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25 mm

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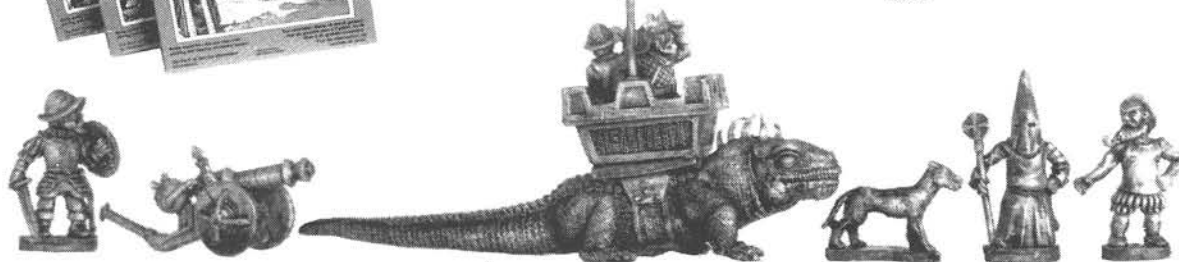
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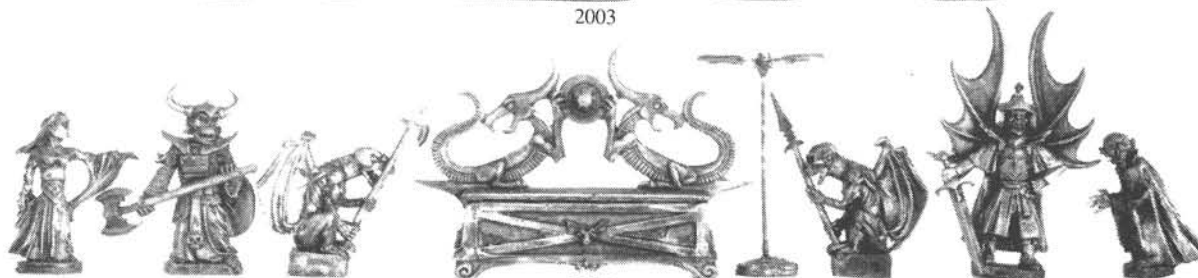
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This catalogue is our 1989 Fall effort to give you the most current product outline possible. In this offering we have included painting guides, figure conversion tips, miniature rules, and colour commentary for your benefit.

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Rafm Fantasy

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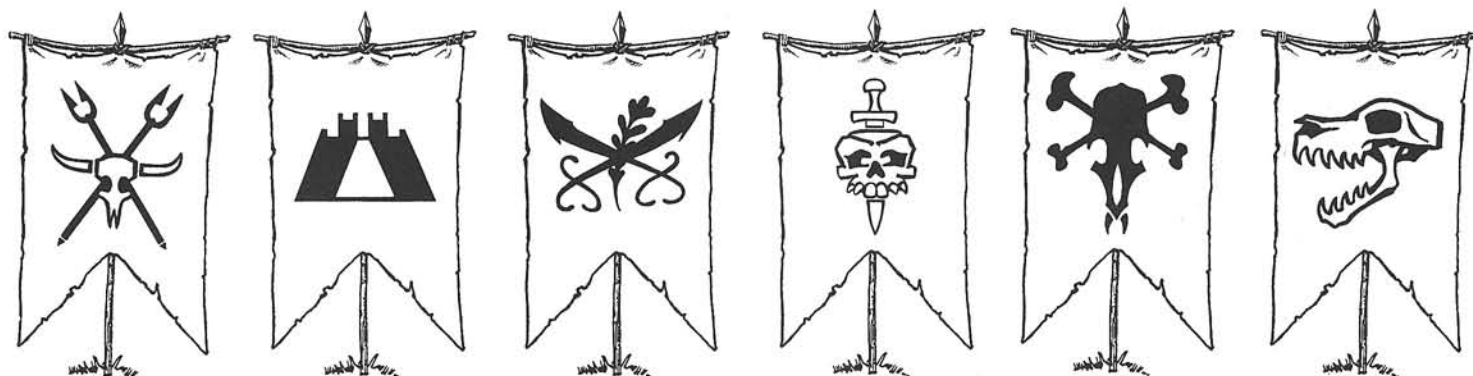
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RAFM Miniatures - The Official Miniatures of your Imagination!



THE WORLD OF REPAURIA

LAND OF REPTILIADS



Rafm Fantasy - 25 mm

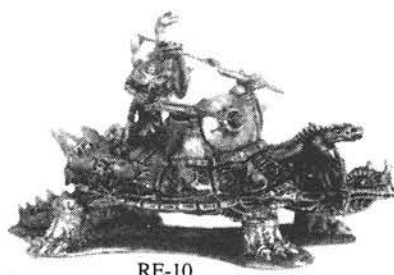
Reptiliad BOX SETS

By Bob Murch

RE-10 War Turtle 14.50
RE-11 Rogue War Turtle 10.00

RAFM REPTILIAD PUBLICATIONS

#0010 Battlecry of the Reptiliads
(Includes Lurpa Rules) 6.95
#0021 Lurpa Playing Field &
Lurpa Cards 19.95



RE-10



RE-11



3001



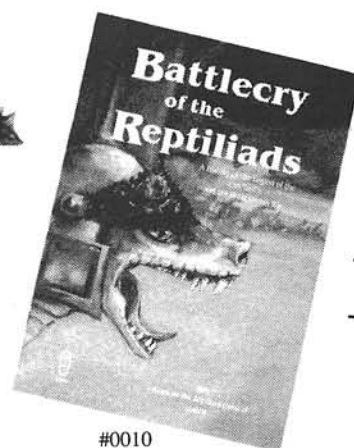
3002



3003



3004



#0010

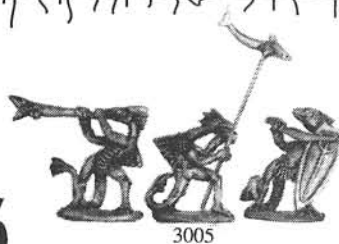


Rafm Fantasy - 25 mm

Reptiliads

By Bob Murch

- 3001 General with Officers (3) 3.50
- 3002 Command Group (3) 3.50
- 3003 Flank Unit 3.50
- 3004 Pike File (3) 3.50
- 3005 Gilla Worm Command
Officers (2), Horn, Standard 3.50
- 3006 Gilla Worm - Javelin (4) 3.50
- 3007 Gilla Worm - with Halberd (4) . 3.50
- 3008 Gilla Worm - with Bow (4)3.50
- 3009 Gilla Worm on War Newt with
Bow (2) 3.50
- 3010 Gilla Worm on War Newt with
Javelin (2) 3.50
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Scout (3) 3.50



3005



3006



3007



3008



3009



3010



3011



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COLOUR GUIDE FOR REPTILIADS

CLAN	BASE COLOUR	MOTTLE	WEAPONS	ARMOUR	SHIELD	DETAIL
(1) HSIUNGA	Tan	Dk. Green	Iron	Iron	Yellow	Bronze
(2) CHINGIT	Yellow	Lt. Green	Iron	Coral	Green	Silver
(3) WANG-HU	Dk. Green	Dk. Green	Iron	Iron/Bronze	Red	Bronze
(4) HOOLIES	Brown	Lt. Green	Iron	Bronze	Green	Brass
(5) SHIMMEN	Dk. Green	Brown	Iron	Coral	Red	Bronze
(6) TWENO	Brick Red	Tan	Iron	Coral	Red	Brass
(7) KWAERD	Black	Dk. Green	Iron	Coral	Black	Silver
(8) SHUNIS	Dk. Green	Tan	Iron	Bronze	Red	Bronze
(9) TLANG	Dk. Green	Yellow	Iron	Bronze	Blue	Brass
(10) H'AMA	Brown	Yellow	Bone	Coral	Yellow	Brass
(11) QUEM	Brown	Dk. Green	Iron	Coral	Green	Bronze
(12) STIRSH	Black	Tan	Bronze	Iron/Bronze	Yellow	Bronze
(13) Y'MIRSH	Lt. Green	Brick Red	Iron	Iron	Black	Silver
(14) TAGNATHA	Lt. Green	Yellow	Bone	Coral	Green	Brass
(15) HOOMAN	Brick Red	Dk. Green	Iron	Iron	Red	Silver
(16) KWALASH	Brown	Tan	Bronze	Coral	Yellow	Bronze
(17) ASHMEN	Yellow	Brick Red	Bronze	Coral	Yellow	Brass
(18) T'ANTINATA	Yellow	Tan	Bronze	Coral	Black	Brass
(19) SCROGA	Tan	Brick Red	Bronze	Coral	Black	Bronze
(20) ALAMIN	Black	Brick Red	Iron	Coral	Black	Silver
(21) SORGOTH	Tan	Dk. Green	Bone	Coral	Green	Brass
(22) IMRAGA	Tan	Lt. Green	Bone	Coral	Yellow	Brass
(23) MARTHON	Black	Lt. Green	Iron	Iron	Red	Silver

NOTES TO COLOUR GUIDE:

(1) Armour colours refer to colouring of helmets, mail and plate armour. Where iron/bronze is mentioned, all mail is iron and all plate including helmets is bronze.

(2) Bronze varies in colour from a light brass to a deep gold.

(3) Coral is white with a pinkish hue.

(4) Bone is white with a yellowish hue.

(5) The clan standard is the same colour as clan shields.

(6) Detail includes design on shields and medallions worn with armour.



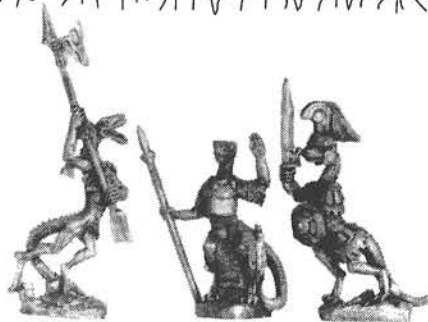
MILITARY HISTORY AND ORGANIZATION FOR REPTILIADS

Rafm Fantasy - 25 mm

Legion of the Iron Tanth

By Bob Murch

3012	Tanth Chiefs	3.75
3013	Tanth Shaman Command Group	3.75
3014	Tanth Legionaries	3.75
3015	Tanthangist, Pole-armed	3.75
3016	Tanth Death Biters	3.75
3017	Young War Turtle with Gilla Worm	3.75
3018	War Dragon with Tanth Handler	3.75
3019	Reptiliad Dart Thrower - The Rattler	6.50



3012



3013



3014



3015



3016



3017



3018



3019

The Reptiliad military system is based on the fact that every Reptiliad (male or female) is a warrior and expects to fight in their clan contingent of the national army. The clans each decide the extent of their commitment and each warrior willingly decides to participate. Tradition and the Dark Lords' armies have eliminated any warrior from wishing to abstain. No Reptiliad wants to miss a good fight anyway.

The practice of hiring units out as mercenaries is still a strong tradition that provides income and invaluable experience for their warriors.

The Reptiliads take years of training in various martial arts. This is one of the most prestigious studies for individual excellence in spear, battlefork, halberd, hand-to-hand combat, and formation techniques. The Reptiliads are formed into main core units and the gilla worms form the light auxiliary troops for the field army. The gilla worms are of smaller stature, less strength, and less intelligence than the Reptiliads. They are trained in the use of javelins, bows, and spears. For their role as cavalry units they learn to ride war-newts.

The Turtle Corps is a special heavy force that uses great War Turtles fitted with wooden howdah for battle. The beasts are bred in hatcheries by each clan. Each Turtle will be raised and trained by one Handler. The Handler devotes his life to the care and training of one particular Turtle. A crew for one fierce War Turtle consists of: The Handler (same as a mahout for elephants), a Commander (pike or bident), and one Gunner to operate the large crossbow mounted on the side of the howdah.

The Service Corps is the element of the field army that consists of shamans, commissary, clerks, baggage, and which often contains the headquarters. Shamans direct this unit, officiate at military/religious rituals, and advise the Commander. The shamans also run a field-spy organization that provides much valuable information. The basic structure of the field army is organized around groups of four plus one.

The smallest unit in the Reptiliad military structure is the Tanth (or hand) and consists of four warriors plus one officer. The officer is called a "Tantha".

This four plus one system is maintained through the Reptiliad military structure to the field army. The major sections of the army are spear units, light units, cavalry, and turtle sections. The single section is the Shaman commanded Service Corps with the support and transport elements of the field army (note charts for additional information).

The various components are of quite unequal size. The spear section consists of 60% of the total field army. This arm comprises the following:

- 40% - Pike Armed
- 30% - Halberd Armed
- 30% - Bident Armed

Auxiliary section is the light units and it is 20% of the total field army. This consists of gilla worms armed as follows:

- 40% - Bows
- 30% - Javelins
- 30% - Spears

The cavalry section is 10% of the total field army and is made up of gilla worms mounted on war newts. They are armed as follows:

- 50% - Pole arm
- 50% - Bow and Javelin

The turtle section and the service section are each



5% of the total strength of the field.

These percentages give you the ideal field army that is given in Reptiliad military doctrine but this is quite often altered to suit unit availability. Therefore, you should not be overly concerned at differences that will arise.

See "Chart A" (Right)

MILITARY RANK:

Warrior -	Silthana
Corporal -	Tantha
Sergeant -	Soulama
Captain -	Schirta-Tantha
Colonel -	Ulanda-Soulama
Brigadier -	Hlamata-Schirta
Clan Chief -	Hatha

Clans field these troop types:

1) Spear Troops -	60% of total
2) Light Troops -	20% of total
3) Mounted Troops -	10% of total
4) Turtle Riders -	5% of total
5) Shamans and support -	5% of total

ORGANIZATION OF THE IRON TANTH

Main Force:

1) Death Biters -	1000
2) Tanthangists -	4000
3) Bident Legionaries -	4000

Auxiliary Units Attached:

Gilla worms: 10,000 (approximately)	
War newt Cavalry -	5%
Light Troops (Bows & Javelins) -	25-30%
Light Troops (Spear Armed) -	70-75%
Turtle Corps: 100	

THE CLANS

The Seven (Great) Clans in order of importance:

TITLE	TRANSLATION	SUB-CLANS	SPECIALITY
(1) HSIUNGA	Power-eaters	5	Government & Administration
(2) CHINGIT	Chosen Offspring	4	Animal Husbandry
(3) WANG-HU	Mighty Warriors	4	Metal Work
(4) HOOLIES	Beloved by the Gods	4	Engineering
(5) SHIMMEN	Ones of the Sea	2	Seafaring
(6) TWENO	The Careful	3	Sea Creatures
(7) KWAERD	Faithful	2	Martial Arts

The Sixteen (Lesser) Clans in order of importance:

(8) SHUNIS	Exalted Ones	1	Foreign Trade
(9) TLANG	Sharp Spears	2	Horticulture
(10) H'AMA	Strong Support	1	Music and Art
(11) QUEM	Banner Wavers	1	Cloth Making
(12) STIRSH	Steadfast	1	Transport
(13) Y'MIRSH	All-powerful	0	Knowledge of Foreign Lands
(14) TAGNATHA	Way of the Halberd	1	Bone-work
(15) HOOMAN	Dark Ones	0	Mining
(16) KWALASH	Smart	1	Home Utensils
(17) ASHMEN	Courageous Stewards	0	Book Bindings
(18) T'ANTINATA	Big Eaters	0	Leather Work
(19) SCROGA	Daggers in the Night	0	Objects of Art
(20) ALAMIN	Creators of Fear	0	Money Changing
(21) SORGOTH	Gatherers of Seed	0	Medical Herbs
(22) IMRAGA	Mothers of All	0	Keepers of the Eggs
(23) MARTHON	The New Ones	0	Mathematics

MILITARY ORGANIZATION OF THE REPTILIADS

STRUCTURE OF THE ARMY

BASIC UNIT - TANTH (HAND)

LEADERS - 1 (TANTHA)

No. of TROOPS - 4

TOTAL No. of TROOPS **5**

MANOUVRE

UNIT - SOULAM (WAR-BAND)

LEADERS - 1 (SOULAMA)

No. of BASIC

UNITS - 4

TOTAL No. of TROOPS **21**

COMPANY

UNIT - SCHIRT (WARRIOR GATHERING)

LEADERS - 1 (COMMAND TANTH)

No. of MANOUVRE

UNITS - 4

TOTAL No. of TROOPS **89**

TANTHA OF SCHIRTA IS SCHIRTA TANTHA

BATTALION

UNIT - ULANT (CLAN FORCE)

LEADERS - 1 (COMMAND SOULAM)

No. of

COMPANIES - 4

TOTAL No. of TROOPS **377**

LEADER ULANTA SOULAMA

BRIGADE

UNIT - HLAMAT (GREAT GATHERING)

LEADER - 1 (COMMAND SCHIRT)

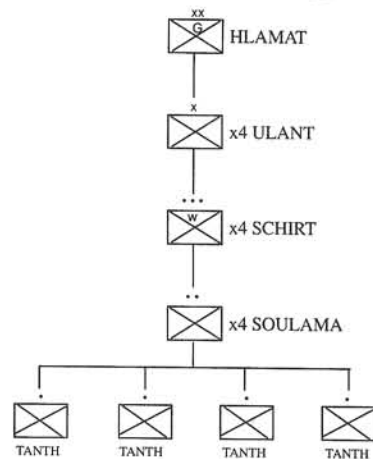
No. of

BATTALIONS - 4

TOTAL No. of TROOPS **1497**

LEADER HLAMATA - SCHIRTA

ORDER OF THE REPTILIAD MILITARY FIELD FORCE



MILITARY RANKS

WARRIOR	- Silthana
CORPORAL	- Tantha
SERGEANT	- Soulama
CAPTAIN	- Shirta Tantha
COLONEL	- Ulanda Soulama
BRIGADIER	- Hlamata Schirta
GENERAL	- Hatha

% of TROOP TYPES

Spear Troops	- 60%
Light Troops	- 20%
Mounted Troops	- 10%
Turtles	- 5%
Shamen & Command	- 5%

AUXILIARIES

Gilla worms - On war newts and as light infantry

Rattler Catapult
Um Cijo

WAR TURTLE CORPS

These auxiliary units are determined by
1. Operation Requirements
2. Availability

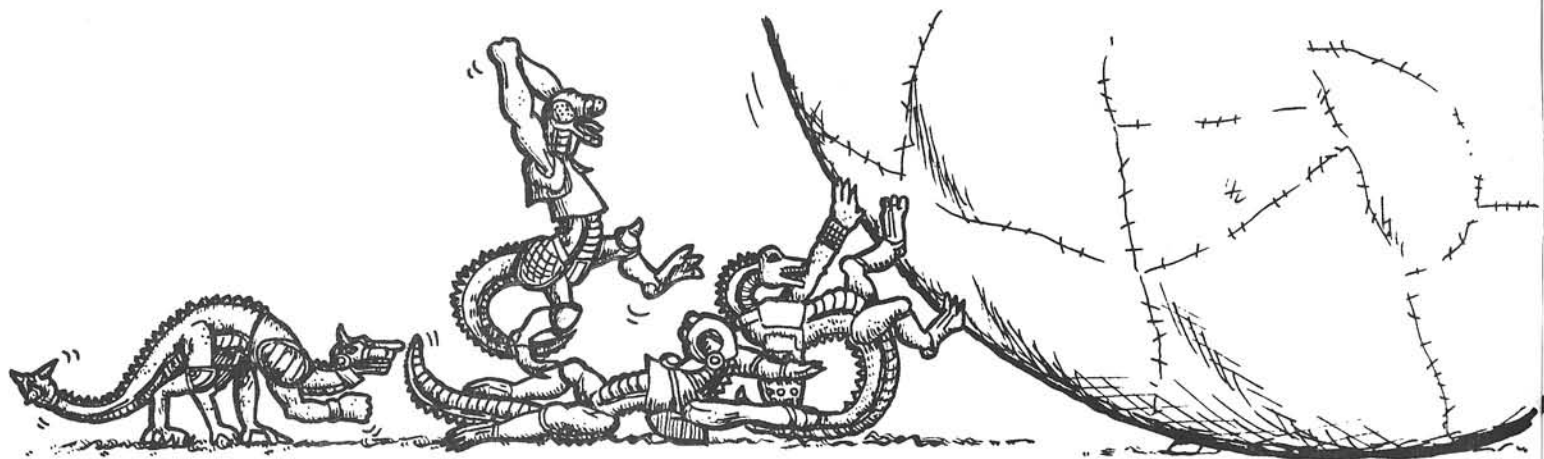
History has provided the Reptiliads with a trusted and valued ally in the Um Cijo both militarily and economically. They developed a relationship through trade necessities and because of the ever impending threat from the invading armies of the Dark Lord. Their bond, thus being sealed with the fire of survival, made the alliance with the Um Cijo a major pillar in Reptiliad Security.

The Um Cijo, under the guidance of the Great Chieftain Shuru, established a new and highly effective military system. The new system involves continual

drill and training of the warriors. Their main armament is short spears, axes, hammers, and bows. Their only protection is a large cow hide shield. They have no armor worth mentioning. They form into large, tight, cohesive formations that are very dense, but are extremely mobile and flexible because of their high state of training. The mass is comprised of small units of six to twelve warriors. These unit classifications are determined by weapon types and functions within the mass. The speed and flexibility of the mass in action gives the enemy the terrifying illusion of an oncoming tidal wave or impending disaster.



LURPA - THE BATTLE SPORT



Rafm Fantasy - 25 mm

Battle Sport Warriors

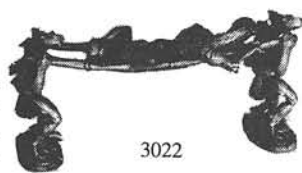
LURPA BALL PLAYERS

By Bob Murch

3021	Owner & Band	4.00
3022	Gilla Worm Trainers	3.75
3023	Coach, Shaman & Manager	3.75
3024	Heavy - Line Packer	3.75
3025	Medium - Middle Spoiler	3.75
3026	Light - Flanker	3.75



3023



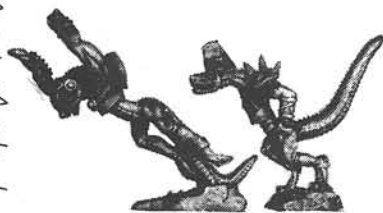
3022



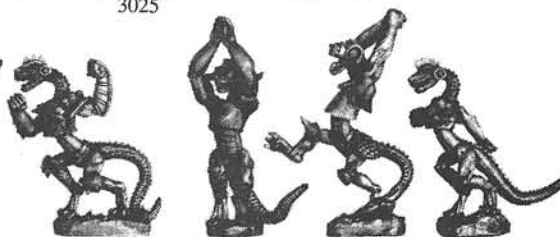
3021



3025



3024



3026

Lurpa translates to the common tongue as "push of War". It's beginnings are buried deep in another exercise known to the Reptiliads as "Gump" which translates as "Throw Rock". This exercise was used to strengthen young Reptiliads in training. A team of fifteen youths were lined up behind a medium sized boulder. Each in turn bent low and heaved it towards the opponent's touch line. All were allowed one throw and if they did not make it to the line, the other team would throw the rock from the point at which the final throw landed. This would continue until the master determined that enough exercise had been had.

During one of these exercises two rival gangs of students in a fit of high spirited antics argued over the lay of a boulder at the touch line. A fight broke out and before the students could be controlled the boulder was rolled the length of the field and Lurpa had been born.

Through generations the battle sport has evolved into the game seen today. The rock has been discarded in preference to an air filled sack. Many clan strategies and tactics have evolved. Positions have been created to encompass the many varying ideals of team organization.

Most organizations are based on the type of armour worn by the players. Some clans name their players by the job they are supposed to do on the field. An example of this would be a player who is supposed to push the ball being called a "pusher". Other clans feel that this inhibits the players and the tactics by locking them into a specific job on the field. The more paranoid clans feel that naming players in such a way lets the opponent know your intentions and thus interfere too easily with your strategy. These clans tend to use silly code names like "Reddogs", "Bluedogs", or "Slashers" for their positions. The Hoolies have created a system which has become accepted by most clans but not all in Repauria. Even the Hsiunga have accepted the system, which is surprising.

The system is based upon the amount of armour worn by the players. This works well as it does not limit the players to one job or limit the team to certain players. The Hoolies call the players with little or no armour "Flankers". A lot of players on a team are flankers because this allows them to react quickly if a problem arises. "Flankers" are most effective if they are good fighters and are kept away from the ball, harassing the opposition. A player who has some armour but is not weighed down by an excess of it is called a "Middle Spoiler". These players can be effective as pushers or slashers (in the old days a player who did not push but fought). The final type is a



"Line Packer", named as such because they are heavily armoured and are packed around the ball to push effectively.

Through the years this system has proved effective both on and off the field. Team strategies have become more and more inventive as clans try different numbers of players and jobs for each player. Off the field fans associate different players to a position, style of play, and thus a job on the field.

In Game Terms

When purchasing figures for a team it is suggested that a team be designed beforehand. The best players to have on the field are of course Heavies. They push well and are hard to hit in combat. However, if you have a team with lots of heavies your Attack Class's will suffer. A suggested team consists of the following:

- 1 pack of 3024 Heavy-Line Packers
- 2 packs of 3025 Medium-Middle Spoilers
- 3 packs of 3026 Light-Flankers
- 1 pack of 3022 Gilla-worm Stretcher Bearer Party

These are the required figures for one team. The packages 3021 and 3023 can be bought to flesh out and provide character appeal for the sidelines.

21 Soule BrightTail

Stats:

Attack	Defense	Fatigue	Control	Morale
B	M	8	4	III

Team: Middle Spoiler for the Taminata Tailspinners

Career Highlights: Soule BrightTail gets his name from the bright hue of his tail. He often goes into games with yellow, red or even a blue tail. He calls this his "war paint". His team has been so inspired by his play that they have begun to paint their tails as well. This makes for a colourful warm-up. The team is known for its tail tactics.

Soule's play is very inspiring because of his main tactic. Soule waits until the teams have formed into their pushing ranks around the ball. He then charges across the field and flies into the opposing players. Great havoc is caused as he kicks and flails among them. He is rescued by his teammates who can later find him, in the ensuing melee, because of his brightly coloured tail.

Special Rules: Soule may move into and attack the middle rank pusher on the ball. To do this, he must move four inches straight ahead before leaping into the middle where he ends his movement. He is only allowed to jump one player in this manner. He is considered on top of his opponent and as such is stacked on him. For miniatures, place the models however possible. He may then be moved out of the way as in 3.6 of the "LURPA" rules.

Famous Quote: "I soar like a bird and sting like a bee."

Favourite Food: "Bugs go great with Snake Eye Beer."

"Snake Eye Beer is a registered trademark of the Snake Eye Brewing Company."

Rafm Fantasy - 25 mm

GRAND TOURNAMENT

Reptiliad Lurpa

LIVE AT THE HOOLIE DOME

THE BATTLE SPORT OF REPAURIA

When Reptiliads decide to play a game there's no fooling around, and not many rules either. **Lurpa** is the favourite sport in Repauria. The Shamans invented it as an alternate way for clans to settle disputes off the battlefield but instead it looks like the battle's been transplanted to the playing field. The object is to score a goal with a 21 ft. ball made out of orc hide, but once the game has started this isn't as important as bashing the skulls of the other team.

Rules for "Lurpa - The Battle Sport" are to be found in the **Rafm Publication** "*Battlecry of the Reptiliads*" - #0010.
Also see the Lurpa Supplement - "*Lurpa Playing Field & Lurpa Cards*" #0021
For Rafm figures of Lurpa players, see page 6.

RAFM REPTILIAD PUBLICATIONS

- #0010 Battlecry of the Reptiliads (Includes Lurpa Rules)..... 6.95
- #0021 Lurpa Playing Field & Lurpa Cards..... 19.95

45 Arnala SkullSplitter

Stats:

Attack	Defense	Fatigue	Control	Morale
A	H	12	10	IV

Team: Middle Spoiler for the Shamans

Career Highlights: Arnala was inspired by his team's nickname to wear a protective helmet in the shape of a skull. In fact, he carries a collection of skulls which are trophies from past battles against the Orcs. He is the only player in all of Repauria to have a larger collection than his team. Once he has a larger collection than his team, he will find it helpful to take back as trophies to his team. He finds the battle skulls as trophies to his team.

Special Rules: After taking his first fatigue hit, he must wait until he returns to the bench to get a new helmet. After getting a new helmet he must wait until he returns to the bench to get a new helmet.

Famous Quote: "I'll head to find my Orc to work the light."

Favourite Food: "I think I've found Orc to work the light."

"Snake Eye Beer is a registered trademark of the Snake Eye Brewing Company."

47 Induna Jona SpikedTanh

Stats:

Attack	Defense	Fatigue	Control	Morale
A	H	12	10	IV

Team: Team Captain for the Shamans

Career Highlights: Induna Jona SpikedTanh is the team captain and chief of the clan of the Shamans. He created the Shamans Lurpa team and subsequently named them after himself. He began his building program by sending players to the Shamans Lurpa team to learn the game. When he had enough players trained to create a team, he did so. The Shamans Lurpa team is the only team in the history of Repauria to have won the Grand Tournament in the year "The Swamp of Hagallia". Induna Jona SpikedTanh is the only player in the history of Repauria to have won the Grand Tournament.

Special Rules: The most part of the Shamans is a host of six when Jona is Captain.

Famous Quote: "I am not the ball in an egg sucking lizard."

Favourite Food: "Snake Food, Quince and a Snake Eye Beer" is my preference.

"Snake Eye Beer is a registered trademark of the Snake Eye Brewing Company."

49 Phevesa PatchEye

Stats:

Attack	Defense	Fatigue	Control	Morale
A	H	12	10	IV

Team: Line Packer for the Shamans

Career Highlights: Phevesa is a one-eyed Lurpa player who wears a patch over her good eye socket. She received her injury when her pet, a Great Ho Antlerstaur, went rabid and she had to kill it. She is the team enforcer, if there can be such a thing in Lurpa. Although she is not respected and always to the aid of her team, she is not respected and always to the aid of her team.

Special Rules: If Phevesa knocks an opponent unconscious she must carry him to the sidelines.

Famous Quote: "I never mean to hurt anyone."

Favourite Food: "I simply adore coconuts with my Snake Eye Beer."

"Snake Eye Beer is a registered trademark of the Snake Eye Brewing Company."

Rafm Fantasy - 25 mm

Um Cijo

GRASSLAND WARRIORS

By Bob Murch

3030	Induna War Chiefs	3.75
3031	Shaman, Standard Musician	4.50
3032	Lion Regiment	3.75
3033	Crocodile Regiment	3.75
3034	Regiment of the Sacred Mask ..	3.75
3035	Um Cijo and Cliff Flyer	6.50



The Um Cijo are the Reptiliads' nearest neighbours and one of the few groups of humans they feel deserve their respect. Proud and fearless, these grassland warriors have been friendly rivals with the lizard tribes, any conflicts between the two being resolved without great spillage of blood. The Reptiliad territories are predominately wetlands, mountain and rainforest and so they do not find the dry land to the west at all enticing. Similarly, the Um Cijo have little desire to expand into an insect infested

swamp. Trade is the main means of interaction, with an occasional raid just to keep things interesting. The red meat of Um Cijo cattle is a choice delicacy to the Reptiliads, and the iron ore mined in Repauria is invaluable to the weapon-smiths of the Um Cijo. Thus when the Dark Lords' onslaught swept up through the grasslands on its way to Repauria it was natural for the two beleaguered peoples to unite.

In appearance, the Um Cijo are savagely flamboyant, dressed in the feathers and skins of

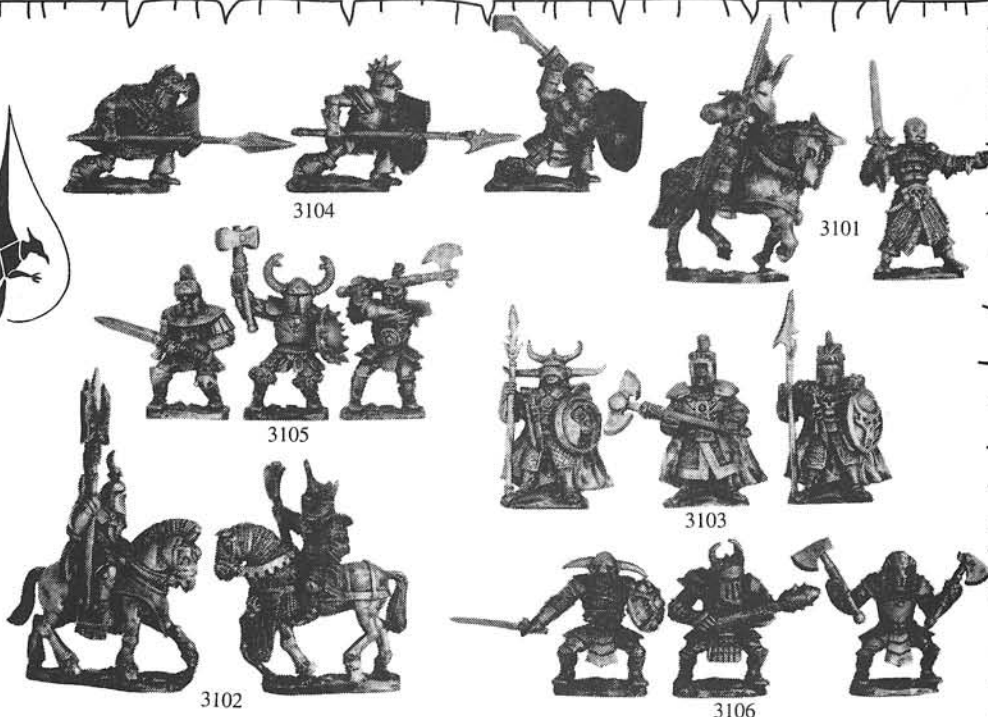
the local fauna. They are organized into regiments whose uniform might consist of the hide of a crocodile, retaining the head as a helmet, or the skin of a leopard whose claws serve as deadly gauntlets. It is also rumoured that some of the Um Cijo have domesticated the great winged reptiles of the Uthulowana cliffs and can use them as flying mounts. With their tireless ability to run great distances and their ferocious desire to wash their spears in the blood of the foe, the Um Cijo are a valued ally.

Rafm Fantasy - 25 mm

The Dark Lords' Regiment of Blood

By Bob Murch

3101	Warlord Mtd & Dismtd	4.00
3102	Shining Death Cavalry	4.00
3103	Iron Lords	3.75
3104	Impalers	3.75
3105	Skullsplitters	3.75
3106	The Doom Singers	3.75



The Blood are a race of larger, stronger human-orc hybrids, more powerful than an average half orc. They are a successful product of genetic engineering by the Dark Lords of Saraband, created to serve as elite, chaotic evil warriors in the armies of conquest. Intelligent and cunning, they are formidable opponents to all

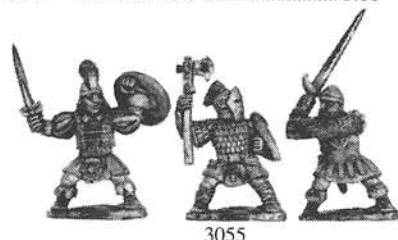
whom they would be sent against by their masters. The Regiment of Blood stands as the primary element of an army of the Dark Lords and serves as the rallying point for the more numerous but less intelligent components (orcs and goblins) of the force. These lesser beings look to the Blood for their instructions and

strategy. The Blood are as intelligent as humans, but having lost their free will, they desire only combat and glory in the service of their masters. The Blood look upon all enemies with equal antagonism except for one. They have been inbred with a fanatical hatred of their Lords' arch enemies, the Vampyre kind.

Knights of the Silver Sword

By Bob Murch

- 3050 Grand Master Mtd & Dismtd ... 4.00
- 3051 Heaven's Fist Cavalry 4.00
- 3052 Faith's Blade Men at Arms 3.75
- 3053 Swordsmen of the Red Gauntlet 3.75
- 3054 Archers of Raven's Flight 3.75
- 3055 Men of the White Heather 3.75
- 3056 The Defenders 5.00



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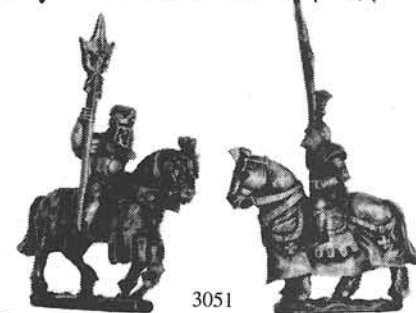
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In the distant past of Avalon, in the time shortly after the mighty war between the Dark Lords of Saraband and the Vampire Princes, there was born a holy order of knights. Founded by the greatest Paladin of all they were sworn to crusade against evil. This they have done down through the ages and this is their story.

Dardarian the Bold was his name. In his day he was the greatest warrior of High Erish. It was he who led the final assault on Lord Vasmar of Saraband's Citadel at Lommarsh, and it was he who took the head of the Dark Lord to the King of Erish, in a slop bucket.

When word of this offense reached the other Dark Lords their rage was uncontrollable. A mere man-thing destroying one of their brothers was a challenge that had to be answered with crushing severity. It was for this reason that the Great Mother and her seven terrible children were summoned from the fiery caverns beneath the unspeakable Sea of Yahn. These, most fearsome of dragons, would be the messengers of retribution.

The destruction was complete as the eight dragons made their searing march north, out of the wastes of Saraband and into the borderlands of men. People fled by the hundreds from hamlet, town and farm, all fire-swept and crushed. The hardy frontiersmen, with their strong bows and shaggy ponies, went out to meet the foe but death was their only reward.

In Erish the King was desperate. It was certain that nothing could stop the descending juggernaut. All was lost and the population prepared to flee. It was in this atmosphere of panic that Dardarian the Bold calmly knelt in the temple and prayed to the gods of Erish, his sword laying on the altar before him. In his prayers he offered his soul to the gods if only they would enable him to defeat the Great

Mother. No one can say for certain what happened that day in the temple. No one knows what bargain was struck. But, when the paladin emerged in his hand he held a sword that burned with a silver light and in his eyes burned the fire of redemption.

What remains is well known. The knights of Erish rallied around their leader and they went forth and met the Dragons somewhere outside of Masar. As the two forces confronted each other there was a pause. Mother Dragon addressed her opponents with a sneer, "Take thy armour off man-things for I have no wish for my children to suffer digestive discomfort."

Dardarian replied, "Nay Worm, for as of this day thy brood will fast in sorrow for the loss of their foul brood-mother." With that he sprung forward on his charger, drawing his blessed sword and hurling it at the startled monster. With a will of its own it flew, and with a power it plunged into the chest of the Great Mother. The death of their mother caused the dragons to lose heart and they fled.

It has been many long years since that epic struggle. Centuries have flown after the Great Dragons were driven out of the North by Dardarian the Bold and his Faithful Knights. Centuries have flown but the brotherhood founded by Dardarian lives on. They have become known as the Knights of the Silver Sword.

In battle these paladins are ferocious to the point of fanaticism. Their goodly code of honour does not prevent them from spilling some innocent blood if necessary. More than one small village has been razed to the ground for accidentally allowing a brigand to sleep in their barn or drink from their well. When dealing with the Knights of the Silver Sword one is advised to always chose their words carefully.

The sword itself has had no owner since the first. Legend dictates that only a knight of

complete purity and faith may wield the magic blade. Several Grand masters have made the attempt but to date all have failed.

"THE ORDER AND MILITARY ORGANIZATION OF THE SILVER SWORD"

The basic beginning is the "Lance" that consists of;

- one knight of the Heaven's Fist
- two men at arms of Faith's Fire or Red Gauntlet
- six men from Raven's Flight.

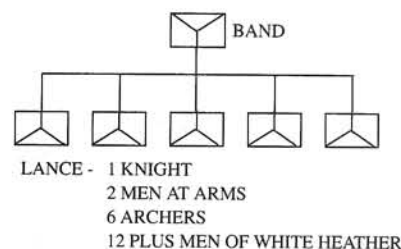
To the basic lance you can then add men from the White Heather as deemed necessary.

The Lance is an administrative organization to which these men are assigned. At the times of combat, during a crusader, or whatever warrants religious endeavor, the various groups of knights, archers and men-at-arms are put into units called "bands". One band is a group of five lances.

The band is a very flexible military force that the sword will campaign in during field operations. Four bands or more form a field force that will be formed in a left and right wing with a reserve.

The Silver Sword Order is comprised of twenty individual bands and these form the Grand Army, lead by the Grand Master when the whole order goes on a crusade.

ORDER OF THE SILVER SWORD MILITARY FIELD FORCE



Elves OF THE Isles

By Bob Murch

- 3070 Prince Samath Mtd & Dismtd . 4.00
- 3071 Elf Cavalry of Wind Ride 4.00
- 3072 Elf of the Sylvans Swords 3.75
- 3073 Elf Bowmen of the
Crystal Flight 3.75
- 3074 Elf Spears of Strong Wood 3.75
- 3075 Elf - Privateers 3.75
- 3076 Elf - The Dragon's Tongue 6.50



3070



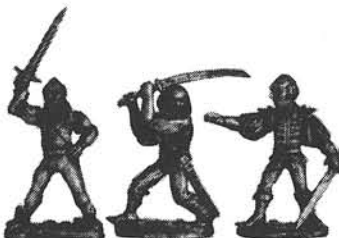
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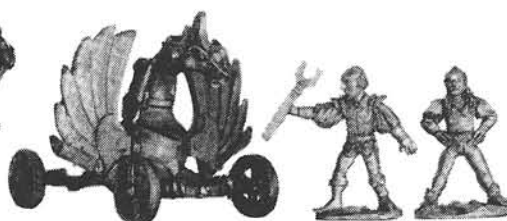
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The Elves of Avalon are a race unlike any other, sophisticated and cultured yet strongly devoted to mercantile pursuits. They are a powerful force as almost every nation depends upon them for vital commerce and accurate information about their neighbours. Elves are the merchant bankers of Avalon.

As they are a loosely knit federation of island city states the Elves have no all-powerful central government but something more akin to a parliament with an elected high council. This council has authority over the main body but must answer to the Triumvirate, which has final say in matters of defense and security. The Triumvirate is always formed by three Princes of the oldest and most important houses of the federation. The Princes are elected and the title bestowed, not inherited. They are then known by the names of their houses, House Aronath, House Florana and House Samath.

The Elves are a mercantile race completely given over to the accumulation of wealth. Their fleet of trade vessels, fast and lean ocean cutters, is larger than any other navy of Avalon. They sail to many ports unvisited by others. Some rare and exotic merchandise can only be obtained through the Elves and the purchasers must pay an uncontested price. This dominance over the trade of Avalon has made the Elves very rich.

Because of their wealth they have done away with their own large standing army, preferring to hire mercenaries. By far the most reliable of these have been the Reptiliads. Once a Reptiliad has given it's allegiance it will never break the agreement, unlike human mercenaries. This trait has won the respect of the Elves. The Elves, however, will take up arms only in extreme cases. When they do their army is fielded by volunteers, organized according to their houses and led by elected officers.

Organization of the Elvish Armies

Since the army is organized only in times of need the size of the force is relative to the size of the threat they are a response to. A good example is the conflict instigated by the Pirate Princes of Valnu.

Valnu, a tiny coastal city state, had become a haven for marauding pirates who preyed primarily on the wealthy Elvish merchant fleet. At first the losses, though regrettable, were accepted, Elf clerks writing them off as part of the many hazards of sea going transport. Soon, however, the pirates were brashly boarding Elf ships with regularity. Money was being lost and several Elvish insurance firms went broke. On top of this it was learned that the city of Valnu was growing rich on pirated profits, so rich in fact that the happy Valnuvians made several of the pirate captains official Princes of the city.

This was too much for the Elves. War was declared. These were the days prior to the formation of the Reptiliad Iron Tanth legion, thus there were only some six thousand Reptiliad mercenaries serving the Elves at this time. The Houses were petitioned and the Grand Expeditionary Army of Punative Defence was born. Twelve thousand foot and three thousand horse were raised, these numbers being somewhat larger than necessary for the task at hand, but emotions were running high.

The war was a short one. The Elvish fleet was quickly turned into an armed navy and with a few decisive battles at sea had quickly driven the pirates back to Valnu. Then, with one massive flotilla, the punitive expedition was brought to the coast near the city and the army placed Valnu under siege.

For the Valnuvians this was more than they had bargained for. Particularly horrifying for them were the six thousand, eight foot tall, flesh eating Reptiliad warriors who were serving the

Elves as auxiliaries. No small thing was made of the fact that Reptiliads were known to eat their prisoners. The terrified citizenry lynched the Pirate Princes and arrested their crews. Within three days of commencing siege operations the Elf General was having supper with the mayor of Valnu and discussing reparations over stuffed pheasant with truffles.

1. The Household Cavalry. Each house is responsible for the provision of a unit of mounted warriors numbering at least 100. The unit is divided into sub-commands of 10 & an officer and standard of the house.

2. Longbow armed yoemenry. These are specially raised units of expert archers, highly skilled and hand picked. Not every house can boast the ability to raise a full unit of 120. The unit is divided into sections of 24 which have their own officers.

3. The Phalanx Spears. These infantry units of 120 are raised by every house and are organized the same as the longbows. The phalanx is the backbone of the army.

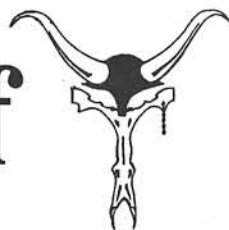
4. Swordsmen. Each house will have one unit of sword armed champions. The size of these vary according to the number of good swordsmen the house can field. The size will usually be close to 20 warriors. These warriors are used to reinforce any weak points in the battle line, and also act as the general's bodyguard.

5. Officers The General of the army is chosen from the members of the Triumvirate and must be popular with the warriors. All officers are also elected and can be replaced by the ranks at their discretion.

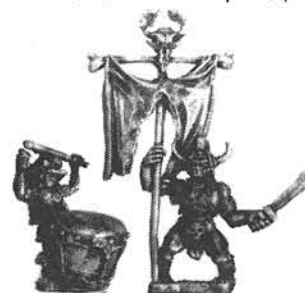
Legions of Darkness

By Bob Murch

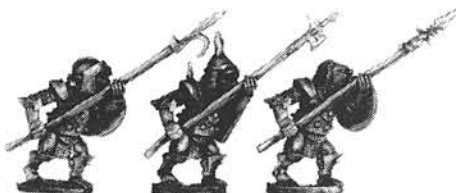
- 3201 Magloth, Giant Orc General 3.75
- 3202 Orc Standard Bearer (1) with
Goblin Drummers 3.75
- 3203 Orc Infantry Warband with
pole arms (3) 3.75
- 3204 Orc Infantry Warband with
bows (3) 3.75
- 3205 Orc Infantry Warband with
2 Handed Weapons (3) 3.75
- 3206 Orc Crossbowmen (2) with
Goblin Mantlet 3.75
- 3207 Goblin Lord Mtd. on
Cassowary (2) 3.75
- 3208 Goblin Archer Mtd. on
Cassowary (2) 3.75
- 3209 Orc Chieftains with Hand
Weapons (3) 3.75
- 3210 Orc Heavy Infantry with
Pikes (3) 3.75
- 3211 Goblin Light Infantry (4) Asstd 3.75
- 3212 Orc Wolf Raider Chieftains 3.75
- 3213 Orc Wolf Raider Warriors 3.75
- 3214 Orc Wolf Raider Nomads 3.75
- 3215 Orc Giant Champions 3.75
- 3216 Orc Giant Berserkers 3.75
- 3217 Orc Warlord 3.75
- 3218 Orc Onagar - The Head Banger 6.50
- 3219 Assault Unit - Orc Wall
Crawlers 5.00



3201



3202



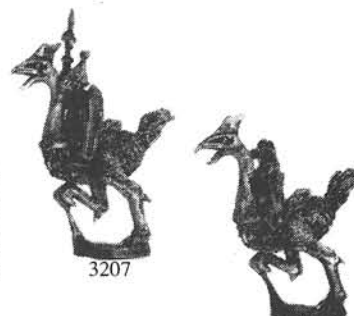
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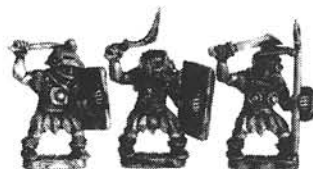
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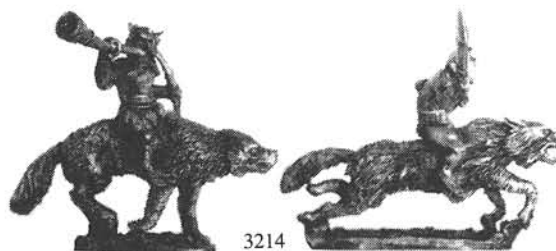
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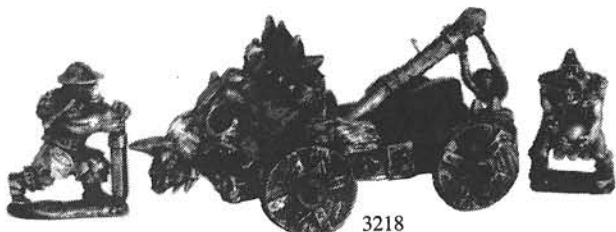
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Dwarves of the Flaming Forge

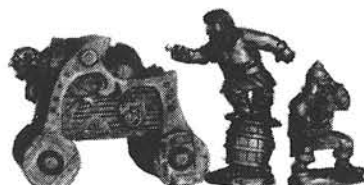


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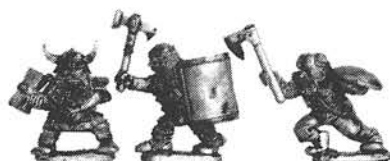
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By Bob Murch

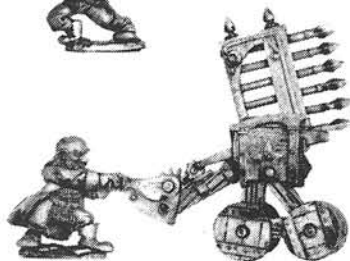
- 3090 Graff Hawksteel - Mtd/Dismtd. 4.00
- 3091 Dwarf General Staff - Officer, Horn, Standard..... 4.00
- 3092 Iron Feathers - Crossbow (3) 3.75
- 3093 Dwarf / Thunder Buster 6.50
- 3094 Bumer Truppen - Hand Gunners (3)..... 3.75
- 3095 Stone Eagle Truppen - Spear (3) 3.75
- 3096 Trench Pounders - Dwarf Sappers (3)..... 3.75
- 3097 Nebbeldwarfer - Auto Dart Thrower 6.00



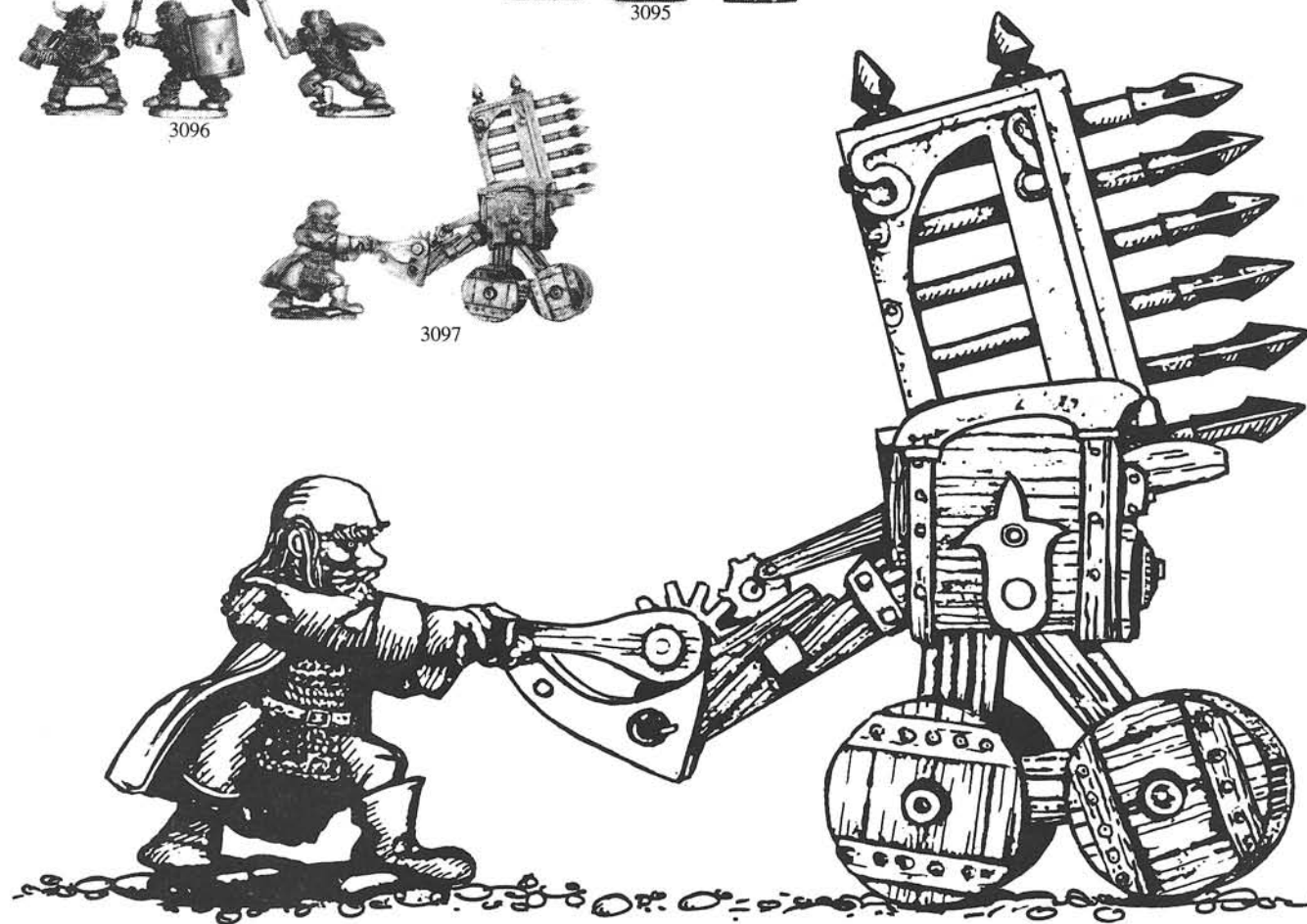
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FOR THOSE OF YOU, WHO HAVE YET TO MAKE A START AT THE ART OF
BURYING FINE CAST METAL MINIATURES UNDER LAYERS OF PAINT, HERE IS:

The Absolute Beginner's Guide To Painting Miniatures

by Tony Ackland

THINGS YOU WILL NEED.



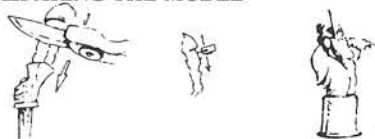
Paint - of the wide variety of types that may be used I would recommend the humble tin of enamel, if only because of its availability. Be sure to purchase the matt type (although some gloss black will prove useful). Also, a spray can of matt white will be required.

Thinners - the above paint may be diluted with white spirit or turps substitute.

Brushes - rather than take out a mortgage on the best quality sable, a relatively inexpensive synthetic-sable mix will do to start with. Buy a brush with the longest bristles you feel you can cope with. The less steady your hands, the shorter the bristles should be.

Modelling knife - a modelling knife and some spare blades will be essential.

PREPARING THE MODEL



Remember that an inadequately prepared model will always result in an inferior finish.

Carefully cut and scrape away any excess metal on the model.

Attach the model to some object that you can hold comfortably when you are painting it. One method is to use blu-tac, or similar, to attach it to the bottom of a paint tin.

Lightly undercoat the figure using the spray matt white. Do not try to achieve a brilliant white finish, you will only succeed in obliterating most of the detail on the model. A pale grey colour is all that is required.

PAINTING THE MODEL

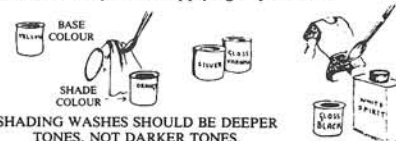
Do not use the paint directly from the tin. Mix the paint thoroughly (a match stick or cocktail stick is useful for this), and place a small amount on an old dish or similar. Dip your brush in thinners, then dip it into the paint. A bottle cap makes an excellent container for thinner and a bit of plastic is a good palette for mixing. Grip the brush lightly and, using only the tip of the bristles, apply the



paint to the model. Let the bristles follow the direction of any folds on the figure. Try to ensure that all your brush strokes are made in the same direction. It is far better to apply several thin coats of paint rather than one thick one, but leave sufficient time for each coat to dry thoroughly, as instead of applying a new layer of paint you will be merely lifting the previous coat off. If you wish to apply a light colour of paint over an area you have previously painted with a dark colour then undercoat that area with white paint first.

WASHES AND SHADING

Shading does not have to be difficult, and always improves the appearance of a model. First make a wash. All this consists of is a little paint mixed with some thinner. You will have to practice a while to get the correct proportion of paint to thinners. Washes are lightly brushed over the entire area to be shaded; the colour will run into any folds/creases and leave the raised areas clear. Even if you do not shade all of a figure it is well worth applying a brown wash over any flesh areas on a model, particularly the face. Leave the model to dry at least a full day before applying any washes.



SHADING WASHES SHOULD BE DEEPER TONES, NOT DARKER TONES.

IRON AND STEEL

To get a realistic look to areas that are meant to represent the above two metals, first mix some silver paint with some clear gloss varnish, and then paint on as per normal. When this is dry (leave it for at least a day) apply a wash of gloss black. You should have an effect similar to dull steel.

LAST WORDS

When painting fantasy models the actual choice of colours is very important. Try to get a look at some of the books of fantasy artwork that are available. Also, a good idea is to look through natural history books. A good many ideas can be obtained by observing the natural colours of living things. Above all try to avoid merely copying other figures you have seen.

Rafm Fantasy - 25 mm

The Monsters of Chaos

By Stephen Koo,

- | | | |
|------|---------------------------------|------|
| 3601 | Spider Lord (Redesign)..... | 7.50 |
| 3613 | Thrafgar's Body Guard (3) | 4.00 |
| 3614 | Thrafgar - The Giant | 5.00 |
| 3615 | Necromancers (3) | 4.00 |
| 3616 | Minotaur | 3.75 |
| 3617 | Death Dancer | 3.00 |



3601



3613



3614



3615



3616



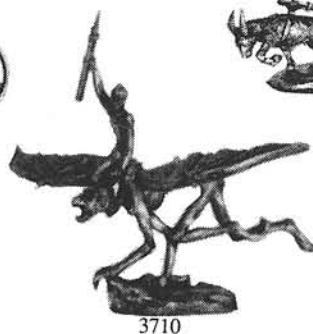
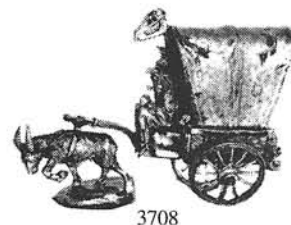
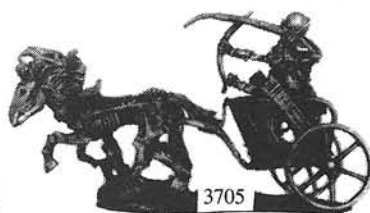
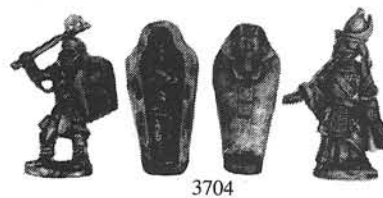
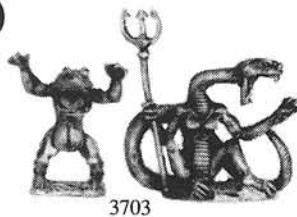
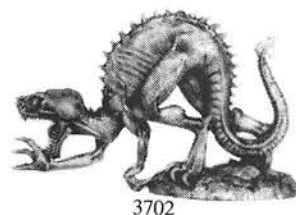
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Rafm Fantasy - 25 mm

Demons of Darkness

By Bob Murch

3701	Doom Rider	3.00
3702	Dragon Lizard	5.00
3703	Marsh Demons (2)	3.50
3704	The Mummy's Tomb	4.00
3705	Chariot of the Apocalypse	6.50
3708	Wizard and Travelling Wagon .	7.50
3709	Lord Crodius the Fantastic with Faithful Followers (3)	3.50
3710	Goulsh Demon Rider (2)	5.00
3711	Skracks, Warriors of the Birdmen	5.00

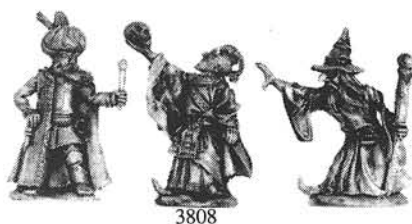
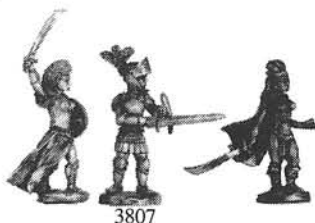


Rafm Fantasy - 25 mm

Wanderers and Warriors

By Bob Murch

3801	Adventurers (3)	3.50
3802	Dwarves (3)	3.50
3803	Rogues (3)	3.50
3804	Clerics (3)	3.50
3805	Elven Warriors (3)	3.50
3806	Bowmen (3)	3.50
3807	Female Warriors (3)	3.50
3808	Sorcerors (3)	3.50
3809	Armoured Fighters (3)	3.50



Rafm Fantasy - 25 mm

Barbarian Warriors

By Bob Murch

- 3821 Norse Fighter with Sword & Shield..... 1.40
- 3822 Norse Fighter with Battle Axe.. 1.40
- 3823 Norse Fighter with Two-Handed Sword 1.40
- 3824 Berserker 1.40
- 3825 Norse War Chief Mtd..... 3.25
- 3826 Norse Warwolf with Master..... 3.25



3821



3822



3823



3824



3825



3826



Rafm Fantasy - 25 mm

Night Callers BONE WARRIORS

By Bob Murch

- 3871 Bone Warrior with Sword & Shield 1.40
- 3872 Bone Warrior with Battle Axe .. 1.40
- 3873 Bone Warrior with Two Handed Sword 1.40
- 3874 Bone Warrior with Crossbow .. 1.40
- 3875 Mtd. Warlock 3.00
- 3876 Chieftain 3.00



3871



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3874



3875



3876



3877



The Advanced Guide To Painting Your Miniatures

by Peter Armstrong

FOREWORD:

The techniques described in this article have been evolved over five or six years of painting figures. This article will be biased toward using these techniques. Feel free to experiment and find your own methods instead of those used here.

EQUIPMENT

Brush
Paint: Acrylic or Enamel
Colours: Red, Yellow, Blue, Green, Coffee Brown, White, Black

Thinners
Craft Knife

OPTIONAL EQUIPMENT

Primer Spray
Varnish

BRUSHES

Contrary to popular belief, you do not want a double or triple 'O' brush for painting 25mm or even 15mm figures. A best quality sable brush, either a '2' or '3' will be sufficient for most painting needs. Be sure you buy a good brush, though. Anything else will not give the consistent good results that are required. The brush I use is a Windsor & Newton series 3A. These brushes, at the cheaper end of the good brush ranges, are about \$3.50 from a good art shop. Don't be led into buying more than 1 good brush, but do buy a couple of cheap brushes; one for dry brushing and one for black washing. If you're going to use a brush primer, get a cheap brush for that too. Label the brushes for the purpose they are to be used, and be sure not to confuse the two. The good brush should, when wetted and shaped, have as good a point on it as any triple 'O' brush you'll ever find, and it will be able to hold a lot more paint into the bargain. If you're sure to clean the brush after every painting session, the brush should easily last a year.

PAINTS

The first rule of painting is never use gloss.

The chart below shows the relative strengths and weaknesses of the two paints most widely used for figure painting. Average costs of the two paints are: Enamels -70¢ and Acrylics \$3.00. The most expensive paints are usually the metallic and other 'special' colours. Acrylic paints, which are cheap and effective, are the ranges, available from most Hobby Stores. These retail for about \$1.25 a jar. I generally find that acrylics are the better paint because: a) they work out cheaper in the long run, b) they dry faster than enamels, c) because brushes are cleaned with water, they tend to keep their point longer, and d) they are a lot brighter than enamels. Do not mix enamels and acrylics if you have both, as the bases for these paints, oil and water respectively, do not mix. It is possible to put coats of the two different paints on top of each other, but be sure to wait the maximum drying time (as shown on the chart) before attempting to do this. Also, be sure if using both paints that you do not use the same brush for both.

KNIVES

Use a sharp cutting instrument such as the X-acto no. 1 knife. Be sure to have a collection of spare blades.

THINNERS

As mentioned in the Paints section, acrylics only need water, so that's fairly simple to get hold of. For enamels, use turpentine or white spirit (varsol).

WORK AREA

This is quite important. To achieve your best painting results, find somewhere out of the way of little hands or paws, where things can be left to dry and not be disturbed. Make sure you are comfortable. Switch on the radio or tape deck (not the record deck unless you want coloured vinyl records) and relax. The area need not be tidy but it should be well lit, you should have enough room to work and you should have all the things you're going to need within arm's reach. Lay several sheets of scrap paper (I use an old newspaper) on the area where you are going to paint. This serves three purposes: a) it stops your work surface from getting dirty, b) when you are cutting flash from your figures it saves your work surface from knife marks, and c) it can be used as your palette.

CLEANING YOUR FIGURES

When you purchase your miniatures, they may have a little extra metal on them around the figure in a line. This is called flash, and is caused by metal seeping out of the sides of the mould. Once a mould has been used a few times, this is impossible to prevent. Use a sharp knife to remove the flash, making sure not to obliterate or cut off

anything that belongs there. Always make sure the base is flat before painting the figure. Some castings may be darker than others. This doesn't mean there's anything wrong with figures, it's just the temperature of the metal when it is poured into the mould. If the temperature is a few degrees too high, the metal will come out darker. This will not affect the painting of your figure in the slightest. Once primed, all the figures are white anyway.

STARTING TO PAINT YOUR FIGURE

BLACK WASHING

If the figure you are painting is wearing a lot of armour, it is usually best to 'black wash' the figure before going on to the next stage of priming. This involves using varsol, enamel black and one of your cheaper brushes. If you've decided to use acrylics, and you don't want to go to the expense of buying the paint and the thinners and the extra cheap brush, then you can get a reasonable substitute with liquid boot polish. Wipe the boot polish onto the figure with a duster or tissue and wipe off the excess. If you're using the paint use the lid of the tin or an old bottle cap to get a thinned (half thinners, half paint) black spirit. Spread the paint liberally on the area to be black washed. Leave the figure for five minutes, then wrap it in a tissue and wipe off all the excess wash through the tissue. The resultant effect is of metal armour fading into black at the deepest points, and any detail the armour may have is clearly depicted. If you've used the boot polish method then you should have the same effect. If you don't have faith in your own ability to paint the other areas without splashing this area, varnish it now (see VARNISHING), as it's a lot easier to clean paint off a varnished surface than it is to clean a painted one. If you want the armour to have an extra shine, scrape the top layer of metal in the areas you require to be shiny.

PRIMING

If the figure you're painting has been black washed then use an enamel white for priming. Cover the parts which you don't want to show through as metal in white paint and leave it to dry. If you did not black wash the figure, either use the above method or use a spray white. This is necessary because unprimed figures give duller colours, and sometimes it can discolour the paint. Be sure no detail is obscured when you prime the figure. Leave the primer to dry for about a day.

BLOCKING

Blocking is the basic painting technique that everyone uses to paint figures. Dip your brush in the paint, going no more than halfway up the bristles of the brush, and pull your brush in light strokes across the surface of the figure. Never push your brush as this results in bent bristles. Again, make sure you don't obscure any surface detail. If you're painting anything organic, let the edges fade. If it's non organic, then keep the edges crisp and conform strictly to the detail of the figure. When blocking, use a darker shade than you require for the final effect. If you are unsure about what colours to use, consult the colour chart below.

DRY BRUSHING

This is where your second cheap brush comes into use. Dip it into the paint and then wipe most of it off again on your newspaper. Wipe it gently until the paint leaves no mark on the paper. Then wipe the brush across the area you wish to dry brush. This will deposit the lighter shade only on the raised areas of the figure. The edges of these areas, you will also find, have blended with the underlying colour. For this process to work, the coat below, that you wish to drybrush must be fully dry.

HIGHLIGHTING

Pick out the areas you wish to stand out. Usually these will be in the middle of the areas you have just dry-brushed. Mix your paint to a shade lighter than the one you have on the figure, and highlight that area, blending it at the edges with the colour below. This takes a bit of practice, but with time you should get the effect you require.

BLENDING

If you haven't obtained the effect you require using the above techniques, you can try to blend the paint while it's still wet. Put new coats of paint in the areas you require and blend them using your brush until you cannot see where one colour ends and the other begins.

BLACK LINING

If the creases and joins on the figure don't look dark enough, use your brush to finely line the creases and joins. This gives the effect of deepening the crease.

SPECIAL TECHNIQUES FOR SPECIFIC AREAS

FLESH

Flesh is a special case. The colour to use is buff or tan, and lighten it using white. Cover the flesh areas with this colour and, while still wet, add darker areas of pure buff and blend them in. Get a fully blended effect if possible.

THE FACE

Paint your face in basic flesh colour as described above. Then paint the rest of the head as follows:

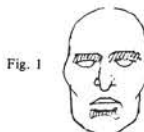


Fig. 1

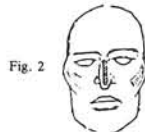


Fig. 2

Paint in the buff areas first. Then paint in the eye ovals in a very light grey (not white). Paint in the eyes in a dark blue or grey for humans, any colour for non-humans. Paint in the iris and spot the eye with white to show its reflective nature. If the monster is very magical, you may wish to paint it a pure white with black outlines. Highlight the cheeks and nose as shown and then put in the eyelids in light flesh, and underline the eyes in buff. Paint in the hair on the beard, moustache and eyebrows the same colour as the hair on the head. Don't forget to do any hair the figure may have on its arms and chest. Paint in the hair and drybrush it with a lighter colour as shown on the colour chart.

FINISHING OFF

VARNISHING

When the figure is completely dry, I would recommend a couple of coats of varnish if you intend to use the figure for gaming. If the figure is for display only, this is not required. The best finish is a matt finish, and for this you can use a spray, such as Testor's Dulcoat, which is very hardwearing and costs about \$3.00 a can. If you do use the brush-on varnish, be sure to wash your brush very thoroughly.

CLEANING

This is the single most important stage in the whole process. To ensure that your brushes last for a long time, you must wash your brushes thoroughly every time you change colour. Use a jar with a deep lid for your thinners, and empty a small amount of thinners into the lid. Use this rather than messing up your whole jar. Drown your brush, and then wipe it on the tissue until it is dry.

EPILOGUE

Just remember, the painter's watchword is EXPERIMENTATION.

TYPE OF PAINT	COST	PERIOD OF USE	DRYING TIME	THINNING AGENT
Enamel	\$.70 - \$2.50	2 - 3 months	1 - 6 hours	Thinners
Acrylic	\$1.20 - \$4.00	1 - 2 years	5 min. - 1 hour	Water

THE COLOUR CHART

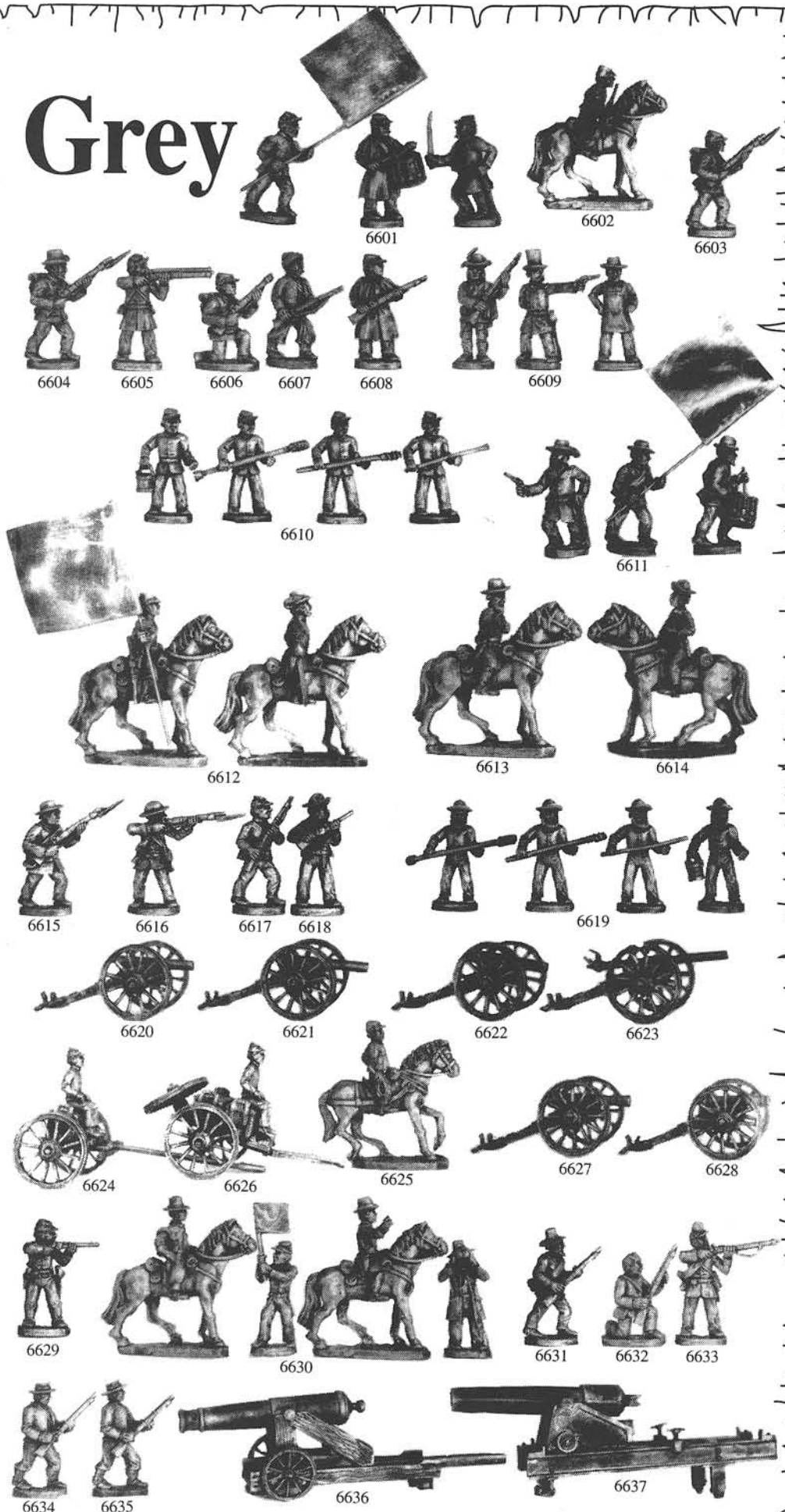
COLOUR	BLACK	BROWN	PURPLE	BLUE	GREEN	YELLOW	ORANGE	RED	WHITE
FIRST COLOUR	Black	Dk Brown	Indigo	Navy Blue	Dk Green	Coffee	Brown	Crimson	Grey
DRY BRUSH	Grey	Brown	Purple	Blue	Green	Yellow	Orange	Red	White
HIGH LIGHT	White	Yellow White	White	White	White Yellow	White	White	Yellow	White

For highlighting, it is the base colour and the colour mentioned.

Blue & Grey

By Bob Murch

- 6601 Union Foot Command Group -
Officer (1), Drummer (1),
Standards (2) 4.75
- 6602 Union Cavalry with Carbine (3) 4.75
- 6603 Union Infantry, in Full Kit,
Advancing (6) 4.75
- 6604 Union Iron Brigade,
Advancing (6) 4.75
- 6605 Union, Berdan's Sharpshooter,
Firing (6) 4.75
- 6606 Union Infantry, Kneeling (6) 4.75
- 6607 Union Zouave, Advancing (6) . 4.75
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- 6609 Character Pack - Indian Scouts (2)
Duelists (2), Doctors (2) 4.75
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- 6611 Confederate Foot Command
Group - Officer (1), Drummer (1),
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- 6612 Confederate Cavalry Command
Group - Officer (1), Guidons (1)
Buglar (1) 4.75
- 6613 Confederate Cavalry with
Pistol (3) 4.75
- 6614 Confederate Cavalry with
Shotgun (3) 4.75
- 6615 Confederate Infantry with
Slouch Hat, Advancing (6) 4.75
- 6616 Confederate Infantry with
Slouch Hat, Firing (6) 4.75
- 6617 Confederate Infantry in Kepi
Advancing, (6) 4.75
- 6618 Missouri Guerrilla (6) 4.75
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Howitzer (2) 4.75
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& Weapons 4.75
- 6632 ACW Kneeling Infantry,
Assorted Heads & Weapons 4.75
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Heads 4.75
- 6634 ACW Zouaves, Assorted Heads
& Weapons 4.75
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Tiger Zouaves 4.75
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Wood Barrette..... 5.00
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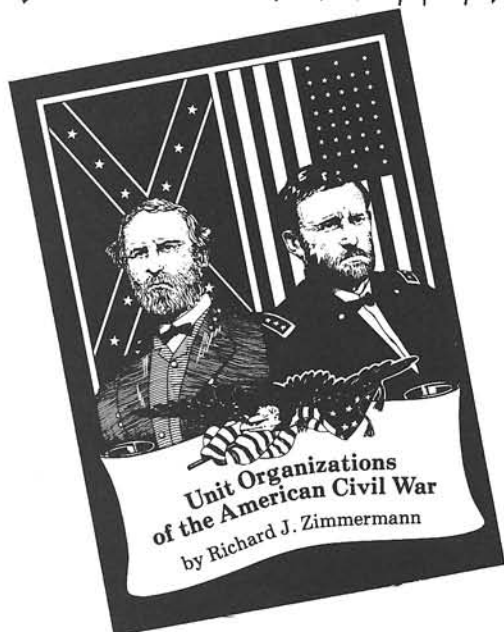
'Boots & Saddles'

PLAINS CAVALRY & INDIANS

By Bob Murch

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- 6702 U.S. Cavalry Command Mtd & Fighting (3 Asstd) 4.75
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- 6711 Gunslingers Dismtd (6) 4.75

Each pack contains 3 poses (except for 6703).
3 figures per cavalry, 2 of each in a 6 figure infantry pack.



Rafm Publications

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By Richard J. Zimmermann

The official organizations for the Union Regular, Union Volunteer Armies and the Confederate Army that fought each other during the American Civil War. The organizations of fifteen historical units with strengths and organizational peculiarities, plus six selected orders of battle are included.

Richard Zimmermann has researched the Civil War in great detail to give us a precise and comprehensive study on the period. 72 Pages. (Reprint)

0002 Unit Organizations of the American Civil War..... 12.00



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British Colonials

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6720



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Rafm Publications

The Universal Soldier

Wargame rules for Ancient, Medieval and Pike & Shot with 25 mm or 15 mm figurines.

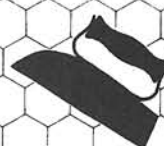
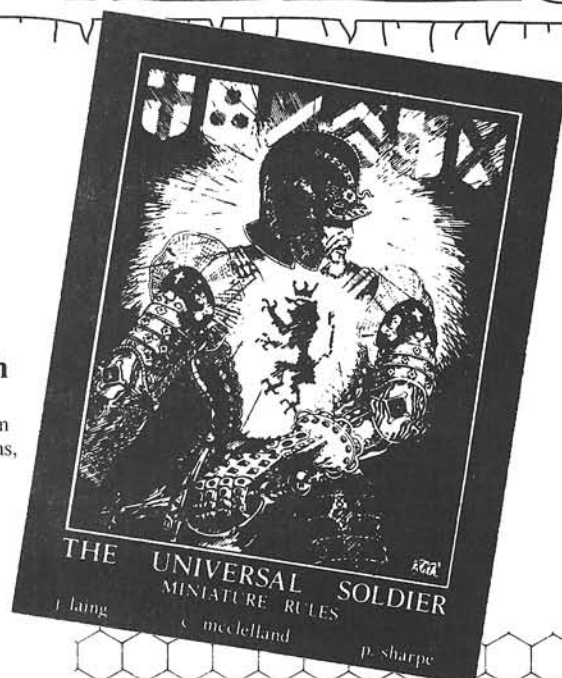
The Universal Soldier Miniatures Rules are comprehensive yet very playable. The game system spans history by allowing each fighting unit to be uniquely assigned its fighting ability, weapons, formation and morale. This information is summarized for many armies in the Appendix.

0001 The Universal Soldier7.95

Iron-On Hex Transfers

The iron-on transfers are for application of a hex pattern on cloth, wood or paper using an ordinary household iron. they are available in black or white.

1" Hexes: AS-1	Black.....	4.25
	White.....	4.25
2" Hexes: AS-2	Black.....	4.75
	White.....	4.75
3" Hexes: AS-3	Black.....	5.25
	White.....	5.25

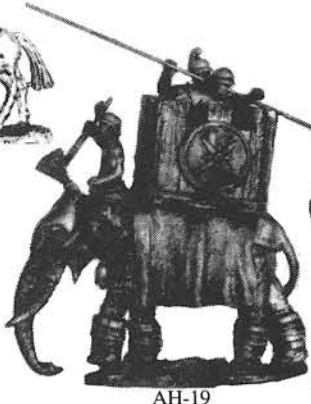
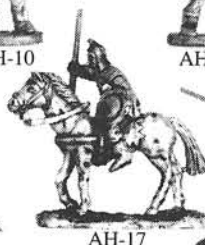
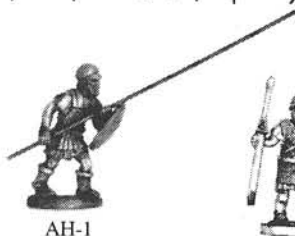


Armies of the Hellenistic Period

By Bob Murch

Successors

AH-1	Imitation Legionary with Thracian Helmet, Scutum, Pilum (6)	4.75
AH-5	Pikeman in Quilted Armour with Aspis (6)	4.75
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AH-28	Bosphoran Javelinman (6)	4.75
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AH-30	Macedonian Prodromos with Kontos (3)	4.75
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AH-32	Greek Kneeling Archer (6)	4.75
AH-33	Mysian Peltast (6)	4.75
AH-34	Seleucid Cataphract (3)	4.75
AH-35	Greek Mercenary Hoplite (6) ...	4.75
AH-36	Greek Mercenary Peltast (6)	4.75
AH-37	Seleucid Phalangite in Trousers	4.75
AH-38	Babylonian Levy Archer	4.75
AH-39	Arab Archer	4.75
AH-40	Seleucid Medium Cavalry	4.75





AH-41



AH-42



AH-43



AH-44



AH-51



AH-53



AH-54



AH-55

Macedonians

- AH-41 Macedonian Pikeman with Quilted Armour 4.75
- AH-42 Macedonian Pikeman Unarmed 4.75
- AH-43 Macedonian Hypapist in Leather Armour 4.75
- AH-44 Macedonian Heavy Cavalry in Scale Corslet 4.75

Maccabean Jewish

- AH-51 Maccabean Thureophoros (6) .. 4.75
- AH-53 Jewish Archer (6) 4.75
- AH-54 Jewish Javelinman (6) 4.75
- AH-55 Maccabean Light Cavalry (3) .. 4.75
- AH-56 Jewish Heavy Cavalry (3) 4.75

Indo-Bactrians

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- AH-63 Bactrian Phalangite (6) 4.75
- AH-64 Indian Javelinman (6) 4.75
- AH-65 Indian Longbowman (6) 4.75
- AH-66 Indian Armoured Infantry with Longbow (6) 4.75
- AH-67 Indian Light Cavalry (3) 4.75
- AH-68 Saka Armoured Cavalry (3) 4.75
- AH-69 Indian Palace Guardswoman (6) 4.75
- AH-70 Indian Forest Tribesman (6) 4.75

Thracians

- AH-71 Thracian Heavy Cavalry 4.75
- AH-72 Thracian Light Cavalry 4.75
- AH-73 Getic Horse Archer 4.75
- AH-74 Early Persian Wars, Thracian Javelinman 4.75
- AH-75 Thracian Spearman, Advancing 4.75
- AH-76 Thracian Thureophoros, Striking with Rhomphaia 4.75
- AH-77 Thracian Peltast with Javelin in Thracian Cloak 4.75
- AH-78 Kneeling Thracian Archer 4.75

Scythians

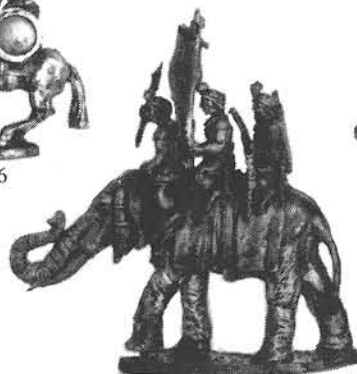
- AH-81 Scythian Command Group 4.75
- AH-82 Scythian Horse Archer (3) 4.75
- AH-83 Scythian Noble Heavy Cavalry (3) 4.75
- AH-84 Scythian Mounted Warrior with Axe (3) 4.75
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Accessory Packs

- AH-100 Hellenistic Heads (36) (6 types) 3.00
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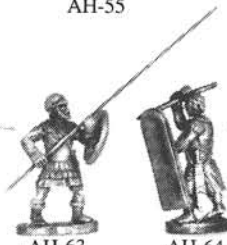
AH-56



AH-61



AH-62



AH-63



AH-64



AH-65



AH-66



AH-67



AH-68



AH-69



AH-70



AH-71



AH-72



AH-73



AH-74



AH-75



AH-76



AH-77



AH-78



AH-81



AH-82



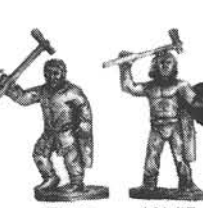
AH-83



AH-85



AH-86



AH-87



AH-88



AH-89



AH-100



AH-101



AH-102



AH-103



AH-104



AH-105

Armies of the Caesars

By Bob Murch

- RA-1 Augustan Legionary in Chainmail (6) 4.75
- RA-2 Early Imperial Legionary in Chainmail & Pteruges (6) 4.75
- RA-3 Legionary in Segmented Armour Advancing with Pilum (6) 4.75
- RA-4 Legionary in Segmented Armour with Marching Kit (6) 4.75
- RA-5 Extra Heavy Legionary with Sword (6) 4.75
- RA-6 Early Roman Auxiliary in Leather Armour (6) 4.75
- RA-7 Roman Auxiliary in Chainmail (6) 4.75
- RA-8 German Auxiliary (6) 4.75
- RA-9 Eastern Roman Auxiliary Archer (6) 4.75
- RA-10 Roman Auxiliary Slinger (6) ... 4.75
- RA-11 Barbarian Symachiarrii with Club (6) 4.75
- RA-12 Roman Marine (6) 4.75
- RA-13 Roman Gladiators (3 types) (6) 4.75
- RA-14 Praetorian Guard (6) 4.75
- RA-15 Early Roman Heavy Cavalry in Chainmail (3) 4.75
- RA-16 Roman Auxiliary Cavalry in Scalemail (3) 4.75
- RA-17 Moorish Light Cavalry (3) 4.75
- RA-18 Roman Command Pack I - Centurions (2), Signifer, Cornicum 4.75
- RA-19 Roman Command Pack II - Mtd. General, Foot Officer, Mtd. Standard 4.75
- Enemies of Rome**
- RA-50 Barbarian Command Pack 4.75
- RA-51 Early German Infantry in Loin Cloth 4.75
- RA-52 Early German Infantry in Trousers 4.75
- RA-53 German Infantry in Fur 4.75
- RA-54 Later German with Axe 4.75
- RA-55 Dacian with Falx 4.75
- RA-56 Dacian Throwing Javelin 4.75
- RA-57 Dacian Archer 4.75
- RA-58 German Cavalry 4.75
- RA-59 Heavy Sarmatian Cavalry 4.75
- RA-60 Light Sarmatian Cavalry 4.75



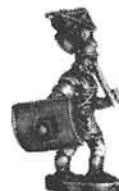
RA-1



RA-2



RA-3



RA-4



RA-5



RA-6



RA-7



RA-8



RA-9



RA-10



RA-11



RA-12



RA-13



RA-14



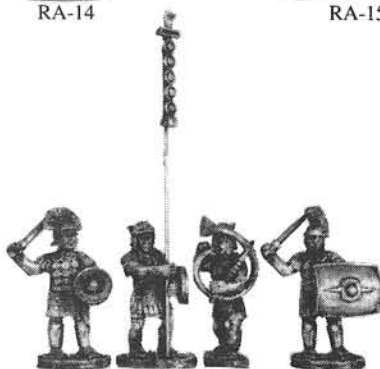
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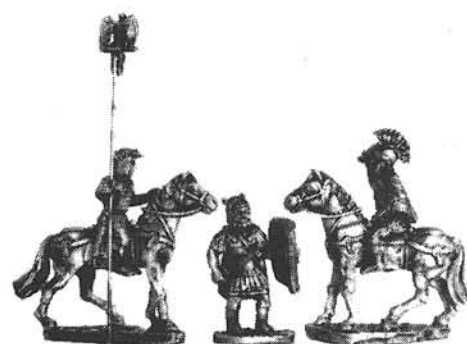
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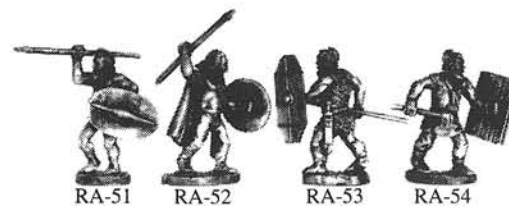
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RA-53



RA-54



RA-55



RA-56



RA-57



RA-58



RA-59



RA-60



GENTLEMEN OF FRANCE, FIRE FIRST

BEING A REASONABLE SET OF RULES FOR FIGHTING BATTLES IN THE AGE OF REASON

by

Frank Chadwick & Greg Novak
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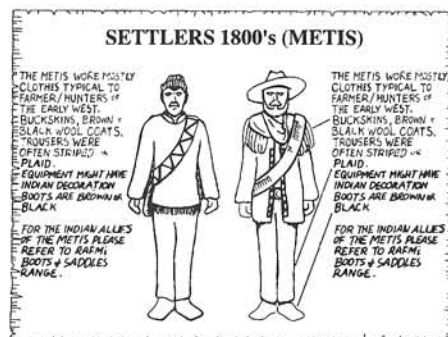
I. INTRODUCTION:

"GENTLEMEN OF FRANCE, FIRE FIRST" is a set of wargames rules for the years 1700 to 1900, covering the period often referred to as the Age of Reason as well as nineteenth century warfare up to the invention of the modern machine gun. These rules are designed to be fun and fast, although they do take into consideration many of the factors associated with this era of warfare. A referee can be used, especially if new players are present, to help explain the rules, but he is not needed as the move/ countermove system used does not require one.

II. CARD DECK:

The key to GOFFF is the use of a special card deck. A total of 20 cards are needed, which are evenly divided into black and red sets. Each set has four aces, four deuces and two treys. In addition, two or more jokers can be used. The two sets of cards, NOT counting the jokers, are shuffled together and used to form one deck. This deck will be used to determine which side may carry out actions within the course of a phase, and how many actions that side is allowed. After all of the cards have been used, then any jokers played are removed from it, and the deck is reshuffled and used again.

Each side is assigned a colour at the start of the turn, either red or black. When a card is turned EVERY unit on that side which has an officer with it may carry out a number of actions equal to the value of the card. Thus, if a red deuce is turned over, the Red player may carry out two actions with each of the units under his command. If a red ace has been pulled, then each unit is allowed one action, while a red trey allows for three actions per unit.

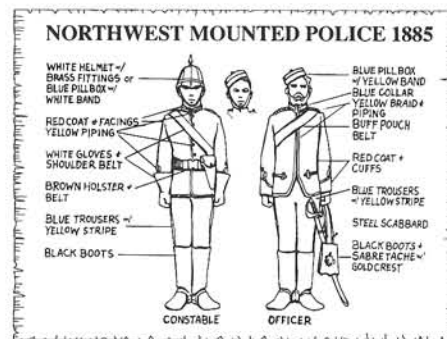


After all actions are carried out by the side whose card was pulled, the opposing player may then carry out one action for EVERY unit on his side which has one officer with it. Regardless of the number of actions given by the card to the first player, only one action is given at the end of the turn to the other

side. After this has been done, a new card is then turned, and the procedure repeated.

The Joker can be played only by the player whose card was turned at the start of the turn. Thus, if a black deuce is pulled, only the Black Player may use his Joker. The Joker cannot be played in reaction at the end of a turn, it may only be played by the player whose card is turned. If the Joker is played, all units within 12" of the player's command figure are given one additional action. Playing the Joker is optional, the player need not use it unless he so wishes. Once played, it is put into the deck and cannot be used again until the deck is reshuffled.

In a multi player game, where players have individual command figures, each player may be given a Joker to use. This may only be used on a unit under that player's command at the start of the game, and only one Joker can be used on any given unit per turn.



III. UNITS:

The basic unit of GOFFF for infantry or cavalry is the company/squadron or band, which always consists of one officer/leader and seven men. Companies and squadrons may be combined into regiments or battalions, each with from two to six companies/squadrons per unit, and a command group of a Colonel, Musician and Standard Bearer. At the start of each game, players must determine whether their commands will function as battalions/regiments or as companies/squadrons. Once this decision is made at the start of the game, it may not be altered during the game.

Artillery has one gun and two gunners as its basic unit, and may be grouped into batteries of 1-3 guns, with the addition of an officer to command the battery.

Figures should be mounted individually on washers or similar stands. For suggested organizations, see Appendix A.

Units must have an officer with them in order to function. This officer must remain with the unit at all times. Should the unit's officer be lost, the unit goes into disorder and cannot obey any orders until taken under command. A battalion needs to have only one surviving officer to stand, but should that officer be lost, the entire battalion falls into disorder.

Troops are rated as either GREEN, TRAINED, VETERAN or ELITE. The rating of a unit determines the type of die it will use for small arms fire, morale and melee in the course of the game. As a general rule, GREEN TROOPS use 6-sided die,

TRAINED TROOPS use 8-sided die, VETERAN TROOPS use 10-sided die and ELITE TROOPS use 12-sided die.

Infantry units should be divided into subcategories of LINE or LIGHT. LIGHT Infantry may act as skirmishers if wished, while LINE Infantry may not.

Artillery pieces are rated as being BATTALION GUNS (3/4 pounders), LIGHT GUNS (6/8 pounders), HEAVY GUNS (12 pounders), SIEGE GUNS (24 pounders), COEHORN MORTARS, LIGHT HOWITZERS (6" or less), HEAVY HOWITZERS (more than 6") and HEAVY MORTARS. BATTALION GUNS and COEHORN MORTARS use a 6-sided die, LIGHT GUNS and LIGHT HOWITZERS use an 8-sided die, HEAVY GUNS and HEAVY HOWITZERS use a 10-sided die, while SIEGE GUNS and HEAVY MORTARS use a 12-sided die when determining the effects of the fire.

IV. ACTIONS:

The following actions exist within the game system. Actions may be repeated in a number of cases in the course of a turn. A unit with three possible actions could MOVE, MOVE, FIRE or MOVE, FIRE, MOVE or even just MOVE, MOVE, MOVE if it is so wished. To FIRE, a unit must be loaded and ready, so that Small Arms Fire would have to use FIRE, LOAD, FIRE. The actions which each type of unit may use are as follows:

LINE INFANTRY	LIGHT INFANTRY	ARTILLERY	CAVALRY
Move	Move	Move	Move
Wheel	Wheel		Wheel
Load	Load	Load	
Fire	Fire	Fire	
Charge	Charge		Charge
Face	Face	Face	Face
Recover	Recover	Recover	Recover
	Skirmish		

Move: The unit will advance to the front 4" if infantry, 8" if cavalry or 2" if artillery. The unit must move to its front, but may not change direction by more than 45 degrees. Artillery units are always considered as moving by means of gun crews and not by limber.

Wheel: The unit may pivot on either flank or on its centre. The non-pivoting flank may move 2" if infantry or 4" if cavalry.

Load: The unit will spend one action loading its weapon. Small arms, if muskets or carbines, take one action to load, but rifles will need two actions.

For artillery, the size of the artillery piece will determine the number of actions needed to load the weapon. The type of projectile loaded must be stated at the time it is loaded. BATTALION GUNS and COEHORN MORTARS need one action, LIGHT GUNS and LIGHT HOWITZERS need two actions, HEAVY GUNS and HEAVY HOWITZERS need three actions and SIEGE GUNS and HEAVY MORTARS need four actions.

Units with LOAD order will remove one puff of smoke per action from in front of the unit. When all of the smoke is removed, the unit is loaded.

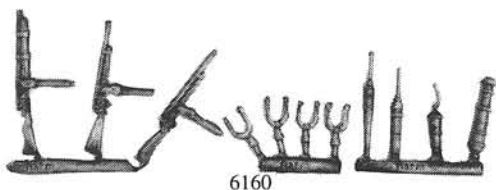
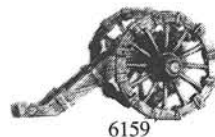
Fire: If loaded, the unit will fire at the enemy unit closest to its direct front. Units in the side arc may

Rafm Historical - 25 mm

All the King's Men

(Seven Years War)

- 6151 British Line Infantry 1759 (6) 4.75
- 6152 British Grenadier 1759 (6) 4.75
- 6153 British Line Cmd Group 1759
Officer(2) Std (1) Drummer (1) . 4.75
- 6154 French Line Infantry 1759 (6) ... 4.75
- 6155 French Grenadier 1759 (6) 4.75
- 6156 British Line Infantry 1759 (6) ... 4.75
- 6157 French Line Cmd Group 1759
Officer(2) Std (1) Drummer (1) . 4.75
- 6158 8 lb Artillery Piece, 1759 4.75
- 6159 4 lb Regimental Gun, 1759 4.75
- 6160 Swivels and Hand Cannon, 1759..4.75
- 6161 6 lb Artillery Piece, 1759 4.75
- 6162 British Galloper Gun, 1759 4.75



not be fired at unless no target exists in the frontal arc.

Side Arc Direct Front Side Arc

XXXXXXXXXXXXXXXXXXXXX

Side Arc Direct Front Side Arc

XXXXXXXXXX
XXXXXXXXXX

Units of Light Infantry have a direct front as follows:

XXXXXXXXXX

After a unit fires, place a puff of smoke in front of the unit to show that it has fired. If the weapon needs more than one turn to reload, then place the number of puffs equal to the number of actions needed to reload.

Charge: The unit will charge an enemy to its direct front. Charge movements add 2" to Infantry Unit and 4" to Cavalry Unit. Units which use more than one Charge Action in a turn must check to see if it falls into disorder. Roll the unit's die. A 4 or less results in the unit falling into disorder. Skirmish units which charge are considered to be in disorder without the need for a die roll.

Face: Infantry and Cavalry Units may carry out an about face with this order, or may pivot 90 degrees to move from line into column or column into line. Artillery units may use this order to pivot to any direction.

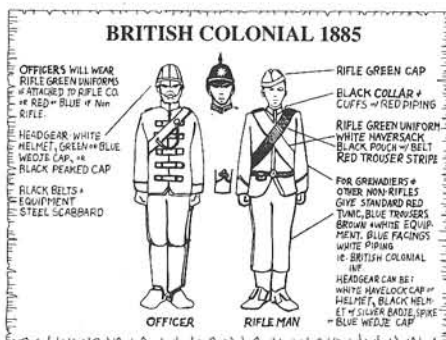
Recover: Units which have failed morale and fallen back in disorder, or which have fallen into disorder as a result of a charge may recover, reform and are no longer considered to be in disorder. Units which have dropped in terms of troop type do NOT recover their old rating, rather they reform at their new level.

Skirmish: Light Infantry units may skirmish. Units which skirmish are considered to be in disorder, but may move 6" per turn freely in any direction. In addition, units skirmishing add one to all die rolls TO HIT.

V. TERRAIN:

All terrain is considered as either open, broken or impassible. Units may move freely in open terrain. All units in broken terrain move at half speed with the exception of Light Infantry using SKIRMISH Actions, which may continue to move at the normal rate. No unit may use a CHARGE Action in broken terrain. No unit can move in an area listed as impassible.

It is possible within the game system to have a type of terrain move that is impassible to one type of unit, and broken for another. For example, buildings may be considered as broken for infantry, but impassible for cavalry and artillery. All such cases need to be agreed upon before the start of the game.



CANADIAN MILITIA

VI. SMALL ARMS FIRE:

All infantry figures of LINE Units and all figures of LIGHT Units may engage in small arms action, provided that their weapons are loaded. Units which fire, must obey their restrictions listed under actions as to their target unit. Note that officers, standard bearers and musicians belonging to a LINE Infantry Unit may not be considered as present when firing the unit. Firing is done by companies with all figures in skirmish order being eligible to fire, and all Infantry figures in the first two ranks of a LINE Unit being eligible to fire. Fire by a unit is on an all or nothing basis, you may not fire part of a company and hold fire on another part.

To fire, one die is rolled per figure, though the unit formation and type of weaponry can modify this. The modifiers, and numbers needed to hit are as follows:

	POINT BLANK	RANGE EFFECTIVE	LONG
TO HIT NUMBER	[5]	[7]	[9]
WEAPON			
CARBINE	0-4"	4"-8"	8"-12"
MUSKET	0-6"	6"-12"	12"-18"
RIFLE	0-10"	10"-20"	20"-30"

FIRING AS SKIRMISHERS: Half number of die, but add one (+1) to all rolls.

FIRING AT SKIRMISHERS: Always consider them as being in cover.

FIRING AT TROOPS IN COVER: Half the number of dice rolled for hits.

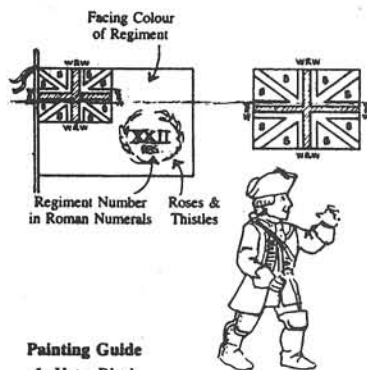
FIRING IF IN DISORDER: Consider as Skirmishers.

VII. ARTILLERY FIRE:

The effects of artillery fire depend on the type of artillery piece being used, the type of projectile and the range at which it is being used. Cannon may only fire SHOT or CASE. HOWITZERS may only fire CASE or SHELL, and MORTARS may only fire SHELL. In each case, the weapon will have an effective range and a long range listed for that type of projectile. As with small arms, the number of dice rolled will be modified by the target condition. If firing at gun crews, figures in cover or skirmishers, half the number of dice are rolled. If only one die is rolled, check for any possible hits and confirm on a die roll of 1, 2, 3 on a D6.

WEAPON	DIE	PROJECTILE	EFFECTIVE RANGE	LONG RANGE
BATTALION GUN	D6	CASE	0-10"	10"-20"
BATTALION GUN	D6	SHOT	0-20"	20"-40"
LIGHT GUN	D8	CASE	0-12"	12"-25"
LIGHT GUN	D8	SHOT	0-25"	25"-50"
HEAVY GUN	D10	CASE	0-15"	15"-30"
HEAVY GUN	D10	SHOT	0-30"	30"-60"
SIEGE GUN	D12	CASE	0-20"	20"-40"
SIEGE GUN	D12	SHOT	0-40"	40"-80"
COEHORN	D6	SHELL	-	5"-20"
LIGHT HOWITZER	D8	CASE	-	0-5"
LIGHT HOWITZER	D8	SHELL	10"-20"	20"-40"
HEAVY HOWITZER	D10	CASE	-	0-10"
HEAVY HOWITZER	D10	SHELL	10"-30"	30"-60"
HEAVY MORTAR	D12	SHELL	-	10"-80"

BRITISH REGIMENTAL COLOURS 1759



Painting Guide

- Hat - Black
- Coat - Officers wore colour of coats of the unit
Drummers - reversed colours in facing colours & Lapels & Cuffs in coat colour
- Leggings - Leather
- Facings - Regimental Distinctions for appropriate Unit
- Breeches - As for appropriate Unit
- Officer's Sash - Crimson
- Straps - Buff Leather
- Shirt - White
- Waistcoat - As for appropriate Unit
- Hair - Natural Colour or Powdered White
- Cockade - Black
- Drum - Regimental Distinctions
- Flags - See Notes
- Gorget - Silver
- Tassels - Yellow Gold

History

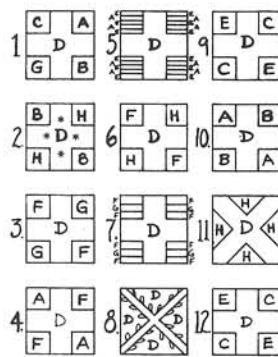
Most Regiments carried colours at this time. It was prescribed that a Regiment carry a King's colour (the Union Flag) and a regimental colour.

When firing at effective range, two dice are rolled. While firing at long range, only one die is rolled. The effects of the die will depend on the type of projectile being fired.

CASE: Any roll of a 3 - 6 results in one casualty. A roll of 7 or higher results in two casualties.

BALL: If firing ball, a roll of 5 or higher results in one casualty. If more than one rank is passed through by the fire, roll one additional die per each two ranks, rounding up. Thus, if firing into a line two deep, two dice would be rolled in all. The first die would be the long range die, and the second would be the bonus die for the depth of the target.

FRENCH REGIMENTAL COLOURS 1759



COLOURS

- A-Red
- B-Green
- C-Blue
- D-White
- E-Yellow
- F-Wine
- Red
- G-Brown
- H-Black

Note: Gold Fleur-de-Lys, on White ground of 1, 2 & 8. Numbers refer to list under Regimental Distinctions. Gold Crown on 2 where marked *.

Regimental Distinctions

Regiment	Waistcoat	Hat Lace
1. Royal Rousillon	Blue	Yellow
2. De La Reine	Red	White
3. Longueval	Blue	Yellow
4. Guyenne	Red	Yellow
5. Bearn	Red	Yellow
6. La Sarre	Red	Yellow
7. Berry	Red	Yellow
8. Bourgogne	White	Yellow
9. Artois	White	Yellow
10. Cambis	Red	Yellow
11. Volontaires-Etrangers	Green	White
12. Compagnie Franche De La Marine	Blue	Yellow

Painting Guide

- Hat - Black
- Hat Lace - Regimental Distinctions
- Coat and Breeches - Light Grey or White
- Gaiters - White
- Cuffs, Collars - Regimental Distinctions
- Waistcoat - Regimental Distinctions
- Cockade - Black
- Belts and Straps - Buff Leather
- Pouches, Boxes and Scabbards - Black
- Shirt -

SHELL: On a roll of 6 - 9, one casualty is caused by shell, while a roll of 10 or higher results in two casualties. SHELL negates all cover modifiers, so no reduction is ever made in the number of dice rolled.

COUNTERBATTERY FIRE: If firing SHOT or SHELL against an enemy artillery piece and a hit is scored, roll one D6 for each hit by SHOT, and two D6 for each hit by SHELL. If a 6 is rolled, then the gun is considered destroyed. Note that CASE may not destroy a gun.

VIII. CRITICAL HITS:

At the end of each turn that a unit takes casualties, roll one D8. If the number rolled is equal to or less than the total number of casualties, a critical hit is caused. A Critical Hit causes the loss of an officer, musician or standard bearer. If a 1 is rolled, the firing player gets to pick the figure that is lost. If Critical Hit is rolled, but not a 1, then the owning player gets to pick the figure that is lost.

If the standard bearer is lost, it will automatically be replaced at the start of the following turn as long as the unit does not fail morale and leave the area. However, for all morale checks this turn, the bonus for having the standard bearer present does not count.

IX. CHARGES:

To make contact with an enemy unit, a CHARGE ACTION must be used. More than one CHARGE ACTION can be used if needed, but units without a CHARGE ACTION may not move closer than 3" to an enemy unit. If charging an enemy unit from its flank or rear, the charge

automatically hits home. If charging an enemy unit from the front, the unit must stop 3" away to allow the defenders to check morale. Any attack which could be fired at by the defending unit is considered as a frontal attack, and any attack which cannot be fired at by the defending unit is considered Flank or Rear.

The unit being charged from the front must check morale at this time. If the result is equal to or greater than the unit's morale, the unit will stand. If the unit's result is two higher than its morale and the unit is loaded and able to fire, it may use its Action from the end of the turn and now fire at the charging unit. This decision is optional. If the unit fails to make its morale, the results are the same as for any morale check.

If fired at, the charging unit must check morale. A successful morale check allows the charging unit to hit home. Failure to pass the check has the same effects as for the failure of any similar morale check.

X. MELEE:

MELEES are fought on a man to man basis. The defender may use all figures actually in contact with the enemy, as well as those of a second rank if present. The attacker may use all figures in contact, as well as one additional figure on either flank of the defender if such a figure exists. If one side has more figures than the other, it is allowed to use them to double up on the enemy figures. No figure can be "tripled" up until all other figures have been doubled up on.

To fight the MELEE, roll one die of the proper type for each figure involved. If a figure has been "doubled up" on the higher of the two die rolls is used for the roll against. The following modifiers are added to the die rolls:

OFFICER	+1
DEFENDING WORKS	+1
ATTACKING FLANK OR REAR	+2
MOUNTED FIGURE	+3

Figures in DISORDER have their MELEE final numbers halved, rounding all fractions up. Thus, a

SETTLERS 1700's

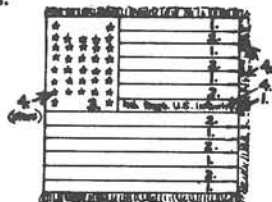


Painting Guide

- Dress - obviously there was no specific colours for civilian clothes, but it should be remembered that frontier settlers were a sober lot, and had neither the money nor technology for fancy clothes. Cloth would be green, blue, brown or possibly calico in the above colours.
- Hood - Could be any of the above colours and lined white.
- Cape - any of the above colours or white.

UNION REGIMENTAL FLAGS AMERICAN CIVIL WAR

Flags:



National Colour for Infantry (typical)



Regimental Colours

Regiment Colour (typical)

1. Red
2. White
3. Blue
4. Yellow/Gold

Veteran Cavalry troop would roll a D10, and add 3 to the number rolled. Thus, a roll of 6 +3 for being mounted would become a 9. If the troop was in **DISORDER**, the final number would be 4 1/2, rounded up to a 5.

If the winner has twice the total of the loser, then the loser is considered a casualty. If the losing side has more than one figure, then one figure is killed, and the others run away. Figures that run away are placed 4" to the rear of the **MELEE**. Any die rolls which are a tie are rerolled until a winner results in that action.

At the end of the **MELEE**, each side adds to the number of ranks in its formation. These numbers are compared to determine who won the **MELEE**. If a tie results, the surviving figures must fight another round of **MELEE**. The winner is considered to stand, though the unit is now in **DISORDER**. The difference between the winning side's number and the losing side is considered to be the amount by which the losing side has failed its morale check.

IX. MORALE:

Any unit which has been fired at during the course of a turn must check morale. The basic morale level for all units is four. To pass morale, roll one die of the proper type for the unit in question, and add/subtract the following modifiers:

DEFENDING WORKS	+3
COMMANDING OFFICER ATTACHED	+1
COLOURS ADVANCING/STATIONARY	+1
EACH CASUALTY THIS TURN*	-1
COLOURS RETREATING/FALLEN	-1
UNITS OFFICER LOST	-1
UNIT IN DISORDER	-2
COLOURS CAPTURED	-3

* Battalion/Squadrons subtract one from the die roll for each number of casualties inflicted equal to the number of troops or companies within the unit, rounded down. Thus, a four company battalion would need to lose four figures to have a -1 modifier to its morale. If only three figures have been lost this turn, no modifier would be used.

If modified 4 or higher is rolled, the morale check is passed successfully. If less than 4 is rolled, the following effects take place:

MISSED BY 1 OR 2: The unit falls back a number of turns equal to the number by which the morale check failed. Thus, if a 3 is rolled, the unit would retreat one turn. If a 2 is rolled, the unit

would fall back two turns. In both cases, the unit would end its fall back disorder.

MISSED BY 3 OR MORE: The unit falls back a number of turns equal to the number by which the morale check was missed, and drops one level in rating. Thus, Elites drop to Veteran, Veteran drop to Trained, Trained drop to Green, Green troops which fail are removed from play. Thus, a Veteran unit which rolls a 0 must fall back 4 turns and will be henceforth considered a Trained unit.

Units which drop to less than half strength are removed from play.

APPENDIX A: SEVEN YEARS WAR/ FRENCH AND INDIAN WAR

The following are suggested unit organizations for this period:

EUROPEAN TROOPS (ALL THE KING'S MEN)

INFANTRY COMPANY:

1 Officer, 7 men

INFANTRY BATTALION:

1 Mounted Officer, 1 Musician,

1 Standard Bearer

4 Line Infantry Companies

1 Grenadier Company

1 3/4" Gun, 2 Gunners

CAVALRY SQUADRON:

1 Officer, 7 Troopers

CAVALRY REGIMENT:

1 Mounted Officer, 1 Musician,

1 Standard Bearer

3 Cavalry Troops

ARTILLERY BATTERY:

1 Officer, 6 Gunners, 3 Guns

AMERICAN TROOPS (FLINT AND FEATHER)

AMERICAN MILITIA/RANGER COMPANY:

1 Officer, 7 Men

INDIAN BAND:

1 Leader, 7 Braves

RANK MARKINGS AMERICAN CIVIL WAR

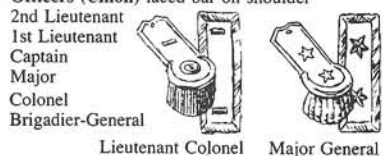
Rank markings were basically similar in the Union and Confederate Armies, though many units had individual characteristics. It was not uncommon for Union officers to wear Confederate style markings and vice-versa.

N.C.O. - marking worn on upper sleeve on both sides



Quartermaster-Sergeant Sergeant-Major

Officers (Union) laced bar on shoulder



Officers shoulder straps were gold bordered and had the branch colour in the centre.

N.C.O. chevrons were of the branch colour.

Branch colours:
Infantry - Light Blue
Artillery - Red
Cavalry - Yellow
Sharpshooters - Dark Green (Officers)
Light Blue (N.C.O.'s)

Officers wore a coloured sash under their belt, crimson for officers up to Colonel and buff for Generals. Swords would have bass hilts and black scabbards with brass ends. Musicians largely wore the normal uniform, drums often had red bands, top and bottom, with blue barrels, decorated with regimental scroll work. Lacing was white.

APPENDIX B: AMERICAN CIVIL WAR (BLUE AND GREY)

(All infantry are rifle-armed. All Union cavalry are musket-armed. All confederate cavalry are carbine-armed. All troops are considered lights.)

INFANTRY REGIMENT:

1 Officer, 7 men

INFANTRY BRIGADE:

1 Mounted Officer, 2 Standard Bearers

(1 national flag, 1 state flag)

3 to 6 Infantry Regiments

CAVALRY REGIMENT:

1 Officer, 1 guidon, 6 men

CAVALRY BRIGADE:

1 Mounted Officer, 1 Bugler, 2 Standard Bearers

(1 national flag, 1 state flag)

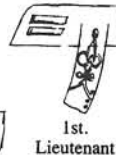
3 to 6 Cavalry Regiments

ARTILLERY BATTALION:

1 Officer, 6 Gunners, 3 Guns

Officers 1) collar markings
2) sleeve

2nd Lieutenant
Captain
Major
Lieutenant-Colonel
Colonel
Brigadier-General



RANK MARKINGS

AMERICAN

CIVIL WAR

Major General

Officers and men had cuffs and collars in their branch colour. N.C.O. rank markings were also in this colour.

Infantry - Medium Blue

Cavalry - Yellow

Artillery - Red

Officers from 2nd lieutenant on up wore a sash under their belts, red for infantry and artillery and yellow for cavalry. Full generals had buff sash, collars and cuffs.

Drummers usually wore normal uniforms, with perhaps some extra decoration on collars, cuffs and jacket fronts. Drums were of no standard colours. A typical example has a yellow barrel and red upper and lower bands. Cords are white.

APPENDIX C:

AMERICAN PLAINS INDIANS (BOOTS & SADDLES plus CAVALRY PACKS FROM BLUE & GREY)

(All Indians are rifle-armed. All Indians are carbine-armed. All troops are considered lights.)

CAVALRY TROOP:

1 Officer, 1 guidon, 6 men

CAVALRY REGIMENT:

1 Mounted Officer, 1 Bugler, 1 Guidon, 2 Scouts

5 Cavalry Troops

INDIAN BAND:

1 Chief, 7 Indians

INDIAN TRIBE:

1-3 Chiefs, 1 Medicine Man

2-8 Indian Bands

APPENDIX D: RIEL REBELLION (BRITISH COLONIALS)

(All troops are rifle-armed. All Metis, NWMP, and Militia Rifles are considered lights. All other Canadian Militia are considered line. NWMP are considered veteran, Militia trained, and Metis Green. Metis fire as elites, however.)

CANADIAN MILITIA / NWMP COMPANY:

1 Officer, 1 NCO, 6 men

CANADIAN MILITIA BATTALION:

2 Mounted Officers

4 Militia Companies

METIS BAND

1 leader, 7 men

METIS ARMY

2 leaders (Riel, Dumont)

3-8 Metis bands

Basic Figure Conversions

by Tony Ackland

No matter how vast the range of commercially available figures grows, there will always be gaps that the figure manufacturing industry will never be able to fill. The reasons for this vary from lack of commercial viability to the limitations inherent in the production process. If you are one of those people that require a specific figure that seems forever unobtainable, or a currently available figure in a different pose, then there are three options open to you:

- Build a figure from scratch
- Convert from existing figures
- Get someone else to do either a) or b)

What follows is an introduction into option b).

ESSENTIAL TOOLS AND MATERIALS

Before you can do any converting, there are certain basic items which you will require. All of those that you will need are relatively inexpensive and quite easy to obtain. If your local model or hardware shop does not stock any of those given in the following list, look through the advertisements (including the classified columns) in the modelling press, and you will find a mail order supplier.



- 1) RAZOR SAW** - this is the best instrument for performing drastic surgery on white metal figures.
- 2) PIN VISE** - this tool is vital to the process of joining together those parts you have dismembered with the Razor Saw.
- 3) DRILLS FOR 2** - the sizes you will require are 1mm and .8mm diameter.
- 4) NEEDLES FOR 2** - these are ordinary household needles that you can steal or beg from Mother/Wife/Girlfriend.
- 5) A CHEAP SET OF NEEDLES FILES** - white metal clogs and eventually ruins fine files, so get a cheap set

that you won't mind replacing periodically.

- 6) MODELLING KNIFE**
- 7) NEEDLE NOSE PLIERS**
- 8) WIRE CUTTERS**

9) ADHESIVES - the type of glue that you will require most is the Five Minute Two Part Epoxy Adhesive. You may also use Cyanoacrylate Adhesive (Superglue) but this is only effective when you have relatively large areas with good surface to surface contact to stick together.

10) FILLER - the best filler is a two part epoxy putty. Such as Loctite Epoxy ribbon. It is also an excellent modelling compound.

11) SANDPAPER OR EMERY CLOTH - a pack of mixed grades such as is available in most chain stores is quite adequate.

12) SOFT WIRE - such as florist wire, brass pins, soft iron or brass wire is also good.

CHOP AND SWAP

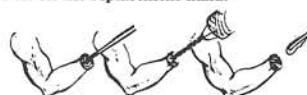
The removal of a part from one figure and its replacement by a part from another figure is what forms the basis for the vast majority of figure conversions. The techniques involved in changing over bits of different figures are essentially the same, whether you are swapping over a hand or a complete upper torso. The same techniques can also be used to drastically change the pose that figures are in. The simplest things to swap are heads and hands, and it is the latter that I shall use as an example in technique.

STAGE 1 - Remove the hand that you wish to replace and score the surface of the cut with a modelling knife. Repeat the same operation on the hand that you are using as a replacement.



STAGE 2 - Drill a hole in the stub of the arm. If you make a small hole with a needle first this will make the drilling much easier. Using Five Minute Epoxy Glue affix a length of wire into the hole. At this stage the wire should be longer than needed. Repeat the drilling

operation on the replacement hand.



STAGE 3 - Trim down the wire in small stages, fitting the hand on the wire at each stage. When you are satisfied that the hand is in correct relationship to the wrist, glue it into position. Remember that when you removed the hands, excess material may have been lost, and that the correct place for the parts may not necessarily be where they are touching each other.



STAGE 4 - If you have been incredibly fortunate, everything will have fitted together perfectly and no more work will be required, but it's more likely that some filing and filling will be necessary. File the area around the joint and then score it as you did the cuts in Stage 1. Mix some Epoxy putty and apply it around the area of the joint. While the putty is still fresh, remove any excess



with a damp cloth. The setting time of the putty can be shortened by putting it in a warm place e.g. in front of a fire, or on top of a radiator. **DO NOT LET WHITE METAL FIGURES BECOME HOT AS THEY MELT AT QUITE LOW TEMPERATURES.**

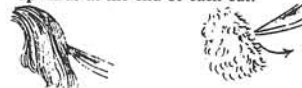
STAGE 5 - It is best when swapping figure parts to make your cuts where surface detail is minimal, but the destruction of detail is sometimes unavoidable. The types of detail which are most often wiped out by converting are chain mail, hair and fur. These are quite simple to model using the putty you have used in Stage 4. The notes below are the best way of showing you how to achieve these textures on your figures.

MAIL -- Wait till putty has cured to a stiff consistency Smooth the surface of the putty Make a series of diagonal cuts Make another series of cuts crossing the first series at 90 degrees With a needle, make a series of holes in between the cuts; as you remove the needle, apply a slight amount of downwards pressure. This operation requires a very light touch, but with a little practice you should soon master it.



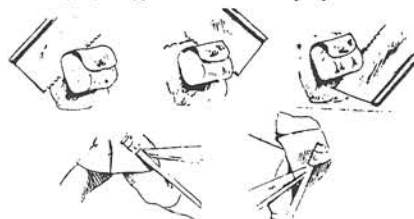
HAIR -- Simply make a series of long unbroken cuts in the direction the hair grows.

FUR -- As for hair, but shorten the cuts and pull upwards at the end of each cut.



ACCESSORIES

Such items as packs and weapons can usually be removed from one figure and applied to another without too much trouble. For larger items, a razor saw is the best implement to use. Do not try to remove the item with a cut from one direction, but rather make a series of cuts from different angles that will meet in the middle. Smaller items, such as sword scabbards, should be removed by a series of gentle cuts. Before affixing to another figure, clean up the edges of the cuts with a file or fine sandpaper. The adhesive to use for these purposes is the superglue type or Five Minute Epoxy.



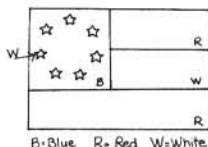
WARNING: Take care when using razor saws and scalpels as particularly nasty cuts can result (these items are very sharp) if you should slip.

REMEMBER: Make all cuts away from yourself.

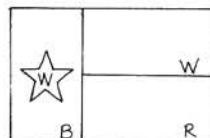
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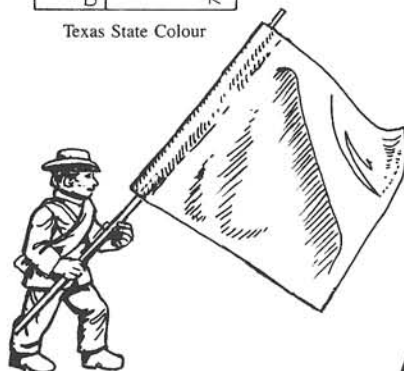
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Va. State Colour



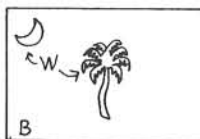
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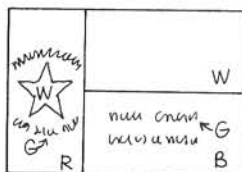
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IN-2



IN-3



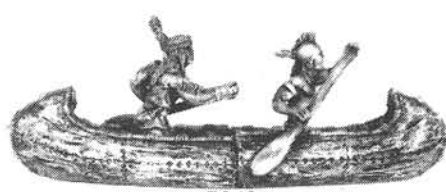
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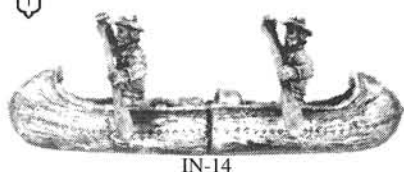
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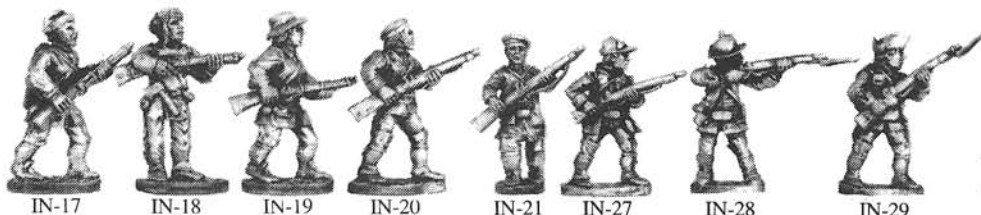
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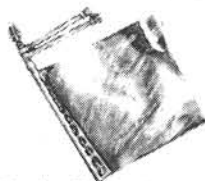
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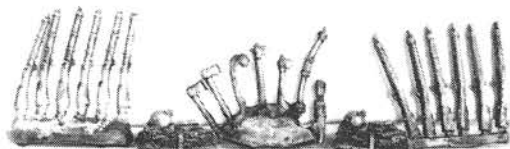
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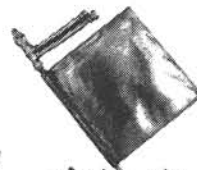
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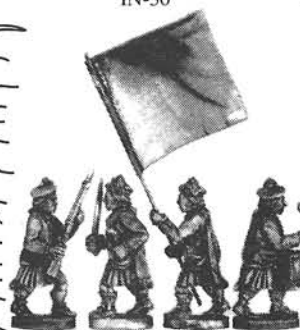
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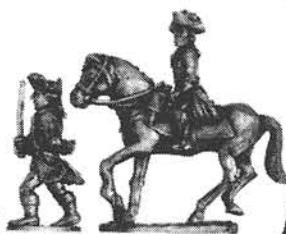
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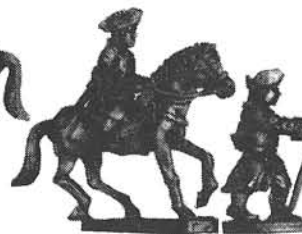
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JT-7



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JT-9



JT-11



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JT-12



JT-13



JT-14

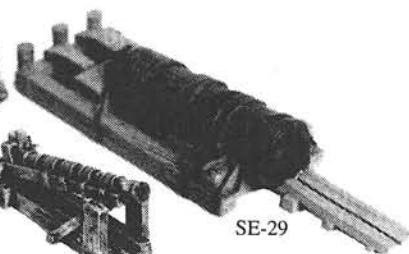
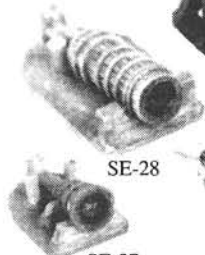
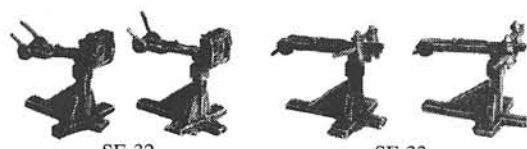
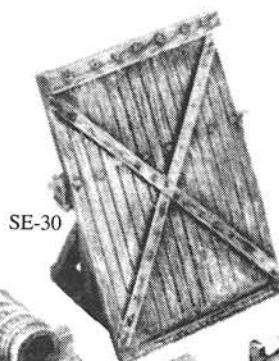
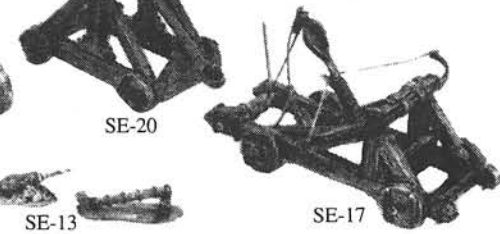
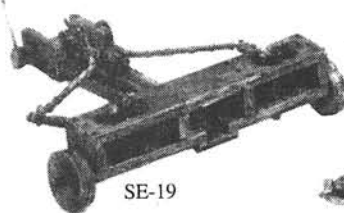
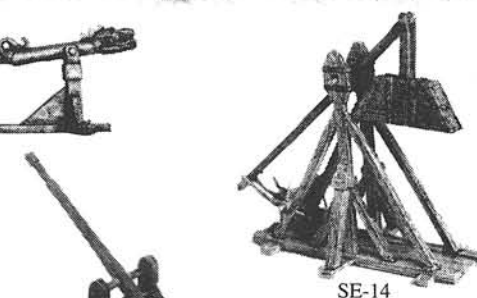
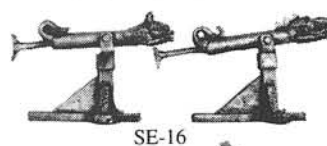
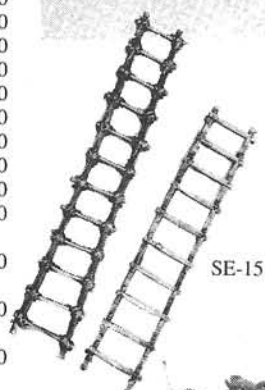
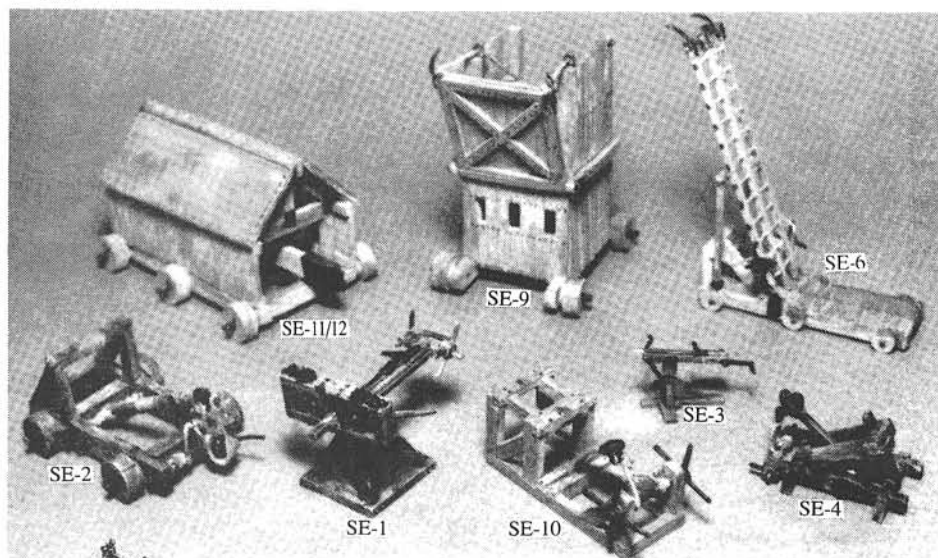


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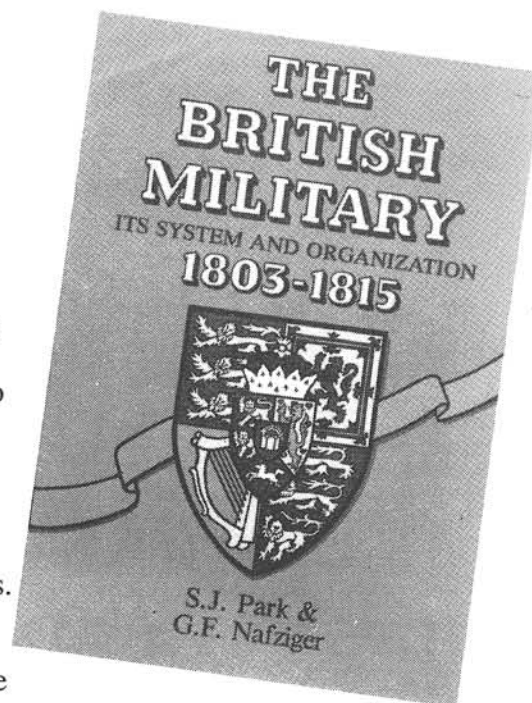
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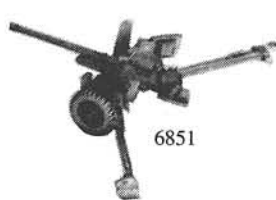
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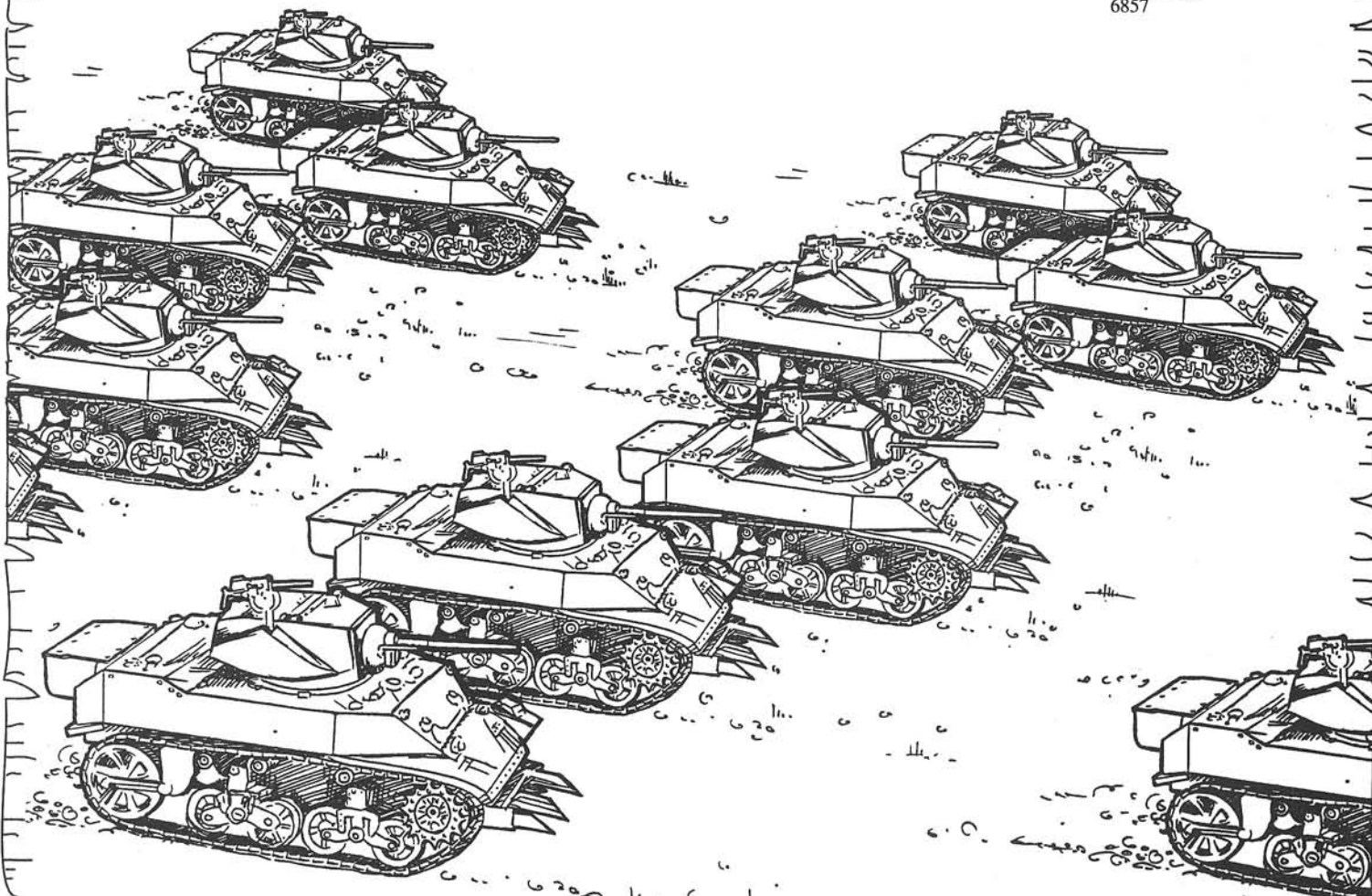


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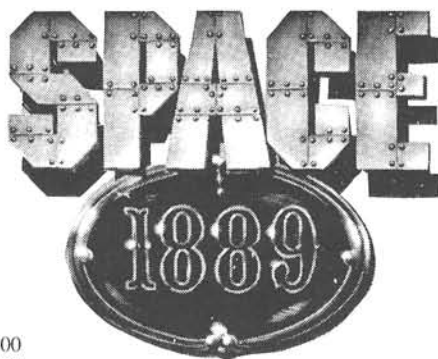
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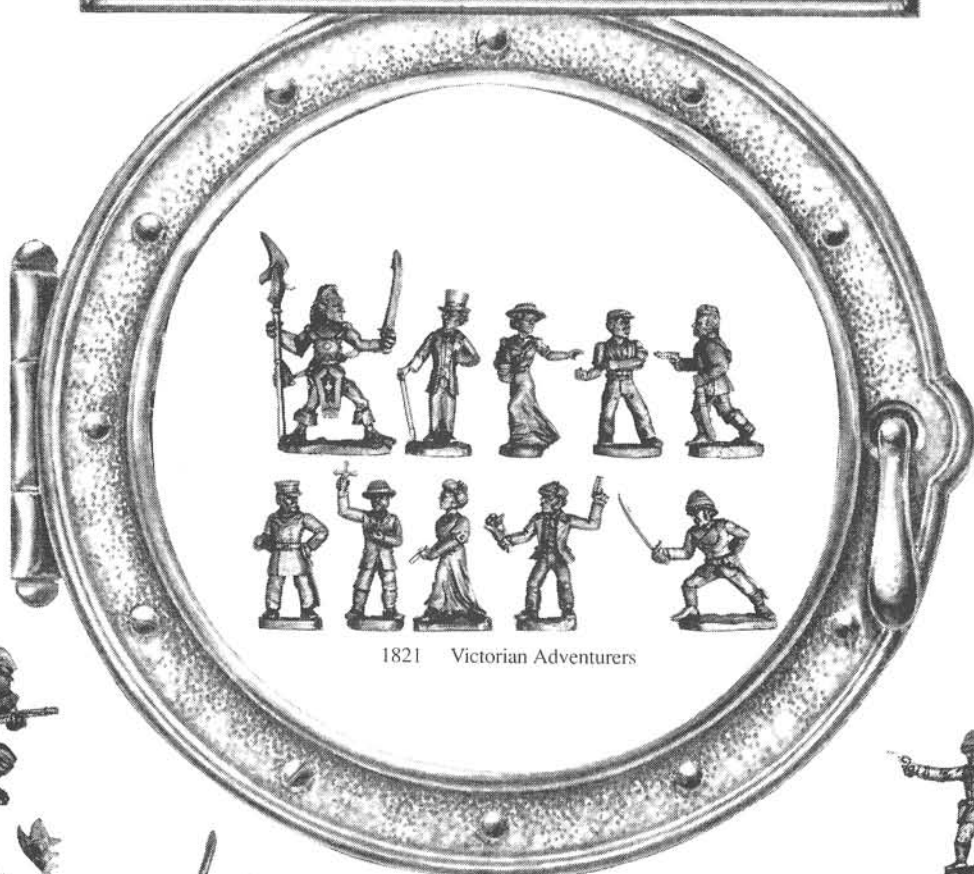
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