

# Foundry Miniatures Painting And Modelling Guide

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**Painting on Light** - Barbara Butts  
2001-03-01  
The names Albrecht Dürer and Hans

Holbein the Younger evoke the dazzling accomplishments of Renaissance panel painting and printmaking, but they may not

summon images of stained glass. Nevertheless, Dürer, Holbein, and their southern German and Swiss contemporaries designed some of the most splendid works in the history of the medium. This lavish volume is a comprehensive survey of the contribution to stained glass made by these extraordinarily gifted draftsmen and the equally talented glass painters who rendered their compositions in glass. Included are discussions of both monumental church windows and smaller-scale stained-glass panels made for cloisters, civic buildings, residences, and private chapels. The subjects of these rarely seen drawings and panels range from religious topics to secular themes, including love, planets, hunts, and battles. Focusing on stained glass produced in Germany and Switzerland from about 1495 to 1530, *Painting on Light* includes drawings by Dürer, Holbein,

Albrecht Altdorfer, Hans Baldung Grien, Jörg Breu the Elder, Hans Burgkmair, Urs Graf, Hans von Kulmbach, Hans Leu the Younger, Niklaus Manuel Deutsch, Hans Schäufelein, Hans Weiditz, and others. This informative book is published in conjunction with an exhibition at the Getty Museum from July 11 through September 24, 2000, and from November 7, 2000, to January 4, 2001, at the Saint Louis Art Museum.

**Bolt Action: Campaign: Fortress**

**Budapest** - Warlord Games 2019-03-21

As the Soviet Red Army marches westward, the city of Budapest stands in their way. Encircled and severely outnumbered, the German and Hungarian forces attempt to resist the Soviet juggernaut and defend Festung Budapest to the last. This book brings the siege of Budapest to the tabletop with in-depth information on the forces involved, linked scenarios, and new Theatre

Selectors that make this an ideal resource for any Bolt Action player with an interest in the the Eastern Front and the fall of the Reich.

*The Arts and Crafts Movement* - Steven Adams 1987

**MouldMaking and Casting** - Nick Brooks 2013-12-21

Mouldmaking and Casting is a technical manual of the many techniques of this ancient craft and art form. With step-by-step illustrations, it explains the materials required and the processes involved to create reproductions of a range of pieces. The book covers traditional techniques as well as today's more advanced technical methods.

*Scalextric* - Roger Gillham 2004

This new edition is the complete guide to models from 1957 to 2004.

**The Rules with No Name** - Bryan Ansell

2009-01-27

It's been quite a few years now since Bryan Ansell first put pen to paper to produce the initial draft of *The Rules With No Name*: these rules have been playtested, developed and enjoyed many, many times since then and it is a travesty that they have not been seen on bookshelves until now. Very little editing to the original text was required, but I have added a painting and terrain guide for completeness and sincerely hope that Bryan likes the way his rules have been laid out and presented. Here's what Bryan originally wrote in his introduction to the playtest version of these rules all those years ago: These are intended primarily as a straightforward, simple set of Western gunfight rules, suitable for a quick, cheerful game, possibly involving a large number of participants. However, we wanted to include a degree of tactical skill, involvement with the rule system and an

element of tension and surprise. We hope that we have succeeded in doing so without making the game at all puzzling or complicated. Consumption of alcoholic beverage and high-carbohydrate snacks and the playing of these rules are not necessarily mutually exclusive. We have tried not to introduce a lot of fussy rules to cover every eventuality, so if you are playing with large groups of strangers, you might like to use a gamesmaster; a god-like figure whose word is law. Fortunately, even the most competitive gamers don't come to a Western gunfight looking for an argument, so the way should be clear for a good time to be had by all. However, for those of you who prefer a more sophisticated game, especially if you intend to run a campaign, with the extra level of detail and involvement that familiarity permits, there is a selection of optional rules for you to mix and match according to

your tastes. Set in the time of the American Old West where life was cheap and survival was the order of the day, these rules are written in a very conversational style that are a joy to read as well as play, and there are many suggestions by Bryan as to how the players can choose to extend and adapt the rules to suit their own levels of skill and/or to simply increase their sense of enjoyment. In this fast paced game all facets of life and the characters in the Old West as depicted in those many Hollywood and Italian 'Cowboy' films are covered; from the hardened gunslinger and town drunk to the law abiding owner of the General Store; all have to hone and develop their particular skills over the course of the game... or end up having that eternal slug of whisky in the saloon in the sky! So, get out those toy soldiers, strap on that six gun and get yourself a whole lot of pleasure by having a game with friends using these

action-packed and fun- filled rules.

### **Modelling and Painting Science Fiction**

**Miniatures** - Paul Stanley 2021-03-22

Aimed at modellers of all abilities, this lavishly illustrated book presents a step-by-step guide to figure painting and modelling using traditional techniques. From the multipart hard-plastic 28mm miniature to the metal and resin models common in all other scales, this book provides wargamers, collectors and gamers with a wealth of information to achieve the best results. It demonstrates a variety of modelling and painting techniques at different scales; it provides step-by-step guidance on building, converting and painting models; it covers working in plastic, resin and white metal; it explains dry brushing techniques, the three-colour method, multilayering and shading with washes and, finally, it considers basing techniques and maintaining the compatibility of miniatures between

different gaming systems.

### Bolt Action: Campaign: New Guinea -

Warlord Games 2017-08-24

In 1942, Japanese forces invaded the island of New Guinea and started a bitter, three-year campaign against allied Australian and American forces. Fought in dense jungles and across rugged mountaintops, the grueling fight pushed men to their very limits and forced commanders to adopt new strategies and tactics for the harsh island terrain. Filled with new rules, scenarios, and unit types, this supplement for Bolt Action provides players with all of the information they need to set their games in this unforgiving battlefield.

### *Modelling and Painting World War II*

*German Military Figures* - Michael

Farnworth 2019-01-31

The step-by-step building and painting guides in this book illustrate figures in scales from 1/150 to 1/32, which equates to

wargame figures sizes from 10mm to 54mm. There are painting recipes featured for twenty-five uniforms covering the main branches of the Wehrmacht. These are: Afrika Korps; Fallschirmjager (parachutists); Feldgendarmarie (military police); Gebirgsjager (mountain troops); Heer (army); Panzer (tank crews); Waffen SS and U-boat crew. Preparation and assembly of white metal and plastic figures is covered in detail, and tutorials include techniques for building a wargames army quickly. Foreword by Rick Priestley it will appeal to all historical wargamers, particularly those interested in WWII and those interested in diorama making and figure modelling. Gives painting recipes for twenty-five uniforms covering the main branches of the Wehrmacht. The latest materials and techniques are covered which will benefit beginners as well as experienced modellers. Superbly illustrated

with 291 colour images.

**Oathmark** - Joseph A. McCullough  
2020-04-30

Empires have fallen, and the land is broken. The great oathmarks that once stood as testaments to the allegiances and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present. Created by Joseph A. McCullough, designer of Frostgrave and Frostgrave: Ghost Archipelago, Oathmark is a mass-battle fantasy wargame that puts you in command of the fantasy army you've always wanted, whether a company of stalwart dwarves or a mixed force with proud elves, noble men, and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realms from battle to battle, adding new territories, recruiting new troop types, and growing to eclipse

your rivals... or lose what you fought so hard to gain and fall as so many would-be emperors before you.

**Bristol and the Civil War** - Dr John Lynch  
2009-07-20

In the seventeenth century Bristol was the second city of England. It was the main west coast port, an internationally important entrepot and rich trading centre. Industry flourished, too, with manufacturing and processing industries like soap making and gunpowder production responsible for Bristol's considerable wealth. In consequence, control of the town became one of the chief objectives of both armies during the civil war which raged in England in the 1640s. Beginning the war under Parliamentary control, the city changed hands twice, with each transfer having a major effect of the war effort of both sides. This new study argues that when the Royalists captured

Bristol in July 1643 they gained not only the city, but also the materials and facilities that literally allowed them to remain in the war. Under Royalist rule Bristol became a vital centre for military and government activities, as well as a centre for importing arms from Europe and becoming almost the alternative Royalist capital. The loss of Bristol in 1645 was therefore a huge blow to the Royalist cause. This book is surely one of the most important written on the civil wars in recent times. Its radical reinterpretation of the pivotal role of England's second city will ensure it a place on bookshelves of anyone interested in the most turbulent years of the seventeenth century

*The Art Direction Handbook for Film* -  
Michael Rizzo 2013-07-18

Practical, comprehensive on-the-job manual for art directors from an established Hollywood insider.

*The Colors of Clay* - Beth Cohen 2006

"The catalogue ... is truly excellent and makes an important contribution to the study of Greek Art." --Bryn Mawr Classical Review "An overwhelming volume. The subject matter ... is described in great detail in nine chapters. Essential." --Choice  
This catalogue documents a major exhibition at the Getty Villa that was the first ever to focus on ancient Athenian terracotta vases made by techniques other than the well-known black- and red-figure styles. The exhibition comprised vases executed in bilingual, coral-red gloss, outline, Kerch-style, white ground, and Six's technique, as well as examples with added clay and gilding, and plastic vases and additions. *The Colors of Clay* opens with an introductory essay that integrates the diverse themes of the exhibition and sets them within the context of vase making in general; a second essay discusses

conservation issues related to several of the techniques. A detailed discussion of the techniques featured in the exhibition precedes each section of the catalogue. More than a hundred vases from museums in the United States and Europe are described in depth.

*Official Guide to the World's Columbian Exposition ...* - John Joseph Flinn 1893

*Molecular Origami* - Robert Hanson  
1995-05-22

Provides patterns for more than seventy different molecules and includes instructions for folding them into three-dimensional scale models.

*Gunfighter's Ball* - Forrest Stephen Harris  
2018-06-18

*Gunfighter's Ball* is a set of tabletop miniatures rules for recreating Wild West gunfights with miniature figures and terrain.



*Creating A Napoleonic Wargames Army 1809-1815* - Peter Morbey 2019-10-21

This book describes the creation of a wargames' army and provides essential guidance for someone starting out in wargaming through to the more experienced gamer. With over 290 colour photographs, it describes how the armies of the main nations - France, Britain, Russia, Prussia and Austria - were organized. It illustrates the uniforms and battle formations using computer-aided plans. Practical modelling techniques are demonstrated from basic to more advanced. It provides detailed painting guides with accompanying step-by-step photographs, and finally, there is a chapter on the flags carried by these five armies during the wars.

Miniature Merchant Ships - John Bowen 1997

This practical guide to waterline ship

modelling in 1/1200 scale contains 30 sets of plans for the reader to construct their own models.

*Outremer: Faith and Blood* - Jamie Gordon 2018-04-19

Outremer: Faith and Blood is a 28mm skirmish wargame featuring small groups of warriors fighting in Outremer during the Crusades. While suitable for one-off skirmish encounters the focus of the game is a structured and progressive campaign setting in which they are able to watch their force grow and develop over a series of scenarios and encounters from a small party of five or so soldiers into a powerful warband a score strong. Character development is key, and a wide range of troop options and factions allows a high degree of individuality and personalisation. Players will also be able to recruit mercenaries and agents such as Hashashin and Varangian survivors to bolster their

forces - potent but expensive additions that will add a distinct flavour to each encounter.

### **Airbrushing and Finishing Scale Models**

- Brett Green 2011-01-01

ALSO AVAILABLE AS AN E-BOOK. Brett Green details the prerequisites of airbrushing, including the different types of spray equipment and air sources available, offering advice on appropriate thinners, paint ratios and air pressures to ensure the most appropriate paint coverage across a range of different airbrushing applications. He then examines various airbrushing techniques across a wide range of models. Ten step-by-step, illustrated studies ranging from weathered military aircraft to pristine, high gloss motor vehicles, science fiction models, fantasy figures, groundwork and buildings will complete this in-depth guide to getting the best results on your models.

Slaine King - Pat Mills 2008-05

Exiled from his tribe, Slaine is forced to roam the land of the Tir-Nan-Og with Ukko. Ahead of him lie terrifying ordeals that will require all of Slaine's famed warrior strength if he is to return victorious and claim his rightful place as King."

### **Kevin Dallimore's Painting & Modelling Guide Master Class**

- Kevin Dallimore

2010  
Everything you ever wanted to know about painting miniatures and models to a professional standard is contained in this 320 page book. Kevin Dallimore and over twenty five other renowned and respected painters and modelers reveal the techniques they use to give their miniatures and models that great professional finish; techniques such as varnishing, dry brushing, non metallic metal, shading, highlighting, blending, textured leather and the use of diluted washes are all discussed in depth together with many modeling ideas

too; ideas for doing conversions, creating dioramas, making and painting scenery, vehicles and many more. All of the processes described in the many different articles are fully detailed and coupled with photographs of each important stage. Initially, Kevin goes quickly through the all important basics (fully described in his first book Kevin Dallimore's Painting and Modeling Guide) before clearly detailing all of the advanced techniques that he and his fellow painters use to produce great looking models. There then follow many articles where guest painters and modelers share their thoughts and ideas on particular techniques when painting historical, fantasy and sci-fi models: Old West, Napoleonic, Ancients, Romans, Swashbucklers, WW2, Goblins, Orcs, Beastmen, Trolls, Judge Dredd and lots more. By copying the methods and techniques in this book and with a little determination and practice,

everyone will be able to produce painted miniatures and models to a standard that previously they had only dreamed of. Keith Pinfold Foundry Publications

Ancient & Medieval Wargaming - Neil Thomas 2007-06-21

Re-fight some of the bloodiest battles of the ancient and medieval worlds! Seasoned wargamer and author Neil Thomas brings historical perspective to the hobby with a description and interpretation of significant military developments from 3,000BC to AD1500. Wargaming is the simulation of accurate historical battles using miniature figures to fight over three dimensional terrain, their movement and combat being regulated by clearly defined rules. Neil Thomas' new book provides specific coverage of ancient and medieval wargaming, thanks to its division into biblical, classical, Dark Age and medieval sections. Each section has its own set of

rules and much expanded army lists. The wargamer gains additional perspective from data panels containing facts about weaponry, personalities and chroniclers, and quotations from original document sources. Useful suggestions for further reading are also included, while battle reports in each section provide tactical insights for both novice and veteran wargamers.

**Tribes of Legend** - Jake Thornton  
2012-03-14

This book contains not one, but three separate games set in the ancient Greek world of myth, magic, and monsters, ranging from full scale battles to a game for a single hero having to overcome all of the obstacles that mortals and gods in their whim and wisdom devise. So what will be your first foray into this ancient realm?

**Alpha and Omega** - Harry Turtledove  
2019-07-02

New York Times bestselling author Harry Turtledove reveals a new side of his potent imagination in a gripping speculative novel about the End of Days—and a discovery in the Middle East that turns the world upside down. What would happen if the ancient prophecy of the End of Days came true? It is certainly the last thing Eric Katz, a secular archaeologist from Los Angeles, expects during what should be a routine dig in Jerusalem. But perhaps higher forces have something else in mind when a sign presaging the rising of the Third Temple is located in America, a dirty bomb is detonated in downtown Tel Aviv, and events conspire to place a team of archaeologists in the tunnels deep under the Temple Mount. There, Eric is witness to a discovery of such monumental proportions that nothing will ever be the same again. Harry Turtledove is the master at portraying ordinary people caught up in extraordinary

events, and what is more extraordinary than the incontrovertible proof that there truly is a higher force controlling human destiny? But as to what that force desires . . . well, that is the question.

### **Foundry Miniatures Painting and Modeling Guide** - Kevin Dallimore

2007-02-01

This is a fully comprehensive guide to painting and constructing miniature models. This book should help to get you started if you're coming to painting with no experience, and encourage you to try out a few new or different methods if you have painted before. Each technique is described in detail along with pictures to illustrate every step as clearly as possible. There's also a vast array of 'beauty shots' to inspire you to pick up those paint brushes!

*The African Knights* - Conrad Cairns 2006

In the 19th century the eastern Savannah (now divided between the countries of

Nigeria, Niger, Mali, and Cameroon) was one of the most neglected parts of the African continent, and yet at the same time one of the most culturally sophisticated. During this period warfare among the peoples of the eastern Savannah, and in particular the three most significant native states - the Sokoto Caliphate, the ancient kingdom of Bornu, and the somewhat less ancient state of Bagirmi - was largely dominated by cavalry, and a significant proportion of these mounted troops were armored. This groundbreaking book covers the period that began with the Sokoto jihad in 1804 and ended with the extinction of the Savannah states by the European colonial powers at the turn of the 20th century. In addition to providing a brief outline history of the three states, it examines in detail the arms, equipment and methods of warfare used by their armored 'knights' and infantry, and includes in

addition sections on their horses, artillery, flags, fortifications, and clothing. It is illustrated throughout with contemporary photographs and engravings.

*Wargaming Campaigns* - Henry Hyde

2018-03

Most miniature wargames take the form of simulating a single battle with the opponents either winning or losing and that's that until the next game. Such games can be a fun test of tactical skill but it can be even more rewarding if they form part of a wider campaign. In a campaign, the players commanding the forces have to make the decisions at the strategic level that determine the context of any battles that occur. The outcome of these battles will, in turn, have strategic consequences for the ongoing campaign. Although campaigns can be very rewarding, many wargamers are deterred by the need to produce maps and devise mechanisms for

strategic movement, Intelligence, logistics, recruiting reinforcements, keeping track of casualties etc. Henry Hyde's excellent book greatly eases this task with masses of sound advice, concrete suggestions and even a full set of campaign rules useful for any period up to AD 1900. 'Whatever historical or fantasy setting you prefer, Henry shows that even simple campaigns can add extra fun to your gaming.

*How to Paint Citadel Miniatures* - Rick

Priestley 2003

Fantasirollespil.

*One-Hour Wargames* - Neil Thomas

2014-09-03

A fun and practical new approach to wargaming that lets you complete a game in about an hour—includes rule sets and scenarios for most popular periods. One of the biggest problems facing wargamers is finding the time to actually play. Most commercially available games require

several hours to set up and see to a conclusion; some can even take a whole day or weekend to complete. Apart from time, lack of space can also keep wargamers from enjoying their favorite pastime. In *One-hour Wargames*, veteran gamer and rule-writer Neil Thomas has addressed both problems. Now it is practical to play a satisfying game in around an hour on a normal dining table or living room floor. The book contains 8 all-new sets of very simple rules for various periods—from Ancient to WW2—and thirty stimulating scenarios which can be played using any of them. All the rules and scenarios are intended to be played on a 3ft x 3ft battlefield. The rules only require a small number of miniatures, so this really is an ideal way for new gamers, or veterans trying a new period, to get started with minimal investment of time and money. Also ideal for a quick game in the evening with a friend. Also included are sections on

campaigns and solo games.

*Angelarium: Book of Watchers* - Peter Mohrbacher 2021-09

Book two in the *Angelarium* series. This artbook is a chronicle of Enoch, a living man wandering the world of Angels. Seeking a path home, Enoch witnesses a rogue order of Angels invading his home and threatening the existence of humanity. The book includes illustrations, poetry, and short stories centering around the fallen Angels known as the Watchers.

**Wargaming** - Neil Thomas 2012-06-19

A set of simple, fast-playing rules for wargaming the conflicts that re-shaped Europe in the period 1815-78. This important, yet often-neglected period includes the Crimean War, the Italian Risorgimento, the wars of Bismarck's Prussia against Denmark, Austro-Hungary and France and the Russo-Turkish war. Tactically it saw armies struggle to adapt

Napoleonic doctrines to incorporate important technological advances such as breech-loading rifles, steel breech-loading cannon and the first machine guns. The book includes brief analysis of the essential strategic and tactical military developments of the period, a set of elegantly simple rules which are fast-playing and easy to learn, yet deliver realistic outcomes. A selection of generic scenarios, covering diverse situations such as flank attacks, pitched battles and meeting engagements, is supported by army lists for 28 different armies. There are also 12 historical scenarios, ranging from the Battle of the Alma in the Crimean War to Sedan in 1870, the decisive battle of the Franco-Prussian War, each with historical background, deployment map, orders of battle and any special rules for that engagement. Useful appendices include a guide to further reading, an overview and price guide to the

many scales and ranges of figures available, and a selection of useful addresses for the gamer.

### **Modelling and Painting Fantasy Figures**

- Paul Stanley 2019-01-31

A wide array of fantasy miniatures is available to wargamers and modellers, manufactured from an increasing number of different materials each with their own unique modelling challenges. From the multipart hard plastic 28mm miniature to the metal and resin models common in all other scales, this book provides wargamers with a wealth of information to achieve the best results. It discusses issues of scale with fantasy miniatures; demonstrates a variety of modelling and painting techniques at different scales; provides step-by-step guidance on building, converting, repairing and painting figures; explains dry brushing techniques, the three colour method, multilayering and shading



with washes and, finally, it considers basic techniques and maintaining the compatibility of miniatures between different gaming systems. Whether modelling single figures, a handful of warriors for a warband or tackling a huge army for a mass battle game, there is something for every fantasy figure modeller, collector or gamer. Discusses issues of scale with fantasy miniatures. Demonstrates a variety of modelling and painting techniques at different scales. Provides step-by-step guidance on building, converting, repairing and painting figures. Lavishly illustrated with 274 colour photographs.

Warfare in the Classical World - John Gibson Warry 2000

**Star Wars: Solo: Most Wanted** - Egmont Uk 2018-05-25  
Set before the events of Solo: A Star Wars

Story! Han and Qi'ra don't have a lot in common other than not having a lot. They're street kids on the industrial planet Corellia, doing whatever it takes to get by, dreaming of something more. They each jump at a chance to prove themselves in the perilous world of Corellia's criminal underbelly, only to discover they are on the same mission for the same unscrupulous boss. When the job goes disastrously wrong, Han and Qi'ra are on the run - from pirates, a droid crime syndicate, the Empire, and their boss - and will have to learn to trust each other if they are going to survive.

Color and Light - James Gurney 2010-11-30  
Unlike many other art books only give recipes for mixing colors or describe step-by-step painting techniques, \*Color and Light\* answers the questions that realist painters continually ask, such as: "What happens with sky colors at sunset?", "How

do colors change with distance?", and "What makes a form look three-dimensional?" Author James Gurney draws on his experience as a plain-air painter and science illustrator to share a wealth of information about the realist painter's most fundamental tools: color and light. He bridges the gap between abstract theory and practical knowledge for traditional and digital artists of all levels of experience.

**Painting Wargaming Figures** - Javier Gomez Valero 2015-03-30

Javier Gomez, a highly talented figure painter of long experience and excellent reputation, shares the secrets of his success in this accessible 'how-to' guide to painting miniatures. He takes the reader step-by-step through the whole process, from choice of materials (unlike other available guides it is not linked to any specific figure manufacturer) and preparation of the miniatures to basing and even advice on

photographing the finished item. Techniques such as dry-brushing, ink-washing, shading and highlighting are all explained clearly with the help of step-by-step photographs and colour charts. Specific case studies tackle a variety of useful subjects across all periods, such as mixing realistic flesh tones for different races; painting horses; guns and limbers; Medieval heraldry; Napoleonic uniforms; WW2 and modern camouflage patterns. Javier also clearly explains how these techniques and processes can be applied to all the major wargaming scales, from 40mm down to 6mm. Whatever historical period (or Sci-fi/Fantasy) and whatever scale the reader is interested in, this book is an invaluable source of practical advice and inspiration.

[The World War II Tommy](#) - Martin Brawley 2007-08-01

A paperback edition of this classic work,

which describes and illustrates the uniforms and equipment of the WWII British soldier using original items worn by live models in authentic settings. A huge range of subjects is covered, from the uniforms and equipment of the front line infantryman, to the officers' and men's walking-out dress, the special kit issued to tank crews, air-landed and mountain troops, motorcyclists, medics, arctic clothing, anti-gas kit and assault kit, even down to the demob suits issued to discharged soldiers in 1945.

### **1644** - Rick Priestley 2007

Almost everyone who has ever had anything to do with model soldiers of any kind has heard of Rick Priestley. It is not a cliché to say that his name is legend within the wargames industry, so when I first picked up these rules and saw that they were written by Rick I just had to read them. The avuncular Rick Priestley style is

unmistakable; 1644 will never win a Nobel Prize for Literature that's for sure, and if it did, I am sure that Rick would be too embarrassed to accept it (he'd keep the money though!), but Rick really is one of the world's best at combining his unique literary and analytical skills with his amazing creative talent to produce a set of wargames rules that are almost impossible to surpass. With 1644 the reader is given a very enjoyable insight into the English Civil War, together with plenty of additional help and advice to enable either the experienced or novice player to get the maximum enjoyment from playing an interesting and challenging game devised by one of the best writers in the wargames industry, Rick Priestley. The book is a set of rules that have been developed from the author's house rules. The object of the exercise is to give a challenging, but not taxing, game, reflecting the spirit of the age as much as

it's harsh realities. 1644 has many facets; it is not just a set of wargames rules. For those interested in painting, there are sections written by Kevin Dallimore giving step by step instructions (with illustrations) on how to paint a pikeman and flags. Those interested in 17th century history will find interesting background articles on the Bishops Wars, the English Civil War and the Thirty Years' War together with information about uniforms, troop types and artillery. It is ultimately hoped, however, that the reader of 1644 will be tempted to build and paint an army of model soldiers and have lots of fun playing a wargame with friends; to this end, there are Army Lists for the experienced player relating to the Thirty Years' War as well as the English Civil War, whilst for the inexperienced player, there is a section offering help and advice on the individual selection of models for building two opposing armies.

**Achtung Schweinehund!** - Harry Pearson  
2013-06-06

This is a book about men and war. Not real conflict but war as it has filtered down to generations of boys and men through toys, comics, games and movies. Harry Pearson belongs to the great battalion of British men who grew up playing with toy soldiers - refighting World War II - and then stopped growing up. Inspired by the photos of the gallant pilot uncles that decorated the wall above his father's model-making table, by Sergeant Hurricane, Action Man and Escape from Colditz, dressed in Clarks' commando shoes and with the Airfix Army in support, he battled in the fields and on the beaches, in his head and on the sitting-room floor and across his bedroom ceiling. And thirty years later he still is. ACHTUNG SCHWEINEHUND! is a celebration of those glory days, a boy's own story of the urge to play, to conquer - and to adopt very bad

German accents, shouting 'Donner und Blitzen' at every opportunity. This is a tale

of obsession, glue and plastic kits. It is the story of one boy's imaginary war and where it led him.