Issue 26 – September 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
There are no article "size" limitations. Each article will be credited by a first name only.

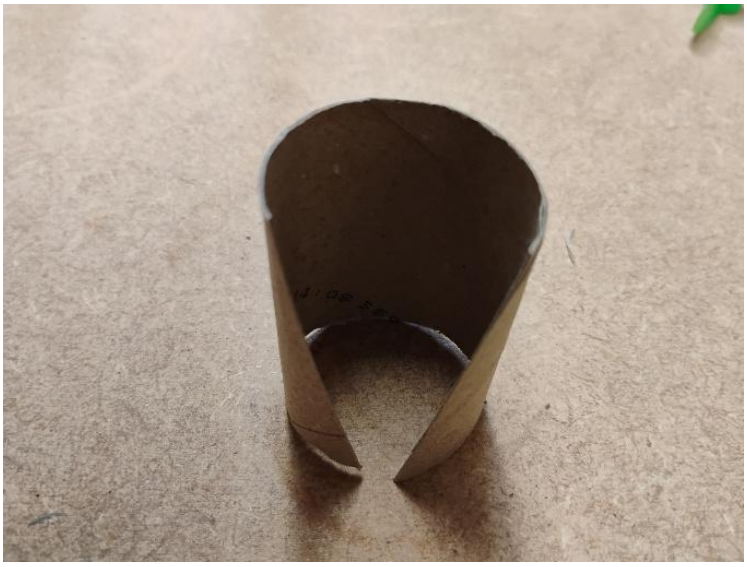
- The Mill does not publish for profit.
- The Mill does not accept advertising.
- The Mill can be downloaded free of charge from the PP website. Just search for "Peter Pig".
- The Mill advises readers to be very cautious of any trader that does not provide a proper geographical address (PO box is not 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 September **2026**

1. Creeper Objectives by Barry

I must admit that I still find the Creepers my favourite out of all the forces in The Company Rules and if the Creepers found themselves defending, I made some Creeper objectives for those horrible humans to attack and destroy! Now obviously these would not be buildings, radio masts etc so I obtained some castings from Jon Tuffley at Ground Zero Games which would represent something more suitable for the Creepers. These were egg like structures similar to the face hugger eggs in the film Alien and I mounted them on bases and low and behold I now had six objective markers for the Creepers to defend and the humans to attack!

However (and there's always a However!) in my mind they were not really big enough. Objective markers should be big enough that the square they occupy does not count as open terrain and also block line of sight and a small base with a few eggs on it didn't really do the job so on with the thinking cap. I did like the egg like structure bases I used previously so I acquired six more from GZG and then pondered what to do. After thinking about it, I decided to do something like a termite mound type of structure as they are pretty big things so now, I had something to aim for!



First stage was to work out some sizes and for the mound structure I used a toilet roll tube. This I cut in half, so I had two mounds each about 2" (50mm) high. Three tubes gave me the six mounds required. As I wanted the mounds to be slightly conical, I cut the tubes at a slight angle to give me the desired effect.

I glued the egg cluster bases on a 20mm round wooden base (from Warbases) and painted it black. When dry the mound was wrapped around the egg cluster base and glued with UHU glue into the mound structure and the structure glued together and left to dry overnight.

Next stage was to base it and I used a round 60mm diameter Renedra base to give it a bit of heft and the bottom of the structure can be trimmed with a pair of scissors to make it flat as by making it a conical shape it doesn't always sit flat on the base but the advantage of using cardboard toilet rolls as the structure is that it's all done with scissors so sharp modelling knives not required!
I used UHU again. Excellent for this sort of work!

Texturing next and I used a ready mixed filler from B&Q to cover the whole structure and also the base. This helps bind it together and strengthens everything. I added a few pieces of sand to give some variation on the base.

Next step was the base coat, and this was a matt black water-based paint and the whole base was covered to seal the filler and blend everything together. After drying off the whole base was heavily drybrushed with a chocolate brown emulsion paint and left to dry. A second dry brush was applied when the first coat was dry. The egg type castings at the top were drybrushed with a brown/yellow colour (I used Vallejo Desert Yellow)

Final stage was to dry brush the base and mounds with a lighter brown. I use “Fine Taupe” from a Homebase tester pot but any lighter colour to suit you will do. One of the egg clusters is cast open and a matt white on the inside makes it stands out. And job done and six sizable markers to add to the game!

2. PBI in Burma 1941 – 45 by John

I have recently been reading more about the Burma campaigns in World War 2. Many years ago I read the **Springboard To Victory**, a Pan paperback by C.E.Lucas-Phillips on the siege of Kohima and that whetted my appetite for the whole affair. More recently I have read **Burma 44** (James Holland), **The Longest Retreat** (Tim Carew) and The **Longest War 1941-45** (Louis Allen). I have also attended talks by **Jack Bowsher**, an expert in armoured warfare in Burma.

All this got me thinking about how Burma is represented (or not) in PBI. The Japanese are present in the lists of the Company Architect, as is the 14th Army which covers the time from Bill Slim's appointment in 1943 onwards. However the earlier Eastern Command (1941/2) and Eastern Army (1942/3) are not. There are also lists for the Chinese who fought on the border between China and Burma.

From what I have read the Japanese list seems to be quite acceptable. I cannot comment on the Chinese as I know little about their armed forces of the time. The 14th Army list reflects the British Company organisation of the time, as seen elsewhere in the Company Architect, with the troops being either average or veteran quality. However the early period of the campaign, from the retreat from Malaya until the Battle of the Admin Box does not have a list. This could be easily rectified by allowing the 14th Army list to be used with troops being either average or raw. The latter is required to represent those units of the British Army that were recruited at short notice from parts of the Indian sub-continent or from Burma. Many of these units were of questionable loyalty or reliability. It should also be borne in mind that the overwhelming majority of allied troops in Burma were Indian, not British. Of the approximately 500,000 allied troops in Burma about 90,000 were British, 90,000 were African and the rest Indian. These figures do not include any Chinese or Americans who were fighting on the Yunang front. The organisation of the company itself would be no different from the later 14th Army list.

Stuart on "road block"

On another point, there is a common misconception that armoured warfare was virtually non-existent in the Burma campaign. It is true that armour played only a small part in jungle warfare, but it should be appreciated that Burma is not entirely jungle and has areas of open fields and plains, particularly in the central area from Mandalay to Rangoon in the south of the country. Burma is about the same size as France. The central plain's vegetation is similar to African savannah and so is ideal for tank warfare in the dry season.

So what armour did the two sides use? The Japanese started the war with the Type 95 Ha Go light tank which was machine gun armed and had a 37mm gun as well. The Japanese also had, in smaller numbers, the Type 97 Chi Ha medium tank.

The British started the war with a few Marmon-Herrington and Lanchester armoured cars as well as plenty of M3 Stuart Mk 1 light tanks. These were later replaced with the Stuart Mk 5. By the time that the retreat was completed M3 Lee and Grant tanks were arriving in Burma. Both were used, depending on where they had been shipped from. If they came from the Middle East they would be Grant variants, otherwise they would be unmodified American Lees. As the campaign went on the proportion of medium to light tanks increased and from late 1944 M4 Mk 1 and Mk 5 Sherman tanks were beginning to replace the Lee/Grants. It should be noted that most of the armour in Burma was surplus stock from elsewhere and not the most up to date available. Consequently the M3 Stuarts, which were later on replaced by the upgraded M5 Stuart tank, and the early Lee/Grants would be riveted rather than welded. Also used in very small numbers in 1943 was the Valentine 3 tank.

As for artillery the Japanese had the 75mm Infantry Gun, the 37mm anti tank gun and the 105mm field gun. The British had the 2pdr anti tank gun and 25pdr field gun. From the middle of the campaign the 2pdr was replaced by the 6pdr and the 5.5" gun became more common. From the outset of the Burma war the Japanese artillery was outnumbered and this disparity only increased as the war went on.

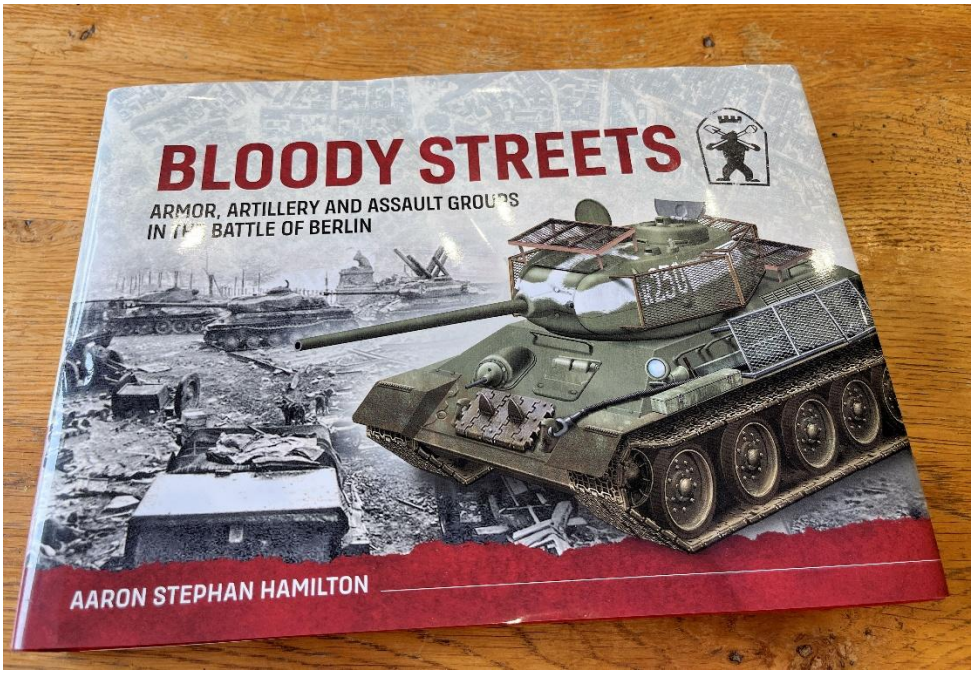
Japanese Te Ke with 37mm gun

Some suggested reading

Springboard To Victory by C.E. Lucas-Phillips
The Longest Retreat by Tim Carew
Burma 44 by James Holland
The Longest War 1941-45 by Louis Allen
Thunder Run Meiktila 1945 by Jack Bowsher
Forgotten Armour, Tank Warfare in Burma by Jack Bowsher

3. Berlin 1945. One city, two books by martin

Here is a review of two books about the fall of Berlin 1945.



This is a very personal review. My consideration is from a point of view that is interested in history and this battle in particular. These books are very specific; which I believe is their strength.

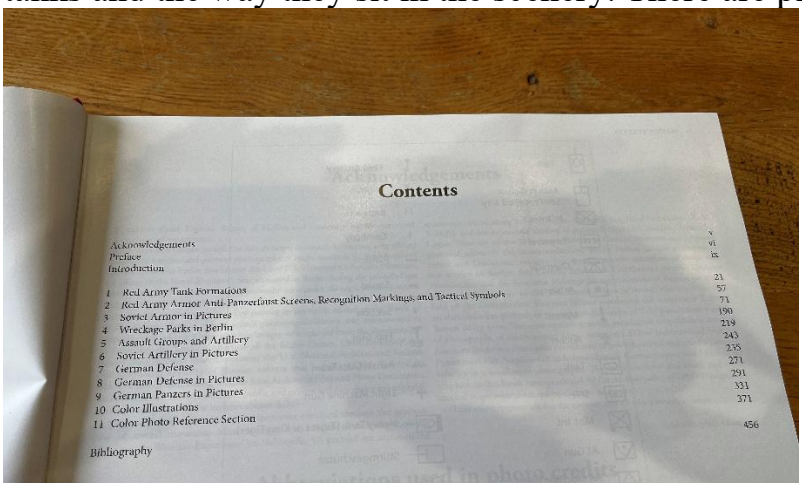
In this review my reference to "the Russian book" = BLOODY STREETS. Armour, artillery and assault groups in the battle of Berlin. ISBN 978 1 804516 84 5
Reference to "the German book" =PANZERS IN BERLIN 1945. ISBN 978 1 90803 216 4

This pair of books will cost about £100 (2026) together.
They are hardbacks.
The German one is the more expensive. It has risen in rarity price recently , but an imminent reprint should alleviate that.
The Russian one has only been recently published.

I am reviewing these books as a pair, because they cover the same part of the war and are similar in type.
These books are large, heavy and very nicely bound.
Both are expensive in comparison to an osprey.

The Russian Book

Pictures of all the Russian tank types used in Berlin. The pictures show the vehicles shortly after or actually in action. This is really useful when appreciating the look of the tanks and the way they sit in the scenery. There are plenty of German tank pictures too.



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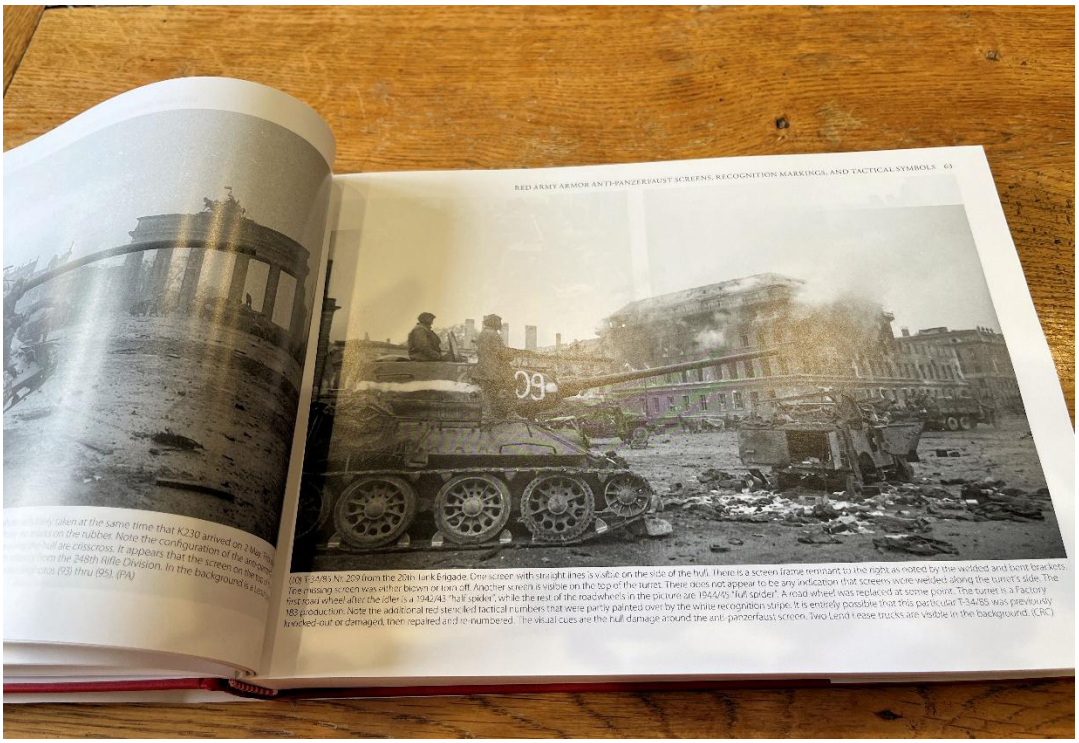
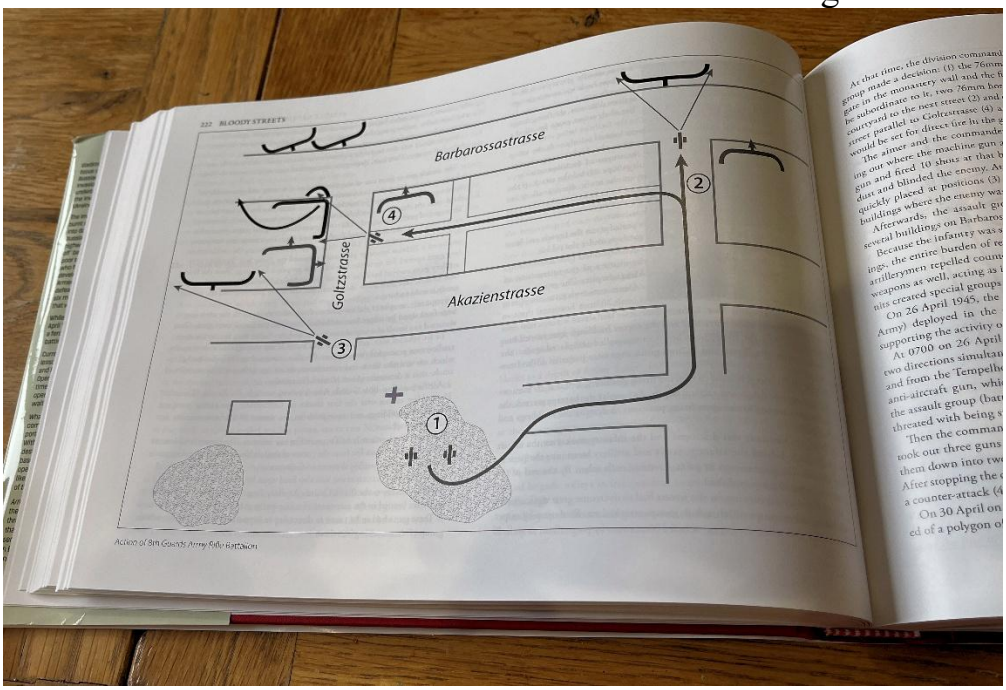
I think that most of the photographs are taken by professional Russian forward unit attached photographers. Plenty of miserable looking Germans and sunny Soviets.



Each picture has a big explanation.

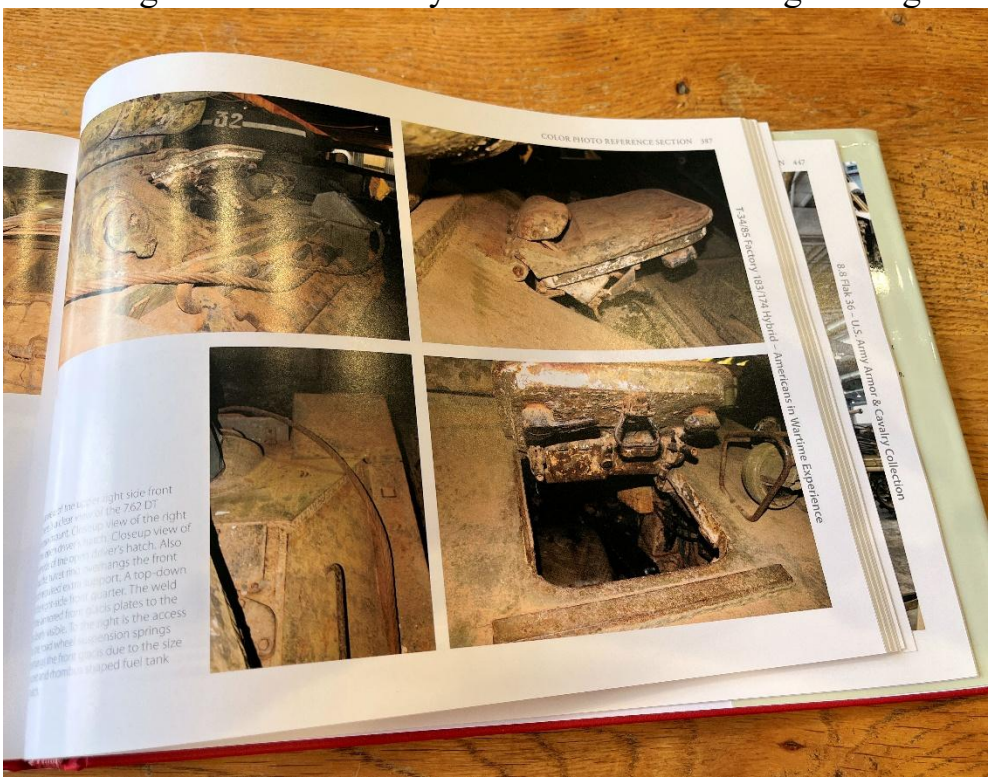
There is a full list of the Russian units deployed to Berlin.
Each picture has a full and detailed (correct) notation.

This book has a lot of marvellous diagrams featuring Russian tank tactics in the city.
The latter part of the book has many colour photos of German and Russian tanks in museums etc. These are useful for colours and markings.



Many diagrams of Russian tank tactics within Berlin

At 450 pages this book is wonderful reading. Wow.
The pictures reward a close squint to see the background action and detail.
This is a great book. Birthday and Christmas would get along well with this tome.



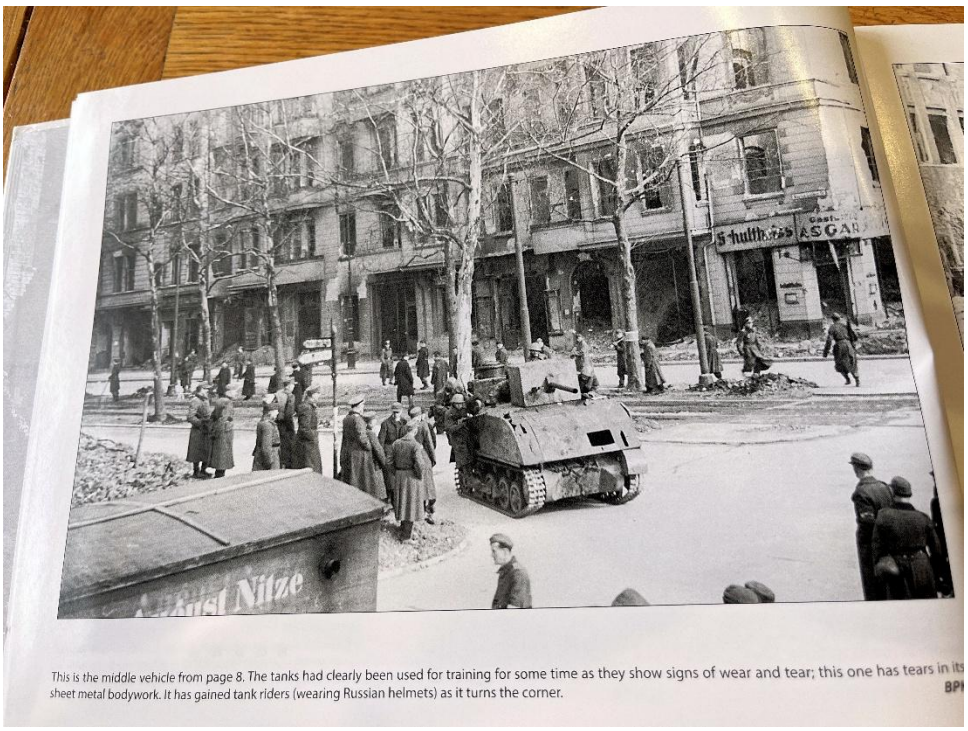
Numerous modern photographs of existing Russian and German vehicles.

The German book

This is even more Wow than the Russian book.
A prime character of this book is that a large A3 map is provided. This map is allied with all the photographs in the book. This allows the reader to place each picture with an exact location in the Berlin battleground. Superb.
Sadly the map is a separate item and could easily be lost. There should be a page in the book with a smaller rendition of this map.

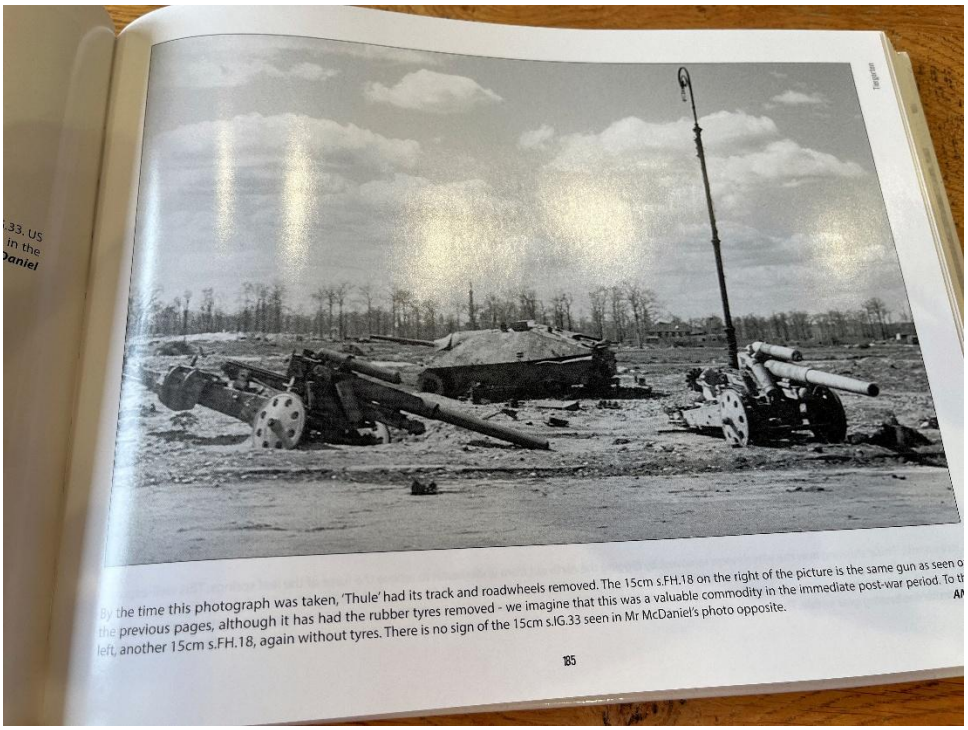
The master map

I have made some photocopies in case of that situation.



Panzer 1 based tankette. Madness?

The squintablity of the photographs is also wonderful. By this is meant that the items in the background are usually clear and interesting too.
Most of the pictures seem to be taken days or weeks after the actual action.



Wreckage.

Thus, some have been looted for parts and weapons.
Each picture has a good quality caption.

Overall

I would treat the German book as my top book in the WW2 arena.
These two books complement each other as they have slightly different foci.

4. A Fort for Pirate Land Raids by Simon

Introduction

I very much enjoy the RFCM Pirates Land Raids game and, with a Battle Day at Entoyment coming up, I thought I should build some forces.
While the current version of the game plays very well, I liked the idea of the Governor's Residence and the Shore Battery in the original version of the "Pieces of Eight" rules and fancied doing a special building that was a little different. It also seemed a shame that the nicely sculpted Medium Guns (pack #6) no longer have a real role in the current game.
To kill two birds with one stone, I decided to build a fort that could serve as the Barracks for the regular soldiers to base themselves in. This article describes the overly-long, over-thought but ultimately enjoyable journey that this plan took me on.

Concept

The fort had to:

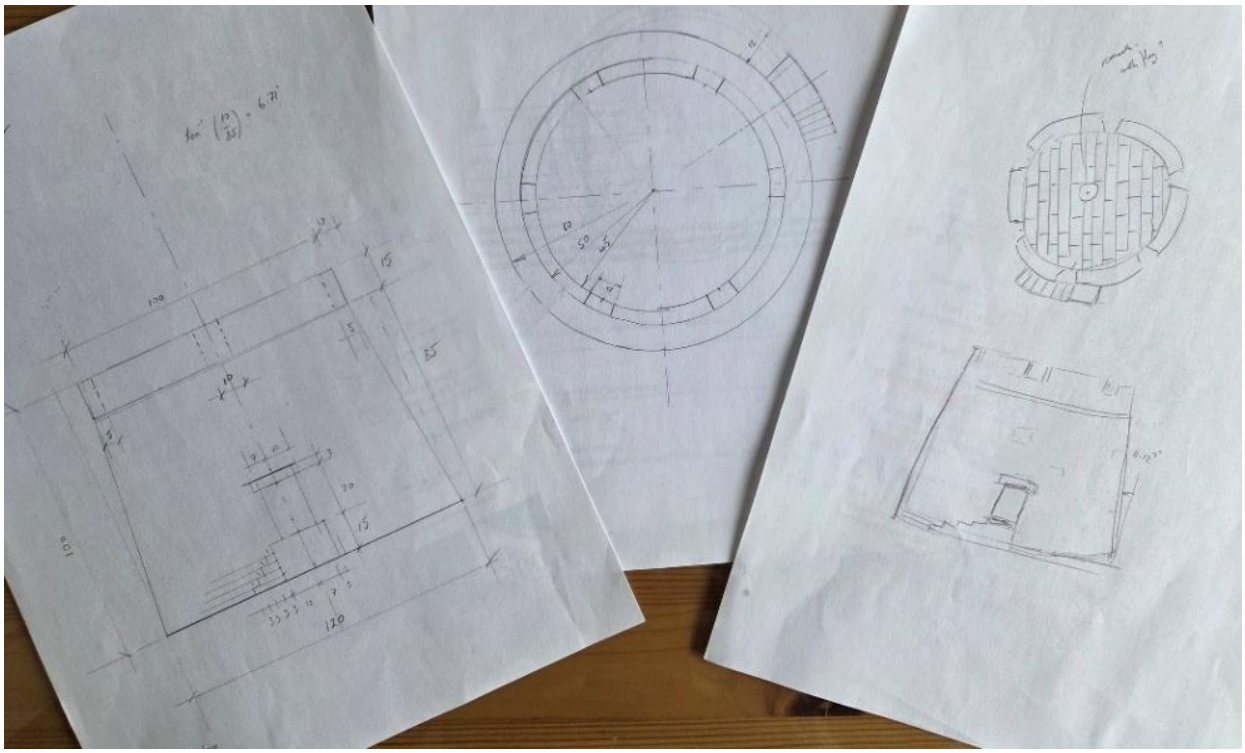
- look the part – I wanted something fairly imposing on the tabletop
- hold a number of Medium Guns
- allow based figures to fit in / on / around it
- fit comfortably within a 6" square.

Clearly, I couldn't include a major fortification such as Fort Charles in Jamaica. I initially thought of making a rectilinear bastion, with sloping walls. Having sketched one out, however (I found scale sketches to be invaluable when planning this project), I felt it would leave little room for troops, particularly once an access route was included.
A Martello Tower type of construction seemed to be more space-efficient, and I stumbled across photos of Fort Beekenburg in Willemstad, Curaçao. Built in 1703, it withstood attacks by both pirates and the British, and its main tower looked an ideal prototype for what I had in mind.

Fort Beekenburg, Curaçao

Tower

I needed to simplify the fort, as well as applying some artistic licence to build something that would work on the tabletop, as sketched out below:

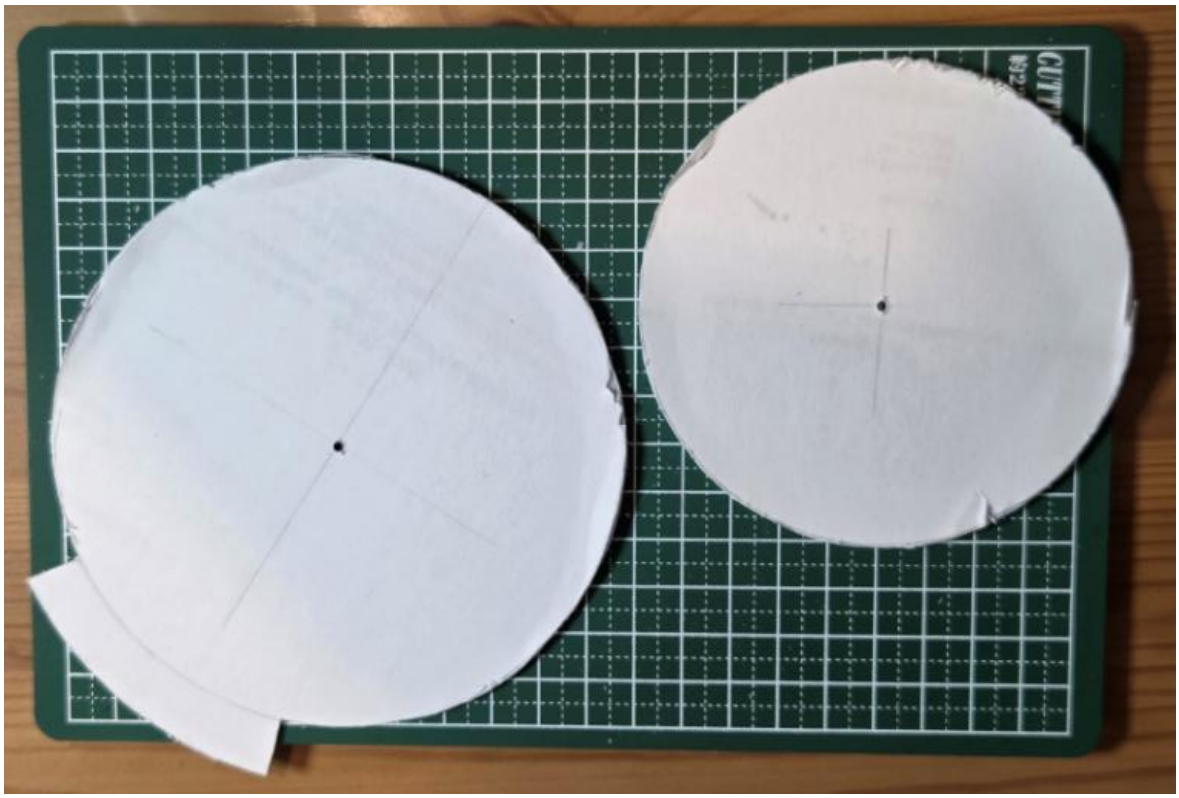


Initial tower concept sketches

The extent of my wargaming "builds" is normally confined to making terrain templates, so I was entering new territory in scratch-building this fortification. My preferred materials are:

- expanded polystyrene (easy to both cut – with a hot wire – and glue)
- PVA glue
- ready-mixed Polyfilla
- plastic card

and all featured here. I've also started using Blue Stuff to make moulds in which I can "cast" Milliput for repeated shapes – both of these also put in an appearance later.
I needed the tower to be both level and symmetrical, as well as physically tough enough to withstand knocks. I settled on plastic card sheets top and bottom, with layers of expanded polystyrene in between. The sloping walls would be "plastered" with a mix of PVA and Polyfilla.
I drew circles for the top and bottom of the tower. The base also included a "tab" for the access steps to ultimately sit on, as I felt that supporting them in this way would add to the model's overall structural strength. I cut out paper templates, used Pritt Stick to fix them onto the plastic card and then cut these out with a craft knife:

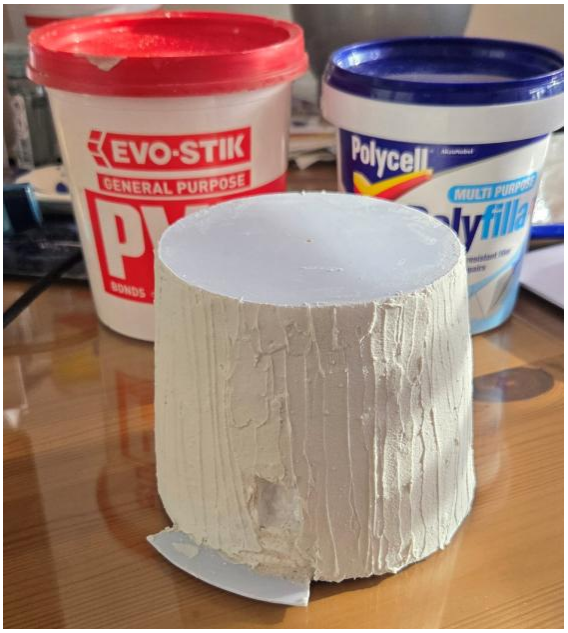


The base and top of the tower

I made sure to mark the centre of both circles, and to drill a small hole through them. They were an essential part of my cunning plan to try and keep the tower symmetrical. I pushed a piece of florists' wire through the base hole, threaded 5 roughly cut circles of expanded polystyrene onto it and topped it all off with the smaller circle of plastic card. I was careful to try and keep the wire as vertical as I could throughout the process, so that the top circle of plastic would – in theory – sit over and neatly within the base circle.

Making the polystyrene "layer cake"

Once the PVC gluing the layers together had fully set, the plastic circles served as guides when using a hot wire to cut off the excess polystyrene. It didn't matter that this was a bit messy, as the resulting uneven surface provided a good key for the PVA and Polyfilla render that came next:



The trimmed polystyrene, and tower coated in Polyfilla

I then went through a few cycles of sanding, filling and sanding again. It was during this stage that I also cut out a recess for the future entrance door, as I wanted it to be flush with, rather than protruding from, the tower wall.

Battlements

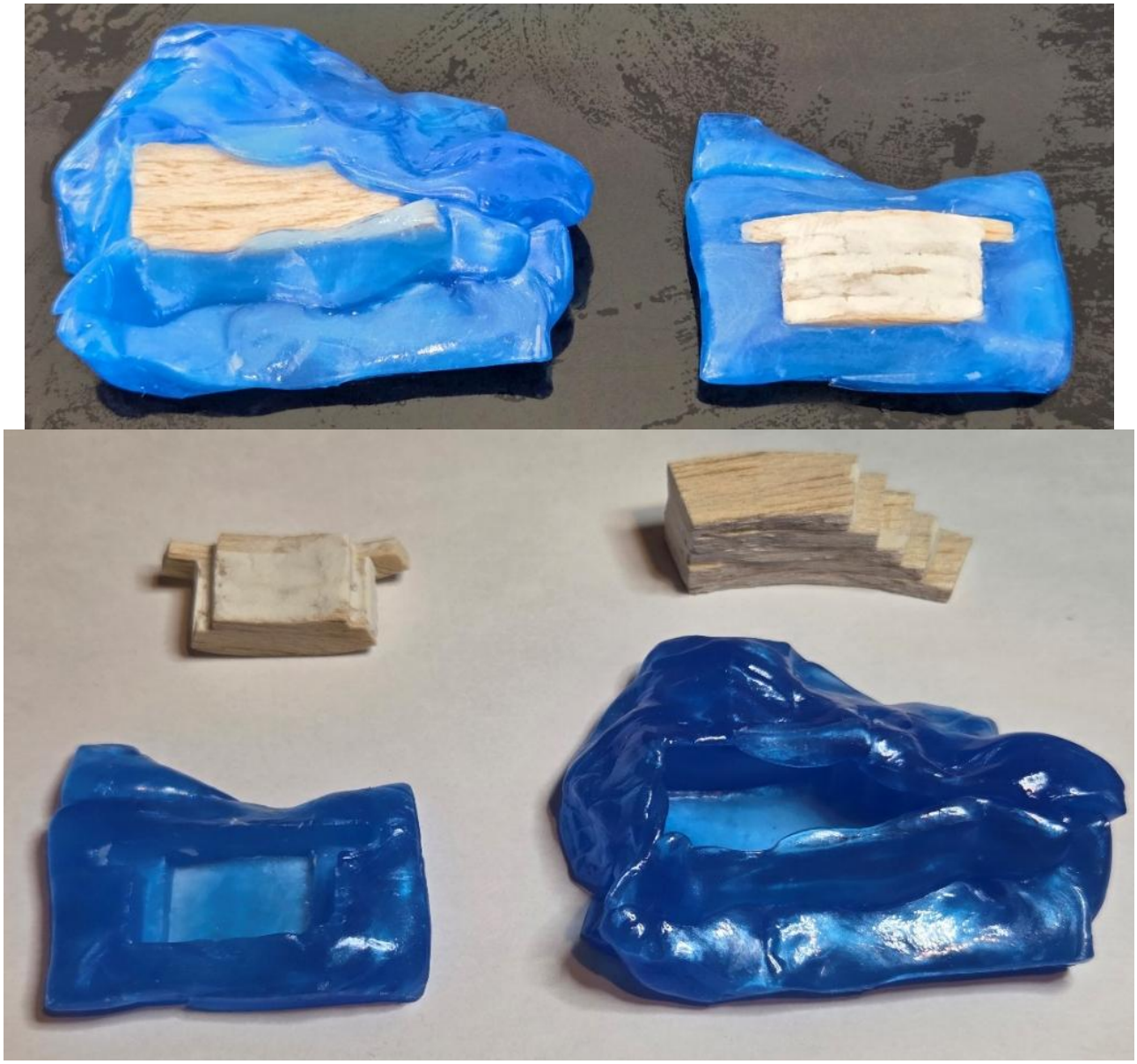
Unlike the rest of the tower (with sloping walls), the battlements needed to be vertical. I initially planned to cut out a circle of polystyrene to put on top of the tower, but quickly realised that this would be hard to achieve accurately, as well as being weak and subject to damage in use. Looking more closely at photographs of Fort Beekenburg, I realised how geometrically complicated these were: the embrasures do not extend to the fighting platform, while the "upstands" have vertical cut-outs adjacent to each gun port.

I hit on the idea of making the battlements out of Milliput, which is easy to mould, cut and file whilst being very tough. If I made up 8 identical battlements, these could nicely fit together with joins between them easily filled at the centre of each gun port.

I made both access steps and battlements out of layers of balsawood, cut to a paper template that I'd printed to scale from Microsoft PowerPoint.

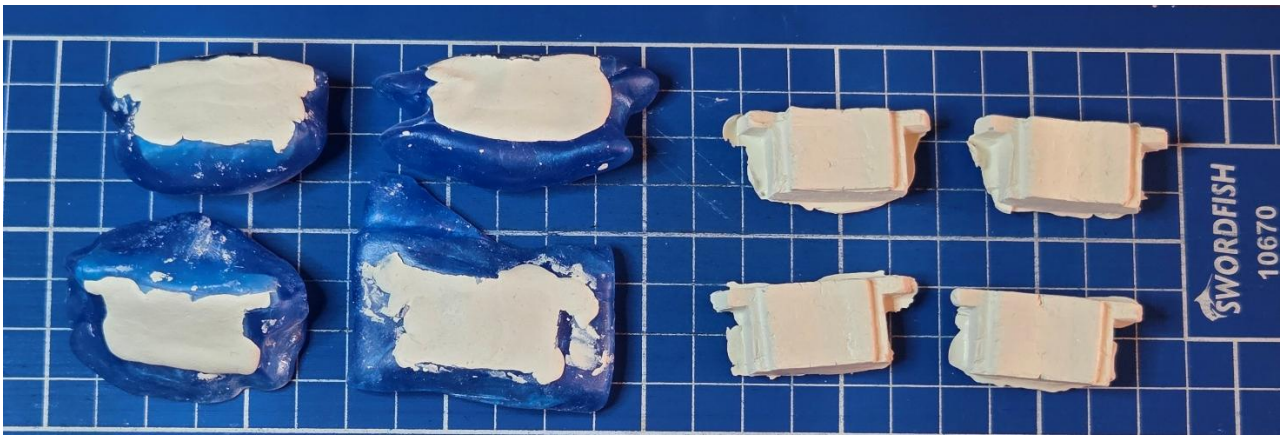
Constructing the balsa masters for battlement and step moulds

I then made moulds out of Blue Stuff to create one copy of the steps and 8 of the battlements. Blue Stuff is really easy to use – heat enough material (it comes in small "ingots") to form the required mould by immersing it in near-boiling water, and then press the master into it:



Balsa masters forming the Blue Stuff moulds

Since these pieces are deeper than Blue Stuff is probably intended for, I had to envelope the balsa masters, forcing Blue Stuff up their sides. Multiple moulds can be made to go faster. I made 10 Milliput castings in total, so that I could choose the best 8 to actually use on the tower. I used the white "Superfine" Milliput, making sure that it was well mixed (no streaks of either of the resin colours) before use.

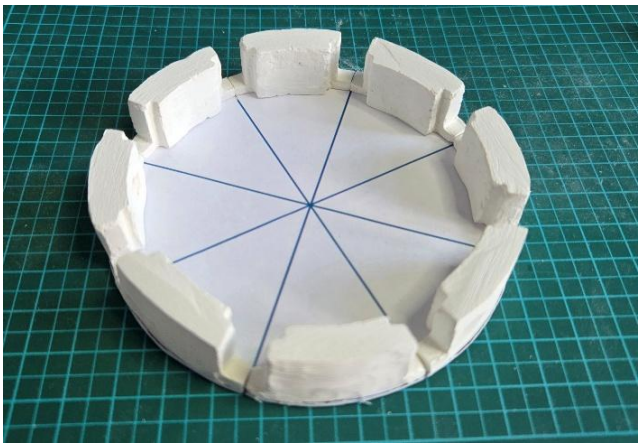


Milliput battlements both in and out of their moulds

I was so keen to make my casting deep enough that I overfilled the moulds, leaving a significant amount of Milliput to trim off:

Plan view of battlements, showing excess Milliput to be removed.

This was easily (if messily) removed with a Dremel and sanding attachment. I wanted to check that the battlements would fit, so carefully positioned them on a paper template (again using PowerPoint to draw everything neatly). I trimmed where required and, once happy, stuck them to a plastic card circle the same size as the top of the tower. I chose this path partly because, if anything went really wrong with the battlements, I wouldn't spoil the rest of the tower.

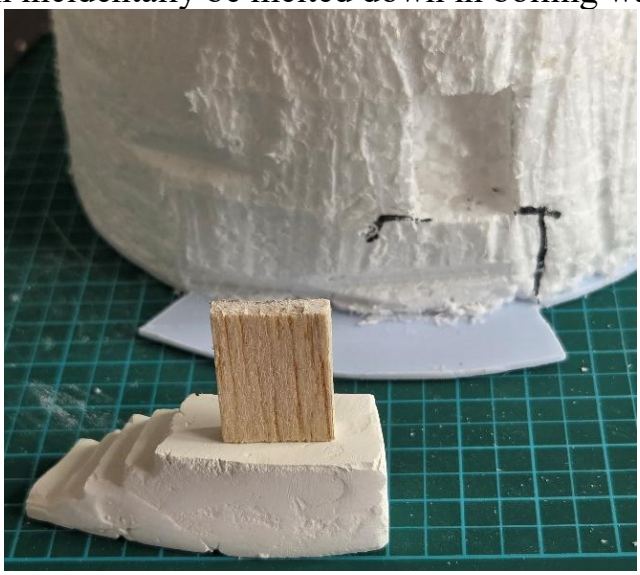
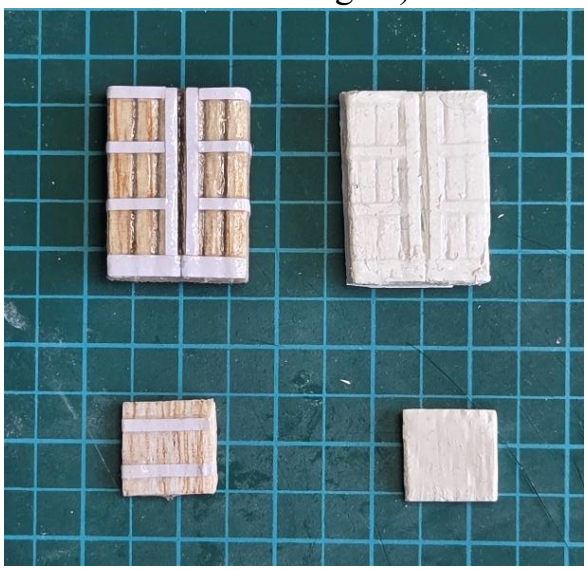


Battlements being dry-fitted and then glued into position on the plastic card roof

I used superglue to attach the Milliput pieces to the plastic, filling in the gaps with Polyfilla until I had quite a robust fighting platform. When happy with this, I glued it onto the top of the tower and smoothed over with Polyfilla, again going through a few rounds of sanding and re-filling where necessary.

Door and trapdoor

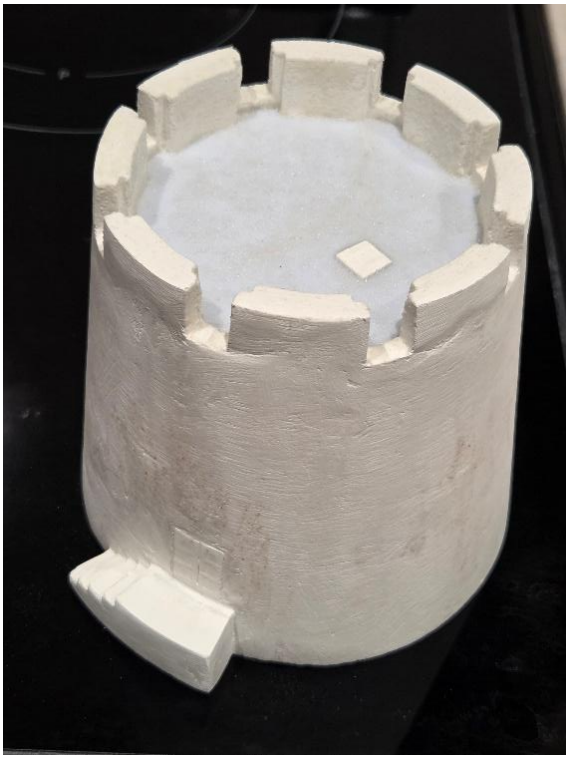
I wanted the main access door to be physically robust in its recess about the steps. I also needed to add a trapdoor to access the roof, which had to be as thin as possible. Both robustness and thinness are easier to achieve with Milliput than balsa. I made balsa-and-paper masters for the doors, gloss-varnished then to protect the wood and paper during the mould-making process and then cast Milliput copies using Blue Stuff moulds (which can incidentally be melted down in boiling water and used time and again).

Door masters, tower recess cut-out and Milliput castings

Finishing it all off

I glued the entrance door and rooftop trapdoor in position before coating the tower with Vallejo basing mixture, coloured with their Iraqi Sand paint:



The tower before and after coating with coloured basing mixture

Following Miles's tried-and-tested but initially scary process, I then "ruined it all" with a mix of inks:

- Vallejo 73200 Sepia
- Army Painter Light Tone, Soft Tone and Strong Tone

And then followed up by repeated layers of Vallejo paint dry brushing: 70819 Iraqi Sand

- 70837 Pale Sand
- 70847 Dark Sand
- 70884 Stone Grey

The mix of inks to give "depth", followed by initial dry brushing

The resulting look was a bit streaky and disjointed, but a final “wet brush” of 70882 Middlestone brought it all nicely together.
I used Army Painter Speed Paints for the entrance door and trap door (Hardened Leather for the wood, and Occultist Cloak for the iron work).
Then it was just a question of garnishing with some guns to finish it all off:

The completed tower, to serve as the Barracks in the Pirate Land Raid game

5. TCR quick start by Barry

1. Some force creators for TCR. Just roll a D6 and a force is there and instantly calculated for you.
2. A set up sequence with extra details.
3. A turn sequence with extra detail.

A - "Authority" Government units. 1 Moral points

1 - AUTHORITY (1MP)				
Military type force generally well equipped				
Points	Min/Max		Troop Type	Cost
62	0 - 4	2	**Praetorian**	31
85	0 - 11	5	**Legion**	17
22	0 - 3	2	**Auxiliaries**	11
18	0 - 6	6	**Mine**	3
14	0 - 18	14	**Blocker**	1
201				

2 - AUTHORITY (1MP)				
Military type force generally well equipped				
Points	Min/Max		Troop Type	Cost
124	0 - 4	4	**Praetorian**	31
34	0 - 11	2	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
15	0 - 6	5	**Mine**	3
17	0 - 18	17	**Blocker**	1
201				

3 - AUTHORITY (1MP)				
Military type force generally well equipped				
Points	Min/Max		Troop Type	Cost
0	0 - 4		**Praetorian**	31
153	0 - 11	9	**Legion**	17
33	0 - 3	3	**Auxiliaries**	11
0	0 - 6		**Mine**	3
15	0 - 18	15	**Blocker**	1
201				

4 - AUTHORITY (1MP)				
Military type force generally well equipped				
Points	Min/Max		Troop Type	Cost
93	0 - 4	3	**Praetorian**	31
51	0 - 11	3	**Legion**	17
33	0 - 3	3	**Auxiliaries**	11
9	0 - 6	3	**Mine**	3
15	0 - 18	15	**Blocker**	1
201				

5 - AUTHORITY (1MP)				
Military type force generally well equipped				
Points	Min/Max		Troop Type	Cost
62	0 - 4	2	**Praetorian**	31
102	0 - 11	6	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
9	0 - 6	3	**Mine**	3
17	0 - 18	17	**Blocker**	1
201				

6 - AUTHORITY (1MP)				
Military type force generally well equipped				
Points	Min/Max		Troop Type	Cost
31	0 - 4	1	**Praetorian**	31
136	0 - 11	8	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
6	0 - 6	2	**Mine**	3
18	0 - 18	18	**Blocker**	1
202				

SPECIAL RULES
No late rolls required if defending.
If against Creepers add 1 mine per Praetorian in force.

B - "Precinct" Policing units. 3 Moral points

1 - PRECINCT (3MP)

Local funded and equipped police type force.

Points	Min/Max		Troop Type	Cost
62	0 - 2	2	**Praetorian**	31
102	0 - 10	6	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
12	0 - 4	4	**Mine**	3
12	0 - 12	12	**Blocker**	1
199				

2 - PRECINCT (3MP)

Local funded and equipped police type force.

Points	Min/Max		Troop Type	Cost
31	0 - 2	1	**Praetorian**	31
136	0 - 10	8	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
12	0 - 4	4	**Mine**	3
11	0 - 12	11	**Blocker**	1
201				

3 - PRECINCT (3MP)

Local funded and equipped police type force.

Points	Min/Max		Troop Type	Cost
0	0 - 2		**Praetorian**	31
153	0 - 10	9	**Legion**	17
33	0 - 3	3	**Auxiliaries**	11
0	0 - 4		**Mine**	3
12	0 - 12	12	**Blocker**	1
198				

4 - PRECINCT (3MP)

Local funded and equipped police type force.

Points	Min/Max		Troop Type	Cost
62	0 - 2	2	**Praetorian**	31
85	0 - 10	5	**Legion**	17
33	0 - 3	3	**Auxiliaries**	11
9	0 - 4	3	**Mine**	3
12	0 - 12	12	**Blocker**	1
201				

5 - PRECINCT (3MP)

Local funded and equipped police type force.

Points	Min/Max		Troop Type	Cost
31	0 - 2	1	**Praetorian**	31
136	0 - 10	8	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
12	0 - 4	4	**Mine**	3
12	0 - 12	12	**Blocker**	1
202				

6 - PRECINCT (3MP)

Local funded and equipped police type force.

Points	Min/Max		Troop Type	Cost
0	0 - 2		**Praetorian**	31
170	0 - 10	10	**Legion**	17
22	0 - 3	2	**Auxiliaries**	11
0	0 - 4		**Mine**	3
10	0 - 12	10	**Blocker**	1
202				

SPECIAL RULES
Blockers are remade on 3,4,5,6 i.e. once removed a 3,4,5,6 allows them to be put back in the "ready" pile.
Must choose exactly 4 building pieces. Remaining 3 pieces will be horror and vegetation in any mix.
If against Creepers add 1 mine per Praetorian in force.

C - "Distant" Company units. 0 Moral points

1 - DISTANT (0MP)				
Mercenary forces operating in the shadows.				
Points	Min/Max		Troop Type	Cost
93	0 - 6	3	**Praetorian**	31
68	0 - 4	4	**Legion**	17
0	0		**Auxiliaries**	11
18	0 - 8	6	**Mine**	3
22	0 - 24	22	**Blocker**	1
201				

2 - DISTANT (0MP)				
Mercenary forces operating in the shadows.				
Points	Min/Max		Troop Type	Cost
155	0 - 6	5	**Praetorian**	31
0	0 - 4		**Legion**	17
0	0		**Auxiliaries**	11
21	0 - 8	7	**Mine**	3
24	0 - 24	24	**Blocker**	1
200				

3 - DISTANT (0MP)				
Mercenary forces operating in the shadows.				
Points	Min/Max		Troop Type	Cost
124	0 - 6	4	Praetorian	31
34	0 - 4	2	Legion	17
0	0		Auxiliaries	11
18	0 - 8	6	Mine	3
24	0 - 24	24	Blocker	1
200				

4 - DISTANT (0MP)				
Mercenary forces operating in the shadows.				
Points	Min/Max		Troop Type	Cost
93	0 - 6	3	Praetorian	31
68	0 - 4	4	Legion	17
0	0		Auxiliaries	11
18	0 - 8	6	Mine	3
22	0 - 24	22	Blocker	1
201				

5 - DISTANT (0MP)				
Mercenary forces operating in the shadows.				
Points	Min/Max		Troop Type	Cost
155	0 - 6	5	Praetorian	31
0	0 - 4		Legion	17
0	0		Auxiliaries	11
21	0 - 8	7	Mine	3
24	0 - 24	24	Blocker	1
200				

6 - DISTANT (0MP)				
Mercenary forces operating in the shadows.				
Points	Min/Max		Troop Type	Cost
124	0 - 6	4	Praetorian	31
34	0 - 4	2	Legion	17
0	0		Auxiliaries	11
18	0 - 8	6	Mine	3
24	0 - 24	24	Blocker	1
200				

SPECIAL RULES
Only 4,5,6 to leave Horror.
Allowed 1 re-roll on skim (declare a D6 re-roll once on the skim table.
If against Creepers add 1 mine per Praetorian in force.

D - "FREE STATERS" Unknown affiliation units. 3 Moral points

1 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max		Troop Type	Cost
31	0 - 1	1	**Praetorian**	31
34	0 - 6	2	**Legion**	17
110	0 - 11	10	**Auxiliaries**	11
9	0 - 4	3	**Mine**	3
17	0 - 17	17	**Blocker**	1
201				

2 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max		Troop Type	Cost
0	0 - 1		Praetorian	31
68	0 - 6	4	Legion	17
121	0 - 11	11	Auxiliaries	11
0	0 - 4		Mine	3
12	0 - 17	12	Blocker	1
201				

3 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max		Troop Type	Cost
31	0 - 1	1	**Praetorian**	31
68	0 - 6	4	**Legion**	17
77	0 - 11	7	**Auxiliaries**	11
9	0 - 4	3	**Mine**	3
16	0 - 17	16	**Blocker**	1
201				

4 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max		Troop Type	Cost
31	0 - 1	1	Praetorian	31
17	0 - 6	1	Legion	17
121	0 - 11	11	Auxiliaries	11
12	0 - 4	4	Mine	3
17	0 - 17	17	Blocker	1
201				

5 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max		Troop Type	Cost
31	0 - 1	1	**Praetorian**	31
51	0 - 6	3	**Legion**	17
99	0 - 11	9	**Auxiliaries**	11
6	0 - 4	2	**Mine**	3
14	0 - 17	14	**Blocker**	1
201				

6 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max		Troop Type	Cost
0	0 - 1		**Praetorian**	31
102	0 - 6	6	**Legion**	17
88	0 - 11	8	**Auxiliaries**	11
0	0 - 4		**Mine**	3
12	0 - 17	12	**Blocker**	1
202				

SPECIAL RULES

3 Swoppets allowed. Swoppet = Exchange 2 scenery pieces. Can swop buildings.
Done sequentially and done after all scenery placed but before objectives placed.

If against Creepers add 1 mine per Praetorian in force.

E - "INDIES" Hasty raised militia units. 3 Moral points

1 - INDIES (3MP)				
Local militias found on all settlements.				
Points	Min/Max		Troop Type	Cost
31	0 - 1	1	**Praetorian**	31
102	0 - 10	6	**Legion**	17
44	0 - 10	4	**Auxiliaries**	11
9	0 - 4	3	**Mine**	3
15	0 - 15	15	**Blocker**	1
201				

2 - INDIES (3MP)				
Local militias found on all settlements.				
Points	Min/Max		Troop Type	Cost
0	0 - 1		**Praetorian**	31
136	0 - 10	8	**Legion**	17
44	0 - 10	4	**Auxiliaries**	11
0	0 - 4		**Mine**	3
15	0 - 15	15	**Blocker**	1
195				

3 - INDIES (3MP)				
Local militias found on all settlements.				
Points	Min/Max		Troop Type	Cost
31	0 - 1	1	**Praetorian**	31
153	0 - 10	9	**Legion**	17
0	0 - 10		**Auxiliaries**	11
6	0 - 4	2	**Mine**	3
11	0 - 15	11	**Blocker**	1
201				

4 - INDIES (3MP)				
Local militias found on all settlements.				
Points	Min/Max		Troop Type	Cost
0	0 - 1		**Praetorian**	31
85	0 - 10	5	**Legion**	17
99	0 - 10	9	**Auxiliaries**	11
0	0 - 4		**Mine**	3
15	0 - 15	15	**Blocker**	1
199				

5 – INDIES (3MP)				
Local militias found on all settlements.				
Points	Min/Max		Troop Type	Cost
31	0 - 1	1	Praetorian	31
68	0 - 10	4	Legion	17
88	0 - 10	8	Auxiliaries	11
0	0 - 4		Mine	3
14	0 - 15	14	Blocker	1
201				

6 – INDIES (3MP)				
Local militias found on all settlements.				
Points	Min/Max		Troop Type	Cost
0	0 - 1		Praetorian	31
102	0 - 10	6	Legion	17
88	0 - 10	8	Auxiliaries	11
0	0 - 4		Mine	3
11	0 - 15	11	Blocker	1
201				

SPECIAL RULES
Must choose 5 horror scenery pieces. The other two pieces can be vegetation or buildings in any mix.
Only 3,4,5,6 to leave horror instead of the usual 5,6 to exit.
If against Creepers add 1 mine per Praetorian in force.

F - "BONKERS" Post automation automaton. 2 Moral points

1 - BONKERS (2MP)

Automated force after the humans have gone!

Points	Min/Max		Troop Type	Cost
31	0 - 2	1	**Praetorian**	31
0	0 - 4		**Legion**	17
154	0 - 14	14	**Auxiliaries**	11
12	0 - 4	4	**Mine**	3
0	0 - 22	22	**Blocker**	0
197				

2 - BONKERS (2MP)

Automated force after the humans have gone!

Points	Min/Max		Troop Type	Cost
0	0 - 2		**Praetorian**	31
0	0 - 4		**Legion**	17
198	0 - 18	18	**Auxiliaries**	11
0	0 - 4		**Mine**	3
0	0 - 22	22	**Blocker**	0
198				

3 - BONKERS (2MP)

Automated force after the humans have gone!

Points	Min/Max		Troop Type	Cost
31	0 - 2	1	**Praetorian**	31
0	0 - 4		**Legion**	17
154	0 - 14	14	**Auxiliaries**	11
12	0 - 4	4	**Mine**	3
0	0 - 22	22	**Blocker**	0
197				

4 - BONKERS (2MP)

Automated force after the humans have gone!

Points	Min/Max		Troop Type	Cost
0	0 - 2		**Praetorian**	31
0	0 - 4		**Legion**	17
198	0 - 18	18	**Auxiliaries**	11
0	0 - 4		**Mine**	3
0	0 - 22	22	**Blocker**	0
198				

5 - BONKERS (2MP)

Automated force after the humans have gone!

Points	Min/Max		Troop Type	Cost
31	0 - 2	1	**Praetorian**	31
0	0 - 4		**Legion**	17
154	0 - 14	14	**Auxiliaries**	11
12	0 - 4	4	**Mine**	3
0	0 - 22	22	**Blocker**	0
197				

6 - BONKERS (2MP)

Automated force after the humans have gone!

Points	Min/Max		Troop Type	Cost
0	0 - 2		**Praetorian**	31
0	0 - 4		**Legion**	17
198	0 - 18	18	**Auxiliaries**	11
0	0 - 4		**Mine**	3
0	0 - 22	22	**Blocker**	0
198				

SPECIAL RULES
Awarded 22 Blockers at no cost.
Auxiliaries allowed re-animation on scores of 6 instead of the usual 5 or 6.
Only allowed 4 scenery pieces.
If against Creepers add 1 mine per Praetorian in force.

Turn Sequence		
1	**Repair**	Select two of own bases. Roll D6 for each. **5 or 6** = Recover/remove 1 damage/immobile marker.
2	**Extra damage**	Apply 4D6 to opponent bases. 1 D6 per base if base is damaged/immobile. Inflict 1 more damage if **4,5,6 Auxiliary** **5,6 Praetorian or Legionary (No saves allowed)**
3	**Creeper Shift**	Move Creepers from pack to pack. Roll D6 and if **1 or 2** = Creeper rejected and killed. **Shifting in or out of Horror squares is allowed.**
4	**Actions**	Carry out actions for all Praetorians, then all Legionaries and then all Auxiliary. Actions are Move, Aim, Shoot, Launch mines, Put up Blockers (1 or 2) or do nothing.
5	**Mines**	To move a mine roll D6. 2 - 6 = mine moves one square straight. Repeat until no move moves required or a **1** is rolled. Only move in a straight line.
6	**Blockers**	Roll D6 for each of your own Blockers. **1 or 2 = Remove blocker. 3,4,5,6 = blocker remains.**
7	**Reinforcements**	For each dead Auxiliary/Creeper roll D6. **5 or 6** = base available as a reinforcement. For each reinforcement base roll 1D6. Each **4, 5, 6** = successful arrival. Player choses which bases will arrive. Reinforcements arrive on a table corner but not if occupied by opponent. All arrivals for the turn on the same corner. If all corners occupied then **opponent** choses any **vegetation** square as the arrival point. Creepers join existing packs.
8	**Countdown**	**D6 - 2.** Re-roll allowed. Negative score allowed.

MOVEMENT		
Roll D6 = number of squares to move. **Praetorians allowed a re-roll.** No diagonals. Do not have to move after roll.		
3,4,5,6 to leave vegetation (no roll required by Praetorians or Creepers)	**4, 5, 6** to leave buildings (no roll required by Praetorians)	**5, 6** to leave Horror
A failure reduces movement dice score by 1. Can re-try multiple times using movement points if available.		
Horror scenery. If a base **ends** a move in Horror scenery it is attacked with 3D6 (2D6 if Creepers) with no modifier, no gambles but usual saves. No shooting into Horror. Shoot out at proximity only (but not into Horror). Shooting within allowed.		

Blockers - Placed by Praetorian and Legion bases only along launchers square edge (any). Place 1 or 2 per action. No movement or firing through a Blocker. Roll for own Blockers at end of own turn. **1,2 = remove. 3,4,5,6 remain on table.** Multiple Blockers on same face of square allowed.

Mines - Launched by Praetorians only. Detonates when owner requires in own or enemy turn at any point. D6 target versus D6+1 (launcher) to choose which base is hit. Roll D6 for Damage. **1,2 = No damage, 3= immobilised, 4 = 2 damage , 5, 6 = kill. No saves. No gambles.** Auxiliary target - launcher can demand a re-roll. Praetorian target - owner can demand a re-roll.

Shooting	
Range = 3 (4 for Praetorians)	
2D6 per base.	
Better than target (per step)	+1
Proximity range	+1
Target in the open	+1
Double required Double = damage Two Doubles = 2 damage Quadruple = 2 damage Triple = Aimed status awarded Aimed = re-roll firing dice. Retain Aim until used or moves.	
Saves Praetorian. Deflect hit on 4,5,6 Legionary. Deflect hit on 6. Auxiliary. No deflection.	
If Auxiliary hit = Gamble allowed!	

Response shooting
Enemy bases in square shoot at you if you enter the square or if you activate a unit in the square.
2D6 (first base) +1D6 for each additional base. Max 5D6.
Double required Double = damage Two Doubles = 2 damage Quadruple = 2 damage **No gambles or aim result allowed if response shooting.**
Saves Praetorian. Deflect hit on 4,5,6 Legionary. Deflect hit on 6. Auxiliary. No deflection.
If hit = **No Gamble allowed!**

Destroying Objectives
Each Objective has 18 points. Can only be attacked by bases in same
Each base attacks with 4D6. No mods and Aim re-roll is allowed.
If hit =D6 damage per hit. A damage Re-roll is allowed.
Critical damage at 4,8,12,16. Roll D6 and if 4,5,6 = instant destruction.
If instant destruction all bases in square risk damage. Roll D6 for each.
1, 2 = No damage 3 = Immobilised 4 = 2 damage. 5, 6 = Kill **No saves. No Gambles.**
Auxiliary target - opponent can demand a re-roll. Praetorian target - owner can demand a re-roll.

Gamble! =	Exchanged a hit for a potential kill result. Roll D6	Result = 4, 5 or 6	3 damage total on any base = DEAD
		Auxiliary base Killed	

GAME SET UP		
1	**Build the force** - 200 points total with up to 6 points of overspend allowed. **Overspend = Risk.** **Risk.** Opponent rolls D6 and if **under** the overspend a base has to be removed (Owners choice)	
2	**Choose scenery templates.** Seven scenery templates to be chosen by each player. (Some forces have variations giving different numbers). **Vegetation /Buildings/ Horror = 0 - 3 of each type**	
3	**Carry out the Skim.** Players roll D6 - highest goes first and each side has 5 dice. First player places marker on any position (not skim) and second player does the same. In turn, each player states if he is moving "up or down", rolls 1D6 and moves marker in the stated direction. If the move ends in the same position of the other player, the moving player can "Bump" the others players marker by 1 space but not to the "skim" position. All 5D6 must be rolled and then determine the winner. **Winner decides to Attack or Defend.** **Entry advantages are only available to the skim winner who elects to attack!**	
	Low level entry advantage	Cannot be shot at in Defenders first turn unless in same square. Mines ignore first movement fail in turn 1.
	Normal level entry advantage	Roll 3, 4, 5 or 6 on a D6 to reveal Objective value. Allowed to roll against two Objectives.
	High level entry advantage	Add 3 to all attacker movement rolls and re-rolls in first turn. Ignore all building and vegetation scenery exit rolls in first turn.
	A Reward gained if Skim won by 6 or more. Reward is 3 mines (not placed yet).	
4	**Late defenders**. Roll 1D6 per base. Deduct 1D6 if any Legionaries present. Deduct 2D6 if any Auxiliary present - cumulative. **For each 5 or 6** = defender removes a base as a reinforcement. **Defender is allowed to re-roll.**	
5	**Scenery placement.** Players stack their terrain pieces - this will be the order of placement. Defender first followed by attacker and then alternate until all placed. No scenery to be placed in any corner square. Building templates must attempt to face touch another building template. Roll D6 for each. **1 = must touch short edge. 2 or 3 =must touch long edge. 4, 5 or 6 = must not touch any edge.**	
6	**Defender deploys 6 objectives.** Two high value and four normal value. Only defender aware of value.	
7	**Winner places reward mines. (maximum of 3)** All in one corner square.	
8	**Position Turrets.** D6+1 = turret column (no re-roll). Measured from either edge (max of 3 turrets)	
9	**Defender deploys and Arrival.** (No square can have more than 2 bases after deployment completed.) 1. Praetorians. One base per corner. Roll D6 = maximum move allowed in squares. 2. Legionary. Each pair in a building square (or single base if pair cannot be made). Excess bases = opponent nominates any vegetation square. 3. Auxiliary. Each pair per open square. (Not in an objective square or turret square)	
10	**Defender deploys any blockers required**. Attacker rolls 1D6 for each. **6** = Lost from game and remove.	
11	**Attacker deploys and arrivals.** Choose a flank edge. One pair of bases per square. Any mix of bases allowed with no gaps between the squares. If more than 12 bases then place excess on other flank using the same rules. Roll D6 per square (no re-roll) and move this distance into the board. May end up in same square as defender.	
12	**Attacker has first turn.**	

6. Early days of 15mm by martin

Some recollections.
I have wargamed with figures for about 60 years. Whilst this is impressive, it can also cause memories to be a bit wrong.
Sadly I do not have any photos because I had not taken any back in the 1970s. Shame on me.
However, most can be found as pictures by searching the internet.

I have gamed in 1/300th, N Guage, 15mm, 25mm and 54mm. More of those in future "recollections"?

In 1973 I bought a Peter Laing sample through the UK post.
I believe this was the start of 15mm wargaming.

The normal fashion of figure purchase in those days was for a customer to send a stamped and self-addressed envelope (SSAE) to the maker . The maker would then send back a printed list(no pictures) of his (always) products along with a free sample figure. This process would usually take 2 weeks.

There were very few shows at which makers would be in attendance.
My first "modern style" (traders, demos, competitions) show was in 1976 at Southern Militaire Southampton.

Most manufacturers would have 1 figure pose to represent a troop type.
Thus, ancient Gauls might get a warrior pose and standard bearer pose.

Magazines in the UK at the time were Military modelling (wargames section), Slingshot (Society of Ancients Journal) plus such short lived publications as Soldiers.

None of the above was any problem because it seemed fine at the time.

Onwards……

Peter Liang

I bought hundreds of 15mm Peter Laing figures. They came in small paper packs with added long steel dressmaker pins for spearmen.
Cavalry were one piece castings. My early armies were Sudan colonial, ancients, WW1, Samurai and ACW. The Peter Liang figures were very good value.
By modern standards they were poorly detailed and quite slight. They were always very well cast in Frys KA tandem metal.

Many years later Peter Laing passed his business on to John Mitchell who was very nice chap. John operated from a garage as did many metal makers of those early days. Some still do. John did offer the business to me for a few hundred pounds but the attendant hassle (weird moulds and unusual orders) and poor prospects for selling P Laing figure put me off.
The Laing figures made for great games. They were recognisable at distance. They painted up easily as they were smooth. The range was enormous (for the time) ; including vehicles, guns and animals.
I have sold them all off over the years but would happily play with or against them. The flags were solid and the pin spears very sharp. As the figures were fairly smooth, they could be easily re-configured as others. Happy days.

Mini figs strips

Neville Dickinson's "Miniature Figurines" of Southampton was situated in Northam road. Gamers could turn up at the shop/factory and see /buy figures. What a great day out those visits were.
The figures were priced as a strip of 5 infantry, 3 cavalry or a gun with wheels etc.
The strip was about 2 inches long with the figures moving from left to right. No "head on" castings. There would be a vertical tab at the end of the strip to hold and note the casting code.
The strip range was really big. Hundreds of strips.
ACW, Ancient, ECW, Napoleonic, samurai and others.
These strips were the top 15mm product of the mid 1970s until their disappearance in the 1980s??
The strips are no more(?) and Mini figs has been sold on too.

Mike's Models

I first saw these at the Worthing ancients competition in 1974?
These were very nicely sculpted 15mm figures, made as individuals.
They were a bit stumpy, but the detail made up for that, I think. I believe ESSEX now has the moulds and will produce them at request? I never had any of these, but the painted versions looked really nice.

Jacobite Napoleonics

I bought a lot of these in the late 1970s. The cavalry had a separate saddle cloth. This made assembly more difficult. I expect the moulds are still somewhere, but those saddle cloths must be difficult to cast?

Essex miniatures

These were and are individually cast. I believe they were the first to create "8 figures per pack" selling method? In the early days Barry Hill would be at many wargames shows with huge stacks of the Essex "Blue box" armies. Each box had a whole army for a game. This was great step forward to gamers wanting to get into a new game/army.

US and other countries

There are the Napoleonetes? etc. but maybe some reader can make an article all about that please? I have some of those but know little about the history of them.

The future?

15mm was the most popular size for historical armies but the creation of boxed 25mm plastics made 25mm the top dog for armies. This made the rank and file affordable for most.

I don't think 3D sculpts are robust, varied, easy or best for 15mm gaming for my purposes **at the moment.** I am sure they will be one day. Some makers have pushed 15mm to 18mm or 12mm sizes but that is not the focus of this article because I game using 15mm figures.

I intend to continue gaming with 15mm as I only have a modest table and income.

I like gaming in a size which my opponents can make and paint armies too.

In an easy/rich world I would use 54mm for everything.

END

A - "Authority" Government units. 1 Moral points

1 - AUTHORITY (1MP)

ry type force generally well equipped

in/Max	Number	Troop	Cost
0 - 4	2	**Praetorian**	31
0 - 11	5	**Legion**	17
0 - 3	2	**Auxiliaries**	11
0 - 6	6	**Mine**	3
0 - 18	14	**Blocker**	1

2 - AUTHORITY (1MP)

Military type force generally well equipped

Points	Min/Max	Number	Troop	Cost
124	0 - 4	4	**Praetorian**	31
34	0 - 11	2	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
15	0 - 6	5	**Mine**	3
17	0 - 18	17	**Blocker**	1
201				

3 - AUTHORITY (1MP)

ry type force generally well equipped

in/Max	Number	Troop	Cost
0 - 4		**Praetorian**	31
0 - 11	9	**Legion**	17
0 - 3	3	**Auxiliaries**	11
0 - 6		**Mine**	3
0 - 18	15	**Blocker**	1

4 - AUTHORITY (1MP)

Military type force generally well equipped

Points	Min/Max	Number	Troop	Cost
93	0 - 4	3	**Praetorian**	31
51	0 - 11	3	**Legion**	17
33	0 - 3	3	**Auxiliaries**	11
9	0 - 6	3	**Mine**	3
15	0 - 18	15	**Blocker**	1
201				

5 - AUTHORITY (1MP)

ry type force generally well equipped

in/Max	Number	Troop	Cost
0 - 4	2	**Praetorian**	31
0 - 11	6	**Legion**	17
0 - 3	1	**Auxiliaries**	11
0 - 6	3	**Mine**	3
0 - 18	17	**Blocker**	1

6 - AUTHORITY (1MP)

Military type force generally well equipped

Points	Min/Max	Number	Troop	Cost
31	0 - 4	1	**Praetorian**	31
136	0 - 11	8	**Legion**	17
11	0 - 3	1	**Auxiliaries**	11
6	0 - 6	2	**Mine**	3
18	0 - 18	18	**Blocker**	1
202				

B - "Precinct" Policing units. 3 Moral points

1 - PRECINCT (3MP)				
Locally funded and equipped police type force.				
Points	Min/Max	Number	Troop	Cost
62	0 - 2	2	Praetorian	31
102	0 - 10	6	Legion	17
11	0 - 3	1	Auxiliaries	11
12	0 - 4	4	Mine	3
12	0 - 12	12	Blocker	1
199				

2 - PRECIN		
Locally funded and equi		
Points	Min/Max	Number
31	0 - 2	1
136	0 - 10	8
11	0 - 3	1
12	0 - 4	4
11	0 - 12	11
201		

3 - PRECINCT (3MP)				
Locally funded and equipped police type force.				
Points	Min/Max	Number	Troop	Cost
0	0 - 2		Praetorian	31
153	0 - 10	9	Legion	17
33	0 - 3	3	Auxiliaries	11
0	0 - 4		Mine	3
12	0 - 12	12	Blocker	1
198				

4 - PRECIN		
Locally funded and equip		
Points	Min/Max	Number
62	0 - 2	2
85	0 - 10	5
33	0 - 3	3
9	0 - 4	3
12	0 - 12	12
201		

5 - PRECINCT (3MP)				
Locally funded and equipped police type force.				
Points	Min/Max	Number	Troop	Cost
31	0 - 2	1	Praetorian	31
136	0 - 10	8	Legion	17
11	0 - 3	1	Auxiliaries	11
12	0 - 4	4	Mine	3
12	0 - 12	12	Blocker	1
202				

6 - PRECIN		
Locally funded and equi		
Points	Min/Max	Number
0	0 - 2	
170	0 - 10	10
22	0 - 3	2
0	0 - 4	
10	0 - 12	10
202		

C - "Distant" Company units. 0 Moral points

1 - DISTANT (0 MP)

Mercenary forces operating in the shadows.

Points	Min/Max	Number	Troop	Cost
93	0 - 6	3	**Praetorian**	31
68	0 - 4	4	**Legion**	17
0	0		**Auxiliaries**	11
18	0 - 8	6	**Mine**	3
22	0 - 24	22	**Blocker**	1
201				

2 - DIST

Mercenary forces op

Points	Min/Max	Number
155	0 - 6	5
0	0 - 4	
0	0	
21	0 - 8	7
24	0 - 24	24
200		

3 - DISTANT (0 MP)

Mercenary forces operating in the shadows.

Points	Min/Max	Number	Troop	Cost
124	0 - 6	4	**Praetorian**	31
34	0 - 4	2	**Legion**	17
0	0		**Auxiliaries**	11
18	0 - 8	6	**Mine**	3
24	0 - 24	24	**Blocker**	1
200				

4 - DIST

Mercenary forces op

Points	Min/Max	Number
93	0 - 6	3
68	0 - 4	4
0	0	
18	0 - 8	6
22	0 - 24	22
201		

5 - DISTANT (0 MP)

Mercenary forces operating in the shadows.

Points	Min/Max	Number	Troop	Cost
155	0 - 6	5	**Praetorian**	31
0	0 - 4		**Legion**	17
0	0		**Auxiliaries**	11
21	0 - 8	7	**Mine**	3
24	0 - 24	24	**Blocker**	1
200				

6 - DIST

Mercenary forces op

Points	Min/Max	Number
124	0 - 6	4
34	0 - 4	2
0	0	
18	0 - 8	6
24	0 - 24	24
200		

D - "FREE STATERS" Unknown affiliation units. 3 Moral points

1 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max	Number	Troop	Cost
31	0 - 1	1	**Praetorian**	31
34	0 - 6	2	**Legion**	17
110	0 - 11	10	**Auxiliaries**	11
9	0 - 4	3	**Mine**	3
17	0 - 17	17	**Blocker**	1
201				

2 - FREE STAT

Dubious and unreliable gro

Points	Min/Max	Number
0	0 - 1	
68	0 - 6	4
121	0 - 11	11
0	0 - 4	
12	0 - 17	12
201		

3 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max	Number	Troop	Cost
31	0 - 1	1	**Praetorian**	31
68	0 - 6	4	**Legion**	17
77	0 - 11	7	**Auxiliaries**	11
9	0 - 4	3	**Mine**	3
16	0 - 17	16	**Blocker**	1
201				

4 - FREE STAT

Dubious and unreliable gro

Points	Min/Max	Number
31	0 - 1	1
17	0 - 6	1
121	0 - 11	11
12	0 - 4	4
17	0 - 17	17
198		

5 - FREE STATERS (3MP)

Dubious and unreliable groups found everywhere.

Points	Min/Max	Number	Troop	Cost
31	0 - 1	1	**Praetorian**	31
51	0 - 6	3	**Legion**	17
99	0 - 11	9	**Auxiliaries**	11
6	0 - 4	2	**Mine**	3
14	0 - 17	14	**Blocker**	1
201				

6 - FREE STAT

Dubious and unreliable gro

Points	Min/Max	Number
0	0 - 1	
102	0 - 6	6
88	0 - 11	8
0	0 - 4	
12	0 - 17	12
202		

E - "INDIES" Hasty raised militia units. 3 Moral points

- INDIES (3MP)

as found on all settlements.

	Number	Troop	Cost
	1	Praetorian	31
	6	Legion	17
	4	Auxiliaries	11
	3	Mine	3
	15	Blocker	1

2 - INDIES (3MP)

Local militias found on all settlements.

Points	Min/Max	Number	Troop	Cost
0	0 - 1		Praetorian	31
136	0 - 10	8	Legion	17
44	0 - 10	4	Auxiliaries	11
0	0 - 4		Mine	3
15	0 - 15	15	Blocker	1
195				

- INDIES (3MP)

as found on all settlements.

	Number	Troop	Cost
	1	Praetorian	31
	9	Legion	17
		Auxiliaries	11
	2	Mine	3
	11	Blocker	1

4 - INDIES (3MP)

Local militias found on all settlements.

Points	Min/Max	Number	Troop	Cost
0	0 - 1		Praetorian	31
85	0 - 10	5	Legion	17
99	0 - 10	9	Auxiliaries	11
0	0 - 4		Mine	3
15	0 - 15	15	Blocker	1
199				

- INDIES (3MP)

as found on all settlements.

	Number	Troop	Cost
	1	Praetorian	31
	4	Legion	17
	8	Auxiliaries	11
		Mine	3
	14	Blocker	1

6 - INDIES (3MP)

Local militias found on all settlements.

Points	Min/Max	Number	Troop	Cost
0	0 - 1		Praetorian	31
102	0 - 10	6	Legion	17
88	0 - 10	8	Auxiliaries	11
0	0 - 4		Mine	3
11	0 - 15	11	Blocker	1
201				

F - "BELIEVERS". Religious collective! 3 Moral points

1 - BELIEVERS (3MP)				
A brave new start!				
Points	Min/Max	Number	Troop	Cost
31	0 - 1	1	Praetorian	31
85	0 - 6	5	Legion	17
66	0 - 10	6	Auxiliaries	11
6	0 - 4	2	Mine	3
14	0 - 16	14	Blocker	1
202				

2 - BELIEVERS (3MP)			
A brave new start!			
Points	Min/Max	Number	Tro
0	0 - 1		Praet
102	0 - 6	6	Leg
88	0 - 10	8	Auxili
0	0 - 4		Mi
11	0 - 16	11	Bloc
201			

3 - BELIEVERS (3MP)				
A brave new start!				
Points	Min/Max	Number	Troop	Cost
0	0 - 1		Praetorian	31
85	0 - 6	5	Legion	17
99	0 - 10	9	Auxiliaries	11
0	0 - 4		Mine	3
16	0 - 16	16	Blocker	1
200				

4 - BELIEVERS (3MP)			
A brave new start!			
Points	Min/Max	Number	Tro
31	0 - 1	1	Praet
102	0 - 6	6	Leg
44	0 - 10	4	Auxili
9	0 - 4	3	Mi
15	0 - 16	15	Bloc
201			

5 - BELIEVERS (3MP)				
A brave new start!				
Points	Min/Max	Number	Troop	Cost
31	0 - 1	1	Praetorian	31
68	0 - 6	4	Legion	17
77	0 - 10	7	Auxiliaries	11
9	0 - 4	3	Mine	3
16	0 - 16	16	Blocker	1
201				

6 - BELIEVERS (3MP)			
A brave new start!			
Points	Min/Max	Number	Tro
31	0 - 1	1	Praet
34	0 - 6	2	Leg
110	0 - 10	10	Auxili
9	0 - 4	3	Mi
16	0 - 16	16	Bloc
200			

G1 - "SENTINALS" Post automation automaton. 2 Moral points

1 - SENTINALS (2MP)			
ted force after the humans have gone!			
n/Max	Number	Troop	Cost
) - 2	1	Praetorian	31
) - 4		Legion	17
- 14	14	Auxiliaries	11
) - 4	4	Mine	3
- 22	22	Blocker	0

2 - SENTINALS (2MP)				
Automated force after the humans have gone!				
Points	Min/Max	Number	Troop	Cost
31	0 - 2	1	Praetorian	31
0	0 - 4		Legion	17
154	0 - 14	14	Auxiliaries	11
12	0 - 4	4	Mine	3
0	0 - 22	22	Blocker	0
197				

3 - SENTINALS (2MP)			
ted force after the humans have gone!			
n/Max	Number	Troop	Cost
) - 2	1	Praetorian	31
) - 4		Legion	17
- 14	14	Auxiliaries	11
) - 4	4	Mine	3
- 22	22	Blocker	0

4 - SENTINALS (2MP)				
Automated force after the humans have gone!				
Points	Min/Max	Number	Troop	Cost
31	0 - 2	1	Praetorian	31
0	0 - 4		Legion	17
154	0 - 14	14	Auxiliaries	11
12	0 - 4	4	Mine	3
0	0 - 22	22	Blocker	0
197				

5 - SENTINALS (2MP)			
ted force after the humans have gone!			
n/Max	Number	Troop	Cost
) - 2	1	Praetorian	31
) - 4		Legion	17
- 14	14	Auxiliaries	11
) - 4	4	Mine	3
- 22	22	Blocker	0

6 - SENTINALS (2MP)				
Automated force after the humans have gone!				
Points	Min/Max	Number	Troop	Cost
31	0 - 2	1	Praetorian	31
0	0 - 4		Legion	17
154	0 - 14	14	Auxiliaries	11
12	0 - 4	4	Mine	3
0	0 - 22	22	Blocker	0
197				

G2 - "SENTINALS" Post automation automaton. 2 Moral points

- SENTINALS (2MP)			
force after the humans have gone!			
ax	Number	Troop	Cost
		Praetorian	31
		Legion	17
3	18	Auxiliaries	11
		Mine	3
2	22	Blocker	0

2 - SENTINALS (2MP)				
Automated force after the humans have gone!				
Points	Min/Max	Number	Troop	Cost
0	0 - 2		Praetorian	31
0	0 - 4		Legion	17
198	0 - 18	18	Auxiliaries	11
0	0 - 4		Mine	3
0	0 - 22	22	Blocker	0
198				

- SENTINALS (2MP)			
force after the humans have gone!			
ax	Number	Troop	Cost
		Praetorian	31
		Legion	17
3	18	Auxiliaries	11
		Mine	3
2	22	Blocker	0

4 - SENTINALS (2MP)				
Automated force after the humans have gone!				
Points	Min/Max	Number	Troop	Cost
0	0 - 2		Praetorian	31
0	0 - 4		Legion	17
198	0 - 18	18	Auxiliaries	11
0	0 - 4		Mine	3
0	0 - 22	22	Blocker	0
198				

- SENTINALS (2MP)			
force after the humans have gone!			
ax	Number	Troop	Cost
		Praetorian	31
		Legion	17
3	18	Auxiliaries	11
		Mine	3
2	22	Blocker	0

6 - SENTINALS (2MP)				
Automated force after the humans have gone!				
Points	Min/Max	Number	Troop	Cost
0	0 - 2		Praetorian	31
0	0 - 4		Legion	17
198	0 - 18	18	Auxiliaries	11
0	0 - 4		Mine	3
0	0 - 22	22	Blocker	0
198				

H - "SNAPPERS" Local alien creatures. 3 Moral points

NAPPERS (3MP)			
wildlife with no sense of humour!			
	Number	Troop	Cost
	1	Royal	31
	4	Soldier	17
	9	Worker	11
		Mine	3
		Blocker	1

2 - SNAPPERS (3MP)				
Local alien crab-like wildlife with no sense of humour!				
Points	Min/Max	Number	Troop	Cost
31	0 - 2	1	Royal	31
68	0 - 6	4	Soldier	17
99	0 - 12	9	Worker	11
0	0		Mine	3
0	0		Blocker	1
198				

NAPPERS (3MP)			
wildlife with no sense of humour!			
	Number	Troop	Cost
	2	Royal	31
	3	Soldier	17
	8	Worker	11
		Mine	3
		Blocker	1

4 - SNAPPERS (3MP)				
Local alien crab-like wildlife with no sense of humour!				
Points	Min/Max	Number	Troop	Cost
62	0 - 2	2	Royal	31
51	0 - 6	3	Soldier	17
88	0 - 12	8	Worker	11
0	0		Mine	3
0	0		Blocker	1
201				

NAPPERS (3MP)			
wildlife with no sense of humour!			
	Number	Troop	Cost
		Royal	31
	4	Soldier	17
	12	Worker	11
		Mine	3
		Blocker	1

6 - SNAPPERS (3MP)				
Local alien crab-like wildlife with no sense of humour!				
Points	Min/Max	Number	Troop	Cost
0	0 - 2		Royal	31
68	0 - 6	4	Soldier	17
132	0 - 12	12	Worker	11
0	0		Mine	3
0	0		Blocker	1
200				