

# THE OTHER PARTIZAN

## OCTOBER 2024

### PART ONE



There's nothing worse than a long show-report preamble when all you really want to see are as many photos of the games as possible, with some explanation of what you are looking at. So, to that end...

## XXX Corps Breakout - Old Pikeys

We begin with the winner of the Best Demonstration Game award, inspired by the history of WWII's Market Garden campaign, and by the Dickie Attenborough-directed classic movie *A Bridge Too Far*.

The Pikeys love to get a lot of their collection onto the tabletop, and this battle was the perfect excuse for them to cram the road - which ran the table's length - with a fine collection of armour, mostly made up of Warlord Games tanks.

The game covered the slowed advance of the Irish Guard, progressing down what became known as Hell's Highway. It brilliantly captured the drama of the film, and was one of the show's most spectacular displays, with the engagement challenges changing as the advance slowly trundled on.





Michael Caine's Lieutenant-Colonel Vandeleur surveys the advance.



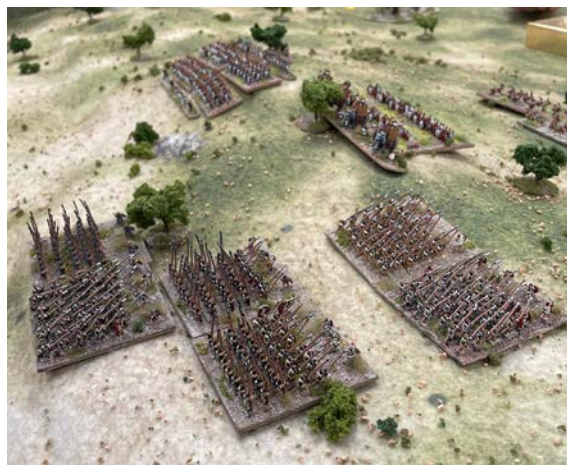
While many hobbyists might prefer the shift to plastic kits for their tanks, the resin hull here allows for some effective and easy battle-damage addition.



The detail on the Dutch buildings is printed out from photographs taken of the real architecture, trees are from Last Valley, figures are mostly a combination of Warlord Games and Offensive Miniatures, and the road is textured wallpaper raised up on a line of ceiling coving.

### THE LARD ZONE

The Lard Zone, featuring games from TooFatLardies, included the winner of the Best Participation Game award, Mark Backhouse's Battle of Cynoscephalae. Played in 2mm scale with Mark's *Strength & Honour* rules, this pitched battle, over the crest of a hill, showed how dropping the scale can give a better impression of the way elevation impacts strategy. The battle comes from the upcoming *Strength & Honour* supplement *Conquest-Alexander and Hannibal*.



"Purple! Start the purple!"



# ВОЛКОВ БОЯТЬСЯ - THE BODKINS

David Imrie spearheaded a game by the Bodkins wargaming collective. A passion project of his, 25 years in the making. Волков бояться (a Russian proverb roughly translated as “if you’re scared of wolves, don’t go in the woods”), was a theoretical encounter between Russian and Prussian forces, inspired by events that took place after the Battle of Zorndorf in 1758, during the Seven Years’ War (SYW).

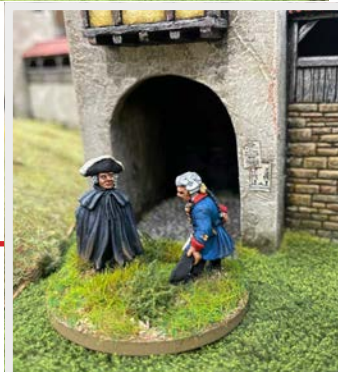
David supplied all of the figures on the table, most of which come from his own Claymore Castings range, but other Bodkins chipped in with contributions to the game, including Seven Years’ War amendments to *Valour & Fortitude* - the rules of choice used on the day.



*After the real battle of Zorndorf, the Prussians shadowed the Russian supply train; in this ‘what if?’ the Prussians catch up with the train and attack. The wagons are by Warfare Miniatures, which perfectly fit the SYW.*



*As with all the buildings on the table, the castle was a commission build for David, made 25 years ago by master model-maker John Boadie.*



*Subtly pasted to the castle gatehouse wall was a miniature copy of a 18th Century Prussian recruitment poster.*



## BEST VIGNETTE AWARD WINNER - THE GOODS INSPECTION



David Imrie: “It’s a bit of bawdy fun. The figure of the woman was sculpted/converted for me as a gift by Brian Rigelsford. It arrived out the blue, and wasn’t a pose I would normally request (!), but it was so funny and cleverly done.

“The mounted officer (with a love heart on his cheek) was a gift to me from Thomas Foss in the States, ten years ago. The monk was painted by fellow Bodkin Nick Murray. The Prussian officer and soldier were painted by me and Bodkin Andy Mulligan, who also supplied the wagon. I just worked in some highlights here and there to bring it all together. After all, what on Earth was I going to do with the Rigelsford figure?!”



## THE METEORIC RISE OF THE DUNELM FLEECE

While the cloth mat has been a stable covering for wargames convention tables in the US for a quite a while now, it has taken longer for UK demonstrators to embrace the fleece. Leading the charge for table coverings at the present time must be the Dunelm Soft Fleece Throw. We photographed three tables that were using this material as the starting point for their terrain. Billed as a 'soft fleece for added warmth and comfort, this machine washable throw is plain and simple in design and is available in a choice of colours' by UK soft furnishing giant Dunelm, wargamers have clearing latched onto the fact that, by using various creative techniques, the Dunelm fleece can be sprayed, brushed, trimmed, and generally converted from something designed for people to snuggle up under on the couch, into a miniature warzone representing pretty much anywhere across the globe.

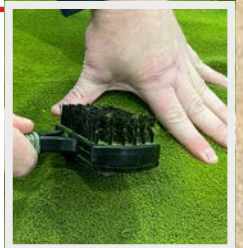


*Flexible enough to be used from the SYW to Napoleonics (and beyond), these buildings were commissioned by David and constructed (scratch-built) by James Sharp of Oshiro Terrain.*

*Sitting under the buildings are small felt mats to which David has added texture using Vallejo Weathering Effects Thick Mud.*



*David achieved the finished results he wanted for this Dunelm fleece by using cheap spray paints to create a 'camouflage effect' with various shades of green. The final colour - the lightest green - is sprayed from a low side angle, to create a highlight effect. After the spraying comes the brushing: a wire pet-brush is combed across the whole surface of the fleece (for about an hour) to bring out the texture, and merge the colours together.*

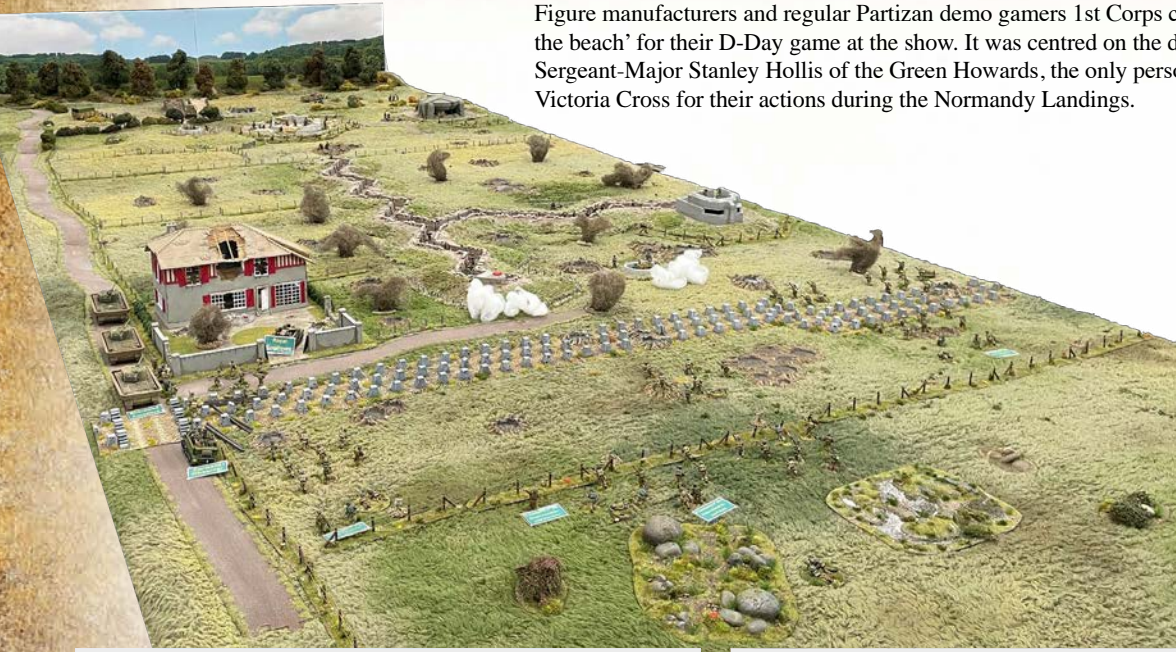


*David trimmed the fleece, leaving some patches longer (seen bottom right) and creating rough areas to break up the green of the main board.*



# KING RED SECTOR, GOLD BEACH, D-DAY 1944 - 1st CORPS

Figure manufacturers and regular Partizan demo gamers 1st Corps chose to focus ‘beyond the beach’ for their D-Day game at the show. It was centred on the daring deeds of Company Sergeant-Major Stanley Hollis of the Green Howards, the only person to be awarded a Victoria Cross for their actions during the Normandy Landings.



*Hollis' VC citation highlights two incidents of bravery during D-Day; the first concerned a German Pillbox, depicted on the 1st Corps table and seen in this photograph. The citation describes the action: "Hollis instantly rushed straight at the pillbox, firing his Sten gun into the pillbox. He jumped on top of the pillbox, re-charged his magazine, threw a grenade in through the door and fired his Sten gun into it, killing two Germans and taking the remainder prisoners."*



*The objective of the game was to advance inland and capture the (3D-printed) Mont Fleury battery, situated at the top of the gently sloping table. The rules being used were I Ain't Been Shot Mum by TooFatLardies, which allow for the individual heroism displayed by CSM Hollis.*



*The trenches were scratch-built (with added Renedra sandbags). Cut-off sections of Dunelm fleece were glued to the bases of the trenches (and bunkers) in order to blend them into the rest of the mat/table, and disguise any joins. The 3D-printed dragon's teeth are a tweak on history; there was actually a trench in this part of the battlefield.*



*The Sherwood Foresters advance along the road, passing the iconic Lavatory Pan Villa - seen on the skyline in several photographs from D-Day - and scratch built for the table by Michael from 1st Corps. The tanks and other vehicles were a mix of 1st Corps, Tamiya, and Corgi.*



*The table featured the Flexible Resin Roads by 1st Corps, and soon-to-be-released Flexible Resin Tracks, both featuring the inter-locking jigsaw design.*

# THE BATTLE OF LUTZEN - THE LEAGUE OF EXTRAORDINARY KRIEGSPIELERS

The League of Extraordinary Kriegspielers (or League, or LEK) don't like to do things by halves, so nine months ago, when they collectively decided to demo the famous Thirty Years' War Battle of Lutzen, 1632, they needed to beg, commission, and construct everything from scratch, including all the scenery, armies, and even the rules, which they wrote themselves, based on *Honours of War*.



Getting the Swedish brigade formation correct was critical. It's a point of great debate, but the Kriegspielers think they have cracked it with three squadrons in a brigade, fighting as three units.



Driven by a desire for maximum visual impact, Steve Langan of the League of Extraordinary Kriegspielers wanted the game to look like Peter Snayers' contemporary artwork of the conflict. At 1:20 scale, with big and deep infantry blocks, the biggest units on the table are 72-men strong.



The LEK love their vignettes, and, in an effort to capture and colour and character of the Thirty Years' War, they added a camp as a side-table, allowing for a whole host of small scenes to accompany and complement the battle. Taking inspiration from contemporary etchings by Jacques Callot and others, the vignettes included: a hanging tree, brothel (hidden inside a tent), soldiers gaming, and - Kriegspieler Steve's favourite piece - an orange tree in a cart (seen right), which (for no apparent reason!) appears in the 1973 Richard Lester film *The Three Musketeers*.

In a breakaway move from the ubiquitous Dunelm fleece, the Kriegspielers chose to go with Minky Fabric for their cloth. LEKer Steve told us he prefers the 'short pile' nature of Minky, which doesn't crease, and isn't as long as the Dunelm Fleece. The finished colour of the fabric was inspired by the famous Peter Snayers painting of the battle, whose grass has an autumnal-yellowish hue. Steve also maintains that the lighter-coloured cloth helps the figures 'pop', whereas dark cloth washes the colour out from the figures.



All the terrain was made by David Marshall of TM Terrain.

That's all for part one. We couldn't fit all of the amazing games into one article so come back next issue for the best of the rest.



Although there are figures from several different manufacturers across the table, The Assault Group are particularly well represented, along with Foundry and Empress.

