print as a one piece item. Excellent.

The output was achieved quickly and looked good. The downside is that the curvature of the top wing surface was a bit too stepped for my wants.

To solve this I use smear of Milliput.

Once sanded down, the finish was great. See pictures for your own evaluation.

The model was mounted on a brass wire which itself bent into a curve at the base secured with yet more Milliput (I do like Milliput).



Aircraft painted in yellow and red schemes. WW2 Hannomag in 1/100<sup>th</sup> scale for size comparison.



Close ups of “red” plane.



(below)Close up of yellow plane.

