

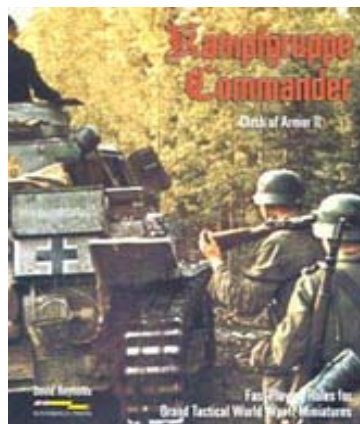


Kampfgruppe Commander

The original Clash of Armor rules from Clash of Arms Games capitalized on the trend of platoon level gaming. Similar in many respects to Command Decision, it did add a command and control element that was missing in CD. The rules spawned several supplements, including an Arab Israeli version.

Although I had the rules, my group and I generally played Command Decision 3. The reasons were many, including familiarity with the rules, fairly easy to teach to other players, and Clash of Armor was hard to figure out. My main criticism of the original rules were the combat system, anomalies in the command and control system, and it was such a radical change from CD3, that I thought the group would not embrace the new rules.

Well, after playing years of CD3 now I began to look for something else. CD3's command and control system was too predictable and commanders had little to fear from units not obeying orders. So one day while surfing the internet I came across



Kampfgruppe Commander is available from Perrin Miniatures at www.perrinminis.com

Kampfgruppe Commander, ordered a copy, read through the rules, and played a scenario with the group.

First, this is a total rewrite of the old rules and has many interesting new features. The reason I like these rules is that there are real command and control problems presented to the players. Each unit is rated for its commander and that gives you so many command points every turn. Command points are used to move, fire, rally, call for artillery, and other functions. If you're a German commander of a panzer

company you may have 4-8 points per turn, while a 1942 Russian T-34 commander may only get 2-5 points a turn. Trying to decide what to do with your points is one of the most challenging and enjoyable experiences I have had in gaming.

In our first playtest a T-34/85 brigade got pinned down by a Panther company and an under strength Tiger company. The Soviet commander had poor command rolls, leaving him only a few command points per turn. He simply didn't have enough points to rally units, issue covering fire, and close with his larger numbers of vehicles. The German commander of those units rolled well and was able to maneuver his units while keeping the



Russians under heavy fire each turn. Finally, the Russians broke and fled the hilltop.

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Special points of interest:

- A very special interview with the author of *Warfare in the Age of Reason*, Tod Kershner.
- Warhammer ECW follow up.
- NUTS group update
- Age of Discovery replay, product reviews, and more!
- Arc of Fire review and playtest

Interview with TOD KERSHNER

by Matt Irsik

Tod Kershner is co-author with Dale Wood of one of the most popular sets of rules in the historical wargaming hobby, Warfare in the Age of Reason. Tod has also written Pig Wars, a medieval skirmish set of rules and co-authored Warfare in the Age of Discovery which covers the Renaissance era. Tod has been gaming for almost 30 years and has a number of thoughts about the hobby and rule design that are very interesting. Tod was kind enough to do this interview.

1. How did you get into historical gaming?

I have always been into history since I was a small child in the 50's and watched western after western on TV. I also played a lot with plastic figure play sets too. I majored in history in college (Michigan State University 1972) and was wild about it before I discovered wargaming. This happened in 1973 when a friend turned me on to Panzerblitz and I was hooked. I was heavy into boardgaming for a few years but also began to get into modeling with 1/35 scale plastic tanks and 54mm lead figures. In 1977 I got into the business side of it and, in partnership with another guy, opened a distributing business for games. After going to Gen-Con 1977 (the memorable one - it was at the Lake Geneva Playboy club!) I saw, for the first time, wargames being played with miniature figures! I thought, "you mean I can combine wargaming and modeling?!" After that I never looked back and have been a hopeless addict (i.e. enthusiast) ever since.



Pig Wars is set of skirmish rules that can pretty much be adapted to any era. It's fun, plays fast, and is great for multi-player games.

2. What is your favorite period and why?

Probably 18th century would be my favorite period but if it happened in the past I'm interested. I've gamed everything from the Korean War back to ancients. It's hard to say what turned me on to the 18th century but I guess the romantic myth of the ragtag Americans beating the professional British troops has just always intrigued me, even before I discovered wargaming. The century as a whole, considering intellectual developments and political thought as well as the military side of it is just fascinating. The sight of elegantly clad warriors in their logical, linear formations is a marvelous sight on the wargames table. But I am also into just about every other period as well.

3. Did you ever foresee that Age of Reason would be as popular as it is now, with almost every new set of rules that comes out being compared to it for playability?

No, I am always amazed at the reception it has gotten. I knew it was catching on around the world when I got an offer from an Italian college professor to translate it into Italian.

4. When you design a set of rules, what factors influence your design philosophy?

My basic feeling is that, to a point, the more complex a simulation is the less realistic it is. This is particularly true in the area of command control. Instead of having a hundred charts to tell you that your message wasn't understood or was ignored just make the rule that all the players on a side cannot talk to each other unless their command castings are touching. Real command control acts out in front of the game masters eyes. The



Age of Reason has been responsible for many gamers getting into the Seven Years War and creating huge armies for it.

tentative players hold back, the aggressive ones attack, the less experienced ones make bone-headed moves. Hey, that's just like what the battle accounts describe. I like intermediate complexity rules, very simple ones are great for a convention

game when everyone is unfamiliar with them, but for a club game I want a little more although too much just bogs everything down in detail that detracts from the flow of the game. I also feel very strong that when I design a game I am basically designing to please myself rather than trying to design one that is all things to all people. If you try to please every one you end up pleasing no one.

5. When you see your rules discussed in several forums and see complaints, house rule changes, and people generally questioning your design, do you see this as a positive or negative?

Usually I see it as positive but I always tell people that before they go changing rules play it the way it is written several times first. Usually they will find that the designer really did know what he was doing.

Interview with TOD KERSHNER (cont.)

6. What is your take on the eternal 25mm vs. 15mm scale argument?

Well, I have both sizes as well at a 6mm set (ACW). If I had to pick one as my favorite it would undoubtedly be 25mm. I guess it's the modeler in me. 25's are getting expensive but I'll still buy them.



Warfare in the Age of Discovery has brought Renaissance warfare to many gamers who were put off by the complexity of other sets and were looking for something to introduce them to the period.

7. With the release of Pig Wars you seem to have joined the ever growing range of 25mm skirmish games. Is this a phase the hobby is going through or are gamers looking for faster playing, less complex games?

Oh, I think that gamers want to try different types of games. A "skirmish" game is usually quite a change from the "battle type" game and, in my experience tends to be more of a fun divergence than a super serious game. In many groups the game just becomes a device to hold the group together and lets them interact with each other. Don Featherstone has always said that wargaming becomes, primarily, a social event. I think there is a lot to that. I, like a lot of gamers I think, like to play both kinds of games.

8. What is your view of the hobby in general? (figures available, types of gamers, prices, etc...)

Well, we certainly are living in the Golden Age as far as figure availability is concerned. When I started building armies we had Minifig, Garrison and Hincheliff to choose from and if they didn't have what you wanted you converted. Not so now, every obscure battle, it seems, is available in lead. Great times! The prices are going up, that's true, but inflation explains a lot of it (that means that we are supposed to be making more too). The type of gamers are basically the same as we've always had. The super serious play in tournaments, the fun loving play in non-serious games where the emphasis is as much on laughs as it is on the game. Then there are The Jerks. These are the guys who play wargames to prove to themselves and everyone else that they are the second coming of Napoleon.

The problem is they tend to be closer to Beetle Bailey or Seargent Bilko than Napoleon and when that fact is painfully brought to their attention on the table top they go off the handle and blame the rules for the fact that they got their butt kicked. If only the rules were realistic they would never lose! These guys are not invited back to our club for a second time.

9. What are the future plans for Age of Reason, Age of Discovery, and Pig Wars?

As far as Age of Reason goes we (me and my best friend, partner and gaming opponent since three days before dirt was invented, Dale Wood) are currently hard at work on Campaigns and Battles from the Age of Reason Vol. II. We hope to have it out by the end of the year. It will have a campaign game of the 1759 campaign in western Germany, our age of sail rules including a module for using them in Sport of

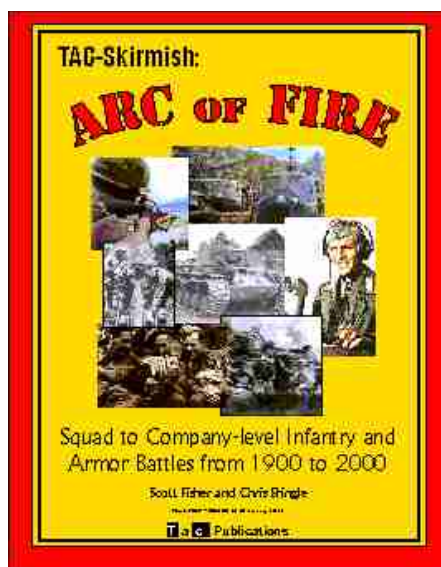
Kings, 8 or 9 scenarios and Charlie Sharp's expanded Age of Marlborough lists. When this is done I intend to work on some more army list for AOD and post them on the web. As for Pig Wars I will be working on another volume for Black Falcon tentatively titled Pig Wars: the Sicilian Adventure. I've always thought that a campaign game set in 11th century Sicily would be fascinating. Italo-Norman, Byzantine, Arab and even (with a little stretch perhaps) Viking factions contending. This is probably two years away from fruition.

10. Will you be designing any new rules in the future?

I have a brigade level ACW game in the process of being refined. Hopefully one of my publishers will be interested in it. I do this in 6mm with 80 casting units mounted on 4" by 6" terrained bases. The large bases give somewhat of a board game feel to it. After that I will probably come up with something else. In the mean time, gentlemen, keep those brushes moving! Tod



Tod and Dale's rules have a loyal and ever growing fan base. All of the rules have good playability, try to be historically accurate, and most of all, have the ability to get gamers into new eras after just trying them once. The authors also are good about supporting their rules.



Over the last two years WWII skirmish gaming has grown tremendously. This is especially interesting since many gamers who have been in the hobby for a long period of time probably started with this type of game in the 70's. There has been an explosion of new rules, ranging from the simple to the overwhelmingly complex. Our group got back into this period with the release of the Battleground rules and we have a good sized collection of miniatures for the Western Front in 1944-45. However, after several games with numerous problems and questions, plus the poor product support, we began to look for something else.

Arc of Fire could be called "WWII meets The Sword and the Flame". Elements are single figures, arranged into squads with individual vehicles organized into platoons. Virtually any kind of unit can be used from 1900 onwards, so if you want to do a French Foreign Legion vs. Chad scenario, you can use the real life organizations. Each inch is about 10 yards and each turn is a few seconds, so we are talking about quick, sharp fire-fights over a couple of minutes. There are two scales which can be chosen depending on your space availability. In large scale an M-16 could fire out to 80 inches while in small scale it's 40 inches. This lets you choose the scale which best suits your needs.

Yes, there is command and control! This revolves around each squad or pla-

toon of vehicles having a leader who needs to set the unit's mode. There are three modes; Advance, Defense, and Confused. A unit's mode determines their ability to spot, react, and firing. Simple, but very effective.

Firing and morale are very easy to do and there is an optional wound/kill chart which we used that adds some extra flavor. In fact, there are many optional rules that we felt can be included very easily into the basic game itself without adding complexity. The random events table could easily be one of the most clever things I've seen for a skirmish game and it could be used for any rules system.

The rules use a regular card deck where each unit gets two cards. When a card is drawn the unit can move, fire, change modes, or perform special actions. If you wanted to use SAS troops vs. Argentinians, you could give the SAS units an extra card and give the Argentinians only one card which makes for a very flexible system.

There are also six scenarios included, ranging from the Boxer Rebellion to a



American infantry take up defensive positions during the playtest.



American infantry trying to stay concealed from a rampaging MkIVH.

South African force holding a river line against a Cuban/Angolan attack. All of

the scenarios are well done, with maps, orders of battle, and optional reinforcements and starting forces which lets you play the scenario several times without it being the same game over and over.

Our first playtest had several 101st Airborne squads and some regular U.S.

squads, backed by a Sherman and heavy weapons advancing to take a farm house a few weeks after D-Day. The Germans had five squads with a MkIVH trying to take a hill where the U.S. forces staged out of for their attack.

Both sides advanced quickly and were in position to make a try for their objectives after a few turns. The

command mode rules provided some extra challenge to deploying forces at the start of the game. The U.S. forces moved up into the farm house area and deployed for the German counterattack. A massive firefight erupted as three German squads tried to dislodge the single American squad from the farmyard. The Americans, however, had a supporting unit delivering flanking fire and the German attack was decimated, primarily because of a bad card draw which left them last two turns in a row! The American

armor was knocked out and one of the Airborne squads got flanked, so when the game was called the U.S. were in a strong position, but with no anti-armor weapons left, which could spell trouble.

In summary, we like this set of rules! Each player can easily command 20-30 figures or 4-6 vehicles, so it is on the high end of skirmish games. It plays fast, combat and morale are easy to work out, and you don't spend most of the night looking through the rules, worrying about prone troops, hand grenade deviation, etc..., which bogs down most rules.

Highly Recommended! They have a website available at: <http://fisherts.home.mindspring.com/aof/>

Kampfgruppe Commander (cont. from page 1)

This is definitely something that you don't see in most rules. In fact, you find yourself having to make continual trade offs on what to do with each unit.

The combat system is not as hardware oriented as CD3 is. Many players who can't wait to compare armor values, ranges, rates of fire, etc..., are going to be disappointed. Combat in Kampfgruppe Commander is secondary to the command and control system. The stats are pretty close to CD3 and cover most of the major vehicles and weapons used in the war.



Since command points determine the amount of firing in a turn, there is not as much combat as in CD3, which depending on your viewpoint, is a good or bad thing.

Artillery, air support, and engineering are all pretty standard and will be able to be picked up fairly easily. I do like the rules for recon units where over aggressive use and treating them like throwaway troops is severely penalized.

There are also several scenarios set on both fronts which give you a good idea of how to set one up for yourself or your group. I believe that the author feels that any

gamer can get access to WWII orders of battle, so there is only the basic organizations listed in the rules.



Overall, I feel that this is a rules system worth buying. This will give you a good

idea of why better trained officers perform so well under fire. It is a refreshing change from the glut of hardware oriented rules which focus on armor thickness, rates of fire and killing things without considering command and control.

Flying Tricycle Buildings

Flying Tricycle is a relatively new company with several releases for 25mm wargaming terrain. So far they have a large three story house, a house with three bridged arches under it, a walled inn, a keep, and damaged versions of most of the buildings.

I bought the house with the three bridged archways for our ECW games. Upon opening the box I was surprised by how many parts there were as this is truly

a kit. Second, the laser cut wood pieces, especially the brick sections, are spectacular. I didn't even paint over the brick work as it looked good enough as is.

The assembly does take some time, but the fit was great and I did prime and paint some of the pieces, which took some extra time. Certainly the roof is a kit by itself and the shingles are a bit tricky. Overall, the kit is fantastic



and looks impressive. The kits aren't cheap, this one's \$50, but is worth the money.

Old Glory ECW Range

With the release of the Warhammer English Civil War rules, interest in this period has increased tremendously. One of the best sources of figs for this period is the range by Old Glory. The range covers both Royalists and Parliamentarian, plus the Scots and all of the artillery that was used.

There are multiple bags of pike, shot, and cavalry in a variety of hats, armor,

and poses. The cavalry are particularly well done and the generals are great figures. You could easily do your entire army from this range and for the price it can't be beaten.

My only complaint is that instead of putting multiple heads with different hats in each bag, you are forced to buy an entire bag of the same hat style. Since most units had four different hats and helmets,

this can get quite expensive to get the right mix.. If they would go to a variety in each bag this range would be perfect. Bags have either 30 infantry or 10 cavalry for \$27.



Old Glory ECW cav in buff coat with soft hats and helmets.

Surprise River Crossing

Age of Discovery Scenario Replay

This scenario was loosely based upon the famous Spanish crossing of the Garigiliano River to defeat a French force. The French had been in winter quarters for a few months and have been rife with desertion and supply problems. The French have built a fortified position across the river from their camp, but after a few initial Spanish attacks, there has been no activity near the river in several weeks.

The Spanish, meanwhile, have constructed a bridge several miles from the river and have now moved the bridge and their forces close to the French position. The Spanish carefully lay the bridge and begin massing on the French left. The French, upon hearing the musketry need to mobilize their forces quickly and crush the bridgehead before they are overwhelmed.

FRENCH FORCES

3 units of Swiss infantry, 3 crossbow units, 1 unit of musket armed skirmishers, 2 mounted crossbow units, 3 units of fully armored heavy cavalry. There are also 2 heavy guns and a medium gun as well. One heavy gun and a crossbow unit are deployed in the fortified position across from the bridge while the remaining three forces are encamped around the village. Each unit needs a 1 on a D6 to mobilize and move with a +1 modifier each turn to represent the initial confusion.

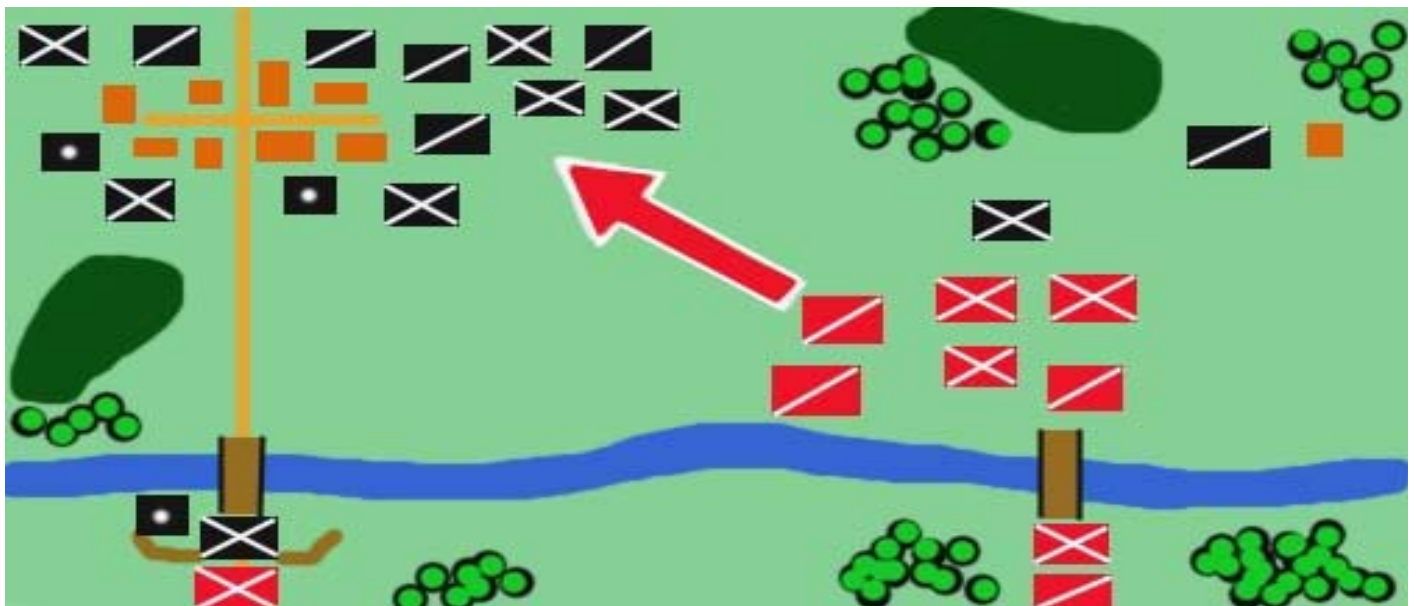
ITALIAN/SPANISH FORCES:

The Italians and Spanish had 2 units of Spanish pike, 2 units of Italian pike, 2 units of German pike, 2 crossbow armed skirmisher units, three medium guns, one unit of Stradiots, and three fully armored heavy cav units. Although the French



French forces try to regroup for a counterattack on the river crossing.

were outnumbered and surprised, they did possess the better quality troops, especially with the class 4 Swiss. The Italians and Spanish were allowed to place the pre-built bridge anywhere along the river with two units already across and the rest formed up in a line behind the bridge.



The Spanish/Italians began to deploy across the bridge, but there was a huge traffic jam with all of the artillery and infantry piled behind the leading elements. The Italian pike units began to advance towards the fortified river position in the hopes of catching the French by surprise.

The French had great die rolls on the first turn, activating over one third of the

army, which immediately began to move out towards the crossing. However, the Spanish pike strike first, driving back the first French units to arrive. By the third turn almost the entire French army is on the move towards the crossing.



French and Swiss begin to recover and move towards the bridgehead to prevent more troops from crossing. 15mm figures from various manufacturers.

Scenario Replay (cont.)



The cavalry of both sides get ready for a decisive battle.

The Spanish and Italian cavalry punch through the French center, creating chaos as the French try to form a solid line and preventing a coordinated attack on the units still trying to cross the river. A massive cavalry battle swirls through the center of the board while the remaining Spanish infantry form up for an attack on the Swiss.

Back at the fortified crossing the Italians charge the entrenchments, but can't gain a foothold. After three turns of melee they finally force the French infantry back across the river.

The Spanish and Italians now begin to overwhelm the French forces which have arrived piecemeal. The French are unable to coordinate their counterattacks and get caught up in numerous, smaller fights across the center of the battlefield. The French cavalry, after some initial success, are forced back on to the Swiss who are being pounded on all sides. The remaining French forces are beginning to arrive, but arrive just in time to join the retreat.

Finally, the French cavalry break into headlong flight and the infantry are forced to fall back to the town, effectively ending the battle.

The battle was very challenging for

both sides. The French had to organize an attack after being surprised while the Spanish/Italians had to choose the order of how the units would cross. As with most battles with AOD, it usually goes down to the wire with several push of pike battles. It is definitely a scenario that we will have to revisit, especially once we increase our forces.



Spanish and Italian forces begin to expand from the crossing.

Vatican Enterprises 40/80 Paintier Paint Carousels

Vatican Enterprises has recently come out with two different sized paint carousels. *The Paintier* is available in a 40 and 80 paint bottle size. Made of durable, thick white plastic on a rotating base, these carousels are just what every gamer needs. Both have holes on the top layer to hold brushes as well. Both carousels will hold most brands of paint, including the Games

Workshop and Vallejo brands, but the large bottles sold at most craft stores have a difficult time fitting in the lower levels. All in all they are a tremendous value for the money and are available from their web site at: <http://www.wargamescenics.com/>. Vatican also sells many other gaming items, including accessories and buildings. Highly recommended.

Pictured at right is the Paintier 80. You can see how it can hold brushes as well as several sizes of paint bottles.



Basing House (cont. from p.9)

For the wargamer, Basing House offers endless possibilities- a relief effort, a sortie, or a struggle for an outbuilding to name a few. The main difficulty would be the scenery- coming up with a fairly accurate model of Basing House and its defensive works would be a good idea, and maybe the main barn as well, but the rest of the structures could be filled in with any suit-

able models from that era, as no one knows the layout or appearance of most of the destroyed outbuildings anyway.

The ruins are well worth the visit. History is alive there, and you can easily imagine the scenes which took place so many years ago. I would highly recommend it to anyone with an interest in

the era.

Sources:

The Oxford Book of Military Anecdotes- Editor Max Hastings
The Domesday Book, England's heritage then and now- Editor Thomas Hyde
Basing House- Historic Ruin (pamphlet produced by Hampshire County Council)

We finally had enough figures painted to try a few games of the new Warhammer English Civil War rules, so here are some first impressions on the rules and some notes on figure/reference availability.



Royalists and Scots begin firing across the road leading into a village.

First, through several superhuman efforts by the group members, we were able to paint up over 7,000 points of figures within a little over four months! That translates into about 300 foot, 100 cav, 6 guns and crews, plus personalities. Armed with some of our questions answered from the WECW group on Yahoo and the latest errata we were ready for our first game.

The first scenario was just a straight on slugfest with both sides secretly deploying their units a foot on the board edges, then starting the game. Playing on a 6x10, however, meant that we spent a few extra turns getting into position before the real action started. We did find out, however, that having the Instigator and Minister figs does add some color as several units got held up on their special events.

The artillery got things going and this is one of the more interesting game systems in the rules. Trying to guess the range, then rolling just right to have the shot impact a unit was more difficult than we thought. Misfires, hitting a unit in the flank, wrong guesses, etc..., kept this one of the more interesting parts of every turn. When artillery does hit though, it is

devastating. On the negative side, we did have one battery that fired all four shots without scoring one hit!

A feature of both scenarios were huge cavalry melees that took several turns and closed off an entire flank. These are very desperate fights and can make

or break either side. Finally, the infantry got into it and we had several sharp fire-fights before the game was called.

Our second attempt had a Royalist force attempting to blast open a tower guarding a harbor, while holding off reinforcements. Again, we underestimated the speed of units and on a big table it took longer to get into action than we anticipated. This time the forlorn hopes and dragoons got into it early along with the massive cavalry melees. The Royalist force tried desperately to seize a bridge over a river leading into a prime blocking position in a village. Most of the game centered around trying to control this vital bridge, producing some great melees.

Both sides had successes and failures, but again we missed out on some important rules and found a few that we had to get clarification on via the WECW egroup. The Royalists came out the better in the cavalry fights, but could not stop the tower from being reinforced, so when the game was called the Parliament/Scots side was deemed to have won.

Both scenarios were a lot of fun and the game can easily be played by any number of players. It probably does help to get the second edition rulebook as my copy had the four pages of errata and notes written all over, so we had to decipher a few of the rules changes. The WECW authors are very good about clarifying rules and there are some good discussions on that egroup about orders of battle, historical accuracy vs. the rules, etc... Here are some hints and house rules that we have come up with:

1. Trotters need to be deployed three deep or they will usually get killed by gallopers.
2. Don't ever use the unlimited ammo rules as it skews the game and takes a lot of decision making out of the scenarios.
3. Instigators and Ministers, while optional, add a lot of flavor to the game.

On the WECW egroup a group of gamers have put together several full color scenarios for WECW which are worth joining the group just for those.

There are also re-prints of a great series of magazine articles about ECW flags and uniforms with color plates in the files section. Highly

Recommended!

As far as figures go, there are new releases to the Old Glory line which fill in some holes. The Renegade line has been expanded and is now carried in the U.S. by Brigade Games. The same sculptor who did the Renegade line has created a new line for Bicorn Miniatures which are very good figures. The Perry Twins of Foundry fame have also released a new range of ECW figs for sale. All of these are figures of the highest quality and make great looking ECW units.



Scots forming up for an attack



Royalist infantry advancing up a hill towards the action.



Dragoons trying to hold up the Parliamentarian advance.

Historical Tours: Basing House

by Mike Marchant

Any account of the English Civil War will include an account of the siege of Basing House. It is perhaps one of the most famous episodes of the entire war, and is notable not only for its length, but the bravery shown by both besiegers and besieged.

First erected as a Norman motte and bailey fort to control the surrounding area, the original Basing house was built in the center of the mound in the 15th century by the First Marquis of Winchester, who had obtained the land from its previous owners. It was

fortified, by royal permission, around 1531, and enjoyed just over a century of constant growth before the war. In fact it was described during this time as the 'largest private house in the kingdom', and entertained royalty on various occasions.

Immediately after King Charles raised his royal standard in Nottingham castle signaling a start to the hostilities, the 5th Marquis of Winchester, John Paulet, declared for the king. That is to say, to defend Basing and all the surrounding area in the king's name. A fateful choice for the family, and the house itself. It was probably the only appropriate decision for a family whose motto was *aymez loyaulte ayez- 'love loyalty'* -written in every windowsill.

The 'siege' of Basing was actually a series of 3 separate investments lasting over a period of 27 months! The old Norman ditch and earthworks were still largely intact, and the defenders used them to great advantage.

The house itself was not, however, the focus of most of the fighting. The

maze of outbuildings covering dozens of acres became a sort of urban warfare for the Roundheads and Cavaliers. The main focus of several attacks was the huge grange barn, which survived the war intact, and is still standing with its original 15th century wooden roof. It

measures an impressive 120 feet long, and has walls 3 feet thick. Approaching the barn from the outside would lead you to think it too had been built for defense. The walls are brick 3 feet thick, and have what appear to be loopholes along the ground floor. They are actually airing slits for the grain that was stored there. The loss of

the barn, with all the food stores it contained, was the beginning of the end for the defenders of the house.

The importance of Basing House both as a hindrance to troop movements through the surrounding districts and as a symbol of the king's dominance in the region can perhaps be measured by the fact that for the final siege Oliver Cromwell himself gathered and committed 7,000 troops to the siege. In the final assault it is believed only 300 defenders remained on the walls- including boys as young as 12, the wounded, and even the garrison's priests.

The history of the siege reads like an adventure tale- sorties, assaults, treachery, mines, famines, desertions, and renowned soldiers falling in desperate skirmishes.

Its final moments have become symbolic of the blood and horror of that war. In a final, steamroller assault following months of bombardment and starvation, the Parliamentarians first broke through the defenses of a wing of the house known as the 'new house', making several more breaches when the defenders rushed to defend the first.

Several fires were burning in the compound when the first assault parties stormed through the walls. They quickly overwhelmed any defenders in the open and began rooting them out of cellars and attics, where they had taken refuge. Some of the defenders suffocated or were burned alive as more of the house caught fire. When resistance ceased, pillaging began. Anything of any value was taken. In his account G. N. Godwin records that 'the ladies themselves were entertained somewhat coarsely, yet they left them with some clothes upon them'. The two hundred surviving members of the garrison were 'reserved for the gallows', including the 4 Roman Catholic priests.

The Marquis himself was taken to



the Tower of London to await execution, but was later allowed to retire to France-where he disappears into the pages of history. As became the norm towards the end of the war, what was left of the house was 'slighted'- made impossible to defend in any future conflict. For many years the local population was granted the right to collect building material from the ruins, carting off tons of bricks and stone to build local homes.

Basing is now a house in name alone. The ruins are well traced, though only partially excavated. A maze of kitchens and cellars are visible around the ring of the original house, in what would have been its basements. It is tantalizing to see the lumpy grass with occasional bits of stone or brickwork jutting out in the unexcavated wings. (cont. on page 7)

N.U.T.S. UPDATE: Treehouse Project

by James Morgan

This past April, the Northern Utah Tacticians and Strategists (NUTS) wargaming club fought a massive African jungle free-for-all. Key players in the scenario included the Jungle Lord and his charming wife, Jane. The nice Foundry figures needed a place to live, but building a tree-house entirely from scratch seemed a daunting task. Fortunately I stumbled across "Steven's Hideout", part of the Lemax Christmas Village line. And luckily a few were left in the Michael's craft store for their after Christmas sale, and I was able to pick one up at a substantial discount.

The large tree and base is resin, the houses and ladders wood with tin roofs, the ropes were strings, and the large figures and accessories were dispensable (sorry kids).

After cutting off the swings and breaking off the resin football, I carefully removed the tin patches and roofs with an exacto knife, replacing the latter with thatch pieces, made of fur, glued to small sheets of balsa sheets, with guide runners to keep them in place. I painted the thatch a bright yellow to stand out against the foliage.

Next I modified the top platform (too tall for Tazan) and rearranged the placement of the connecting ladder (it stuck so far into the middle of the house that inserting figures was a pain). These mods were difficult because the original glue was so hard. I used an exacto saw blade to cut down the upper platform rungs, and had to pry and scrape to get the ladder to fit its new orientation and to clean off the roof edges where the corrugated tin left ridges

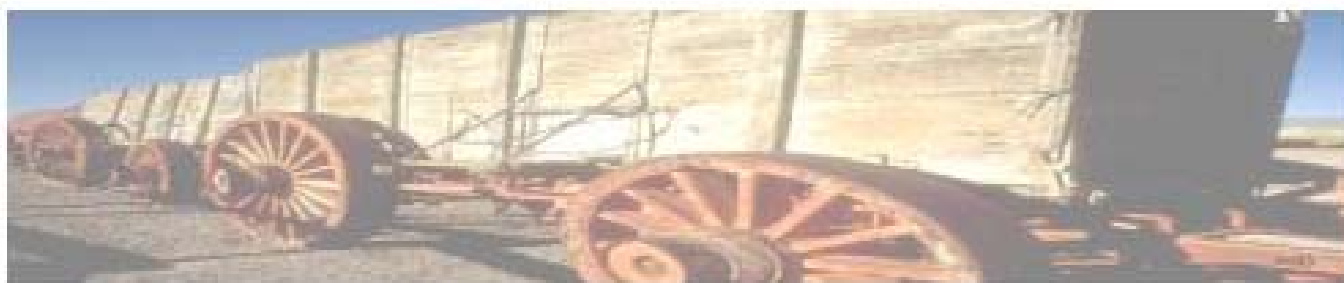
I stained the wood with watered down dark chocolate, darker color of brown. There's a lot of wood so it took quite a few mixes. I also darkened the remaining rope controlling the lower ladder, it looked better, but stiffened the rope more than desired.

The next step was to add large clumps of model railroad foliage to the ends of the branches using white glue. Finally I sanded and painted the base to blend in with the ugly olive green fleece I use for a table cover.

The model has a lot of nice features. The lower ladder is fully retractable in case of unwanted visitors. The main house is fully enclosed, the shed has one wall open and sports a hammock for evenings under the stars (converted from medium blue to leopard skin). The walkway is eye-high to a giraffe. There are two nice observation platforms, and the tree itself is tall enough to dominate most wargame terrain—properly befitting the Lord of the Jungle.



N.U.T.S. is the sister group to WFHGS in the Salt Lake City, Utah area. Their interests and photos of their work can be seen on the WFHGS site at www.wfhgs.com. Hit the Links tab and then the N.U.T.S. tab. The club has vast collections of figs and scenery for a variety of periods.



GAJO Enterprises Has Moved West!

<http://www.magweb.com/mallatmw/gajo/gajoarmy.htm>

After many years, George Johnson has decided to spend more time fishing. Craig Tyrrell is now the new proprietor of GAJO Enterprises. Please note our new address and contact information below

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Craig Tyrell, long time member of the N.U.T.S. group is the new owner of GAJO and will continue this much needed business for the wargaming hobby. Having used GAJO previously to sell off some of my older, unwanted armies, I'm happy that the business will continue as before. Several of the WFHGS members have bought forces through GAJO in the past and the dealings have always been fair and are usually quick transactions. I haven't had a chance to see Craig's current selection, but I'm told there's several hundred thousand figs ready for sale! GAJO also has a web site which can be reached from the Links page at the WFHGS site.

AGE of DISCOVERY Army List Generators

James Morgan was nice enough to create a pair of army list generators in Excel for use with the Warfare in the Age of Discovery rules. The first army generator is for the early Renaissance period up through 1600. The second army list is for 1600 onwards and is designed for the Thirty Years War and the English Civil

War. Both of these let you enter in the number of strength points that you wish to use and it will then give you a list detailing the units that will make up your army. This is especially nice for campaigns where you can get a good idea of what you will need or be facing on the battlefield.

The army generators are available at the WFHGS web site at www.wfhgs.com. Click on the Downloads tab, then Campaigns. This will lead you to the page where you can see the icons for the program download. You will need Excel to fully use the programs, although Microsoft Works might work also.



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The response to putting the journal and all of the back issues online has been very positive. More people want to see battle reports and scenarios, so I will be working on that for the future. As much as I would like to add rules supplements or professionally done campaign materials to each issue, it is proving to be a daunting task.. With a full time job, family, running the club's website, and doing this three times a year it will be virtually impossible. My plans are to continue trying to make the journal better with each issue and I believed it has come a long way from the first one almost two years ago. The addition of the NUTS group in contributing articles and scenarios has been a great help. Although we try to chronicle historical gaming in Utah, we also try to do it in a way that all gamers would find interesting. Plans for future issues include more battle reports, painting tips, terrain projects, scenarios, more reviews, and hopefully some interviews with a few rules authors to get their take on the hobby and game design. As always, we welcome any comments and/or suggestions.

Mike Marchant's Painting Service

Mike Marchant is a member of the WFHGS group and he also does painting on the side. Mike has been gaming for several years and has painted many of the miniatures seen on the WFHGS web site. Being a gamer himself in a wide variety of periods helps Mike to paint for others as he is not "locked up" in any particular period, but is able to complete almost any assignment given him, ranging from su-

perheros to ancient Gauls. Mike can paint in any scale, with 15mm being his specialty. Mike's rates are very reasonable, starting at \$4 for a 25mm foot figure, plus he works fast and can complete even large orders quickly. The customer just has to send Mike the figs, plus a description of how they want them painted and any special uniform info. Mike will then paint the figs usually to a grade 8+

standard then mail the figs back to the customer. There are photos of Mike's work plus pricing information and his email address on the WFHGS web site under Links or go directly to :

<http://www.wfhgs.com/mike.html>

Mike is more than happy to answer any inquiries about his painting service.

