

Foundry Miniatures Painting And Modelling Guide

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Black Powder

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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.

The Paraguayan War

Gunfighter's Ball is a set of tabletop miniatures rules for recreating Wild West

gunfights with miniature figures and terrain.

The Making of the Roman Army

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.

Painting Miniatures for the American Civil War

Between 1845 and 1872, various groups of Maori were involved in a series of wars of resistance against British settlers. The Maori had a fierce and long-established warrior tradition and subduing them took a lengthy British Army commitment, only surpassed in the Victorian period by that on the North-West Frontier of India. Warfare had been endemic in pre-colonial New Zealand and Maori groups maintained fortified villages or pas. The small early British coastal settlements were tolerated, and in the 1820s a chief named Hongi Hika travelled to Britain with a missionary and returned laden with gifts. He promptly exchanged these for muskets, and began an aggressive 15-year expansion. By the 1860s many Maori had acquired firearms and had perfected their bush-warfare tactics. In the last phase of the wars a religious movement, Pai Maarire ('Hau Hau'), inspired remarkable guerrilla leaders such as Te Kooti Arikirangi to renewed resistance. This final phase saw a reduction in British Army forces. European victory was not total, but led to a negotiated peace that preserved some of the Maori people's territories and freedoms.

Little Wars by H. G. Wells - Delphi Classics (Illustrated)

The American Civil War is one of the most popular periods to wargame, and rightly

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so - it is a fascinating period of history. Painting Miniatures for the American Civil War offers the opportunity to learn how to paint war games miniatures from someone who has been an experienced sculptor and painter. All of the main styles that are used for painting war games miniatures are covered in great detail. For anyone wanting to start painting for the first time, these pages contain a wealth of information that will help you get started. The book covers: Miniature preparation Layer painting Painting with washes Basing Horses and artillery Buildings and scenery. Each chapter is full of detailed step-by-step tutorials on how to paint war games miniatures for the American Civil War.

Gunfighter's Ball

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

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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.

The Men Who Would Be Kings

This is the perfect add-on supplement not just for Helion's famous 'Paper Boys' book series but for other wargames periods and systems too. In this book you will find all the building you need for a 18th and 19th rural or city landscaped terrain. Here will be some 22 pages of artwork intended to be cut straight out of the book pages. Subjects to include village buildings, a church, farmhouse, windmill etc. The models are scaled to 28mm, but through deft use of a photocopier can be rescaled for other popular sizes of figures.

God of Battles

Modelling and Painting Fantasy Figures

1644

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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.

Child of Vengeance

In this new edition, with a new preface and an updated bibliography, the author provides a comprehensive and well-documented survey of the evolution and

growth of the remarkable military enterprise of the Roman army. Lawrence Keppie overcomes the traditional dichotomy between the historical view of the Republic and the archaeological approach to the Empire by examining archaeological evidence from the earlier years. The arguments of *The Making of the Roman Army* are clearly illustrated with specially prepared maps and diagrams and photographs of Republican monuments and coins.

Boys' Book of Model Boats

The Men Who Would Be Kings is a set of rules designed for fighting historical or Hollywood colonial battles in the mid to late 19th Century, from the Indian Mutiny to the Boxer Rebellion. Large scale colonial clashes tended to be one-sided affairs, but there are countless reports of brief, frantic skirmishes in every colonial war, where either side could be victorious, and these are the battles that *The Men Who Would Be Kings* seeks to recreate. Although focusing on the British colonial wars against the Zulus, Maoris and others, these rules will also permit players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. Gameplay is very simple, and is driven by the quality of the officers leading your units, in the true spirit of Victorian derring-do and adventure, where larger than life characters such as the (real) Fred Burnaby and the (fictional) Harry Flashman led their troops to glory and medals or a horrible end at the point of a spear tip.

The African Knights

Delving deeper into the weird world of Konflikt '47, this supplement presents a range of new material for the game, including: - New units: Options for troops and technology that can be added to the armies presented in the rulebook. - Special characters: Field the best of the best, elite men and women who may singlehandedly be the crucial element between victory and defeat. - New background: The history of the world of Konflikt '47 is detailed in more depth. - New rules: All-new means of waging war, including material previously published online.

TANK ART Volume 1

A strategic guide to miniature wargaming set in the Middle Ages.

Kevin Dallimore's Painting and Modelling Guide Master Class

If you are interested in painting, collecting or war-gaming with model soldiers, or interested in the Napoleonic era any way, then this book is for you; it has many articles that set the scene and mood for ensuing battles by detailing the historical background and build up to the many Napoleonic wars and campaigns that took

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place. For the miniature painters and collectors Matthew Fletcher has written a section showing how to speed paint an army that any wargamer would be proud of, and Kevin Dallimore reveals his secret of painting outstanding Napoleonic models using his world renowned three color method. For the gamer, Matthew Fletcher has created a truly unique set of rules that are simple to understand and play; rules that will provide an evening of fun and entertainment for all. In short, this book contains everything you will need to enjoy yourself painting and collecting miniatures and gaming in the Napoleonic era. I first met Matt Fletcher when he was employed by a well known fantasy games company based in Nottingham; he was an 18 year old, wide eyed, fresh faced teenager looking like he had found Aladdin's Cave as he scanned all of the models, games and books stacked on the warehouse shelves. Two of Matt's childhood dreams had been realised; he was not only involved in a rapidly growing company making and selling the products he loved, he was also heavily involved with the team responsible for the play testing and development of games and the writing of books. Everyone was impressed by Matt's energy, enthusiasm and knowledge; he had a great knowledge of all things fantasy and, as I was later to find out, an even greater knowledge of all things historical. Matt soon realised that these new experiences might lead to the fulfillment of yet another childhood dream; to write a book that combined his extensive historical knowledge of all things Napoleonic with the new experiences gained in the creation and development of books, games and game mechanics. Little did he realise how much time it would take for this

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dream to be fulfilled. Eighteen years have since passed and I think Matt has been very surprised (and sometimes frustrated) with the length of time that it has taken to produce the book that you now hold; not only for the time it has taken him to produce and structure a script suitable for submission, but also for the time it has taken for his script to be edited and augmented to reach the high standard expected from any Foundry publication. If you are interested in painting, collecting or wargaming with toy soldiers, or interested in the Napoleonic era any way, then this book is for you; it has many articles that set the scene and mood for ensuing battles by detailing the historical background and build up to the many Napoleonic wars and campaigns that took place. For the miniature painters and collectors, Kevin Dallimore has added his own article on painting Napoleonic models using his unique and world renowned three color method. For the wargamer, Matt has created a truly unique set of rules that have been amended and developed many times over the years to provide an evening of fun and entertainment; he has also written his own article on how to speed paint an army to a standard that any wargamer would be proud of. Matt is very proud of this book and wants everyone who reads it to experience the great fun and pleasure he gets from painting and playing games with toy soldiers. For Matt, the book you now hold is another dream come true.

Something about Eve

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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

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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.

Foundry Miniatures Painting and Modelling Guide

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); Feldgendarmerie (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.

The Rules with No Name

Everything you ever wanted to know about painting miniatures and models to a professional standard is contained in this 308 page book. Kevin Dallimore and over twenty five other renowned and respected painters and modellers reveal the techniques they use to give their miniatures and models that great professional finish. All of the processes described in the many different articles are fully detailed with photographs of each important stage. By copying the methods and techniques in this book everyone will be able to produce painted miniatures and models to a standard that previously they had only dreamed of.

Survivors of the Holocaust

A fully comprehensive guide to painting miniature models, Kevin Dallimore describes every aspect of his celebrated painting style, from a quick and simple method to get you started to more advanced techniques.

How to Paint Citadel Miniatures

From the first shots at Jumonville Glen to the surrender at Appomattox, Rebels and Patriots allows you to campaign with Wolfe or Montcalm, stand with Tarleton at

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Cowpens or Washington at Yorktown, or don the blue or grey to fight for Grant or Lee. From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo and the American Civil War, these rules focus on the skirmishes, raids, and small engagements from this era of black powder and bayonet. Your Company is commanded by your Officer during these tumultuous conflicts. Each battle that your Officer faces allows him to develop new and interesting traits. Does he perform heroically and earn a nom de guerre? Or falter, to be forever known as a yellow-belly? Designed by Michael Leck and Daniel Mersey, with a core system based on the popular Lion Rampant rules, *Rebels and Patriots* provides all the mechanics and force options needed to recreate the conflicts that forged a nation.

Rebels and Patriots

Foundry Manual

There are many writings about ancient cultures lurking in the dusty books of academia, but few capture the imagination like the legends and myths of the ancient Greeks where heroes and monsters live or die in struggles for survival, honor and glory - all under the watchful gaze of their meddling gods. These

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tales not only evoke images of warriors in gleaming bronze armor and beautiful women dressed in flowing white robes, but relate many wondrous stories of heroism and adventure, death and glory; the noble sacrifice of the 300 Spartans, the famous deception of the wooden horse and the voyage of Jason and the Argonauts to name but three. This book contains not one, but three separate games set in this ancient 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. However, this book is much more than a collection of games for it also includes guides for building terrain on your tabletop and a series of step-by-step instructions on how to paint the models you might want to play with - the photographs in this book show the models at their best, in their natural habitat: heroes and monsters locked in honorable combat. So what will be your first foray into this ancient realm? Are you a lone hero or a leader of armies? Decide, and then summon your courage, offer your prayer and, whichever game you play, may the gods smile on you.

European Buildings

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant - a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry

without wanting to muster huge forces or spend time learning complex rules, this game allows players to game actual historical battles – or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes.

Painting Wargaming Figures

There are a great many very good "how-to" books in today's world of Scale Modeling, but none has covered the "why's" as well as the "how-to's"... a more rounded, artistic approach... until now. In TANKART, I focus on taking real-life observations of weathering effects, dissect and visualize how they occurred, and problem solve the best technique to replicate them in our world, the world of Scale Modeling. In this first volume, focusing on the popular subject of WWII German Armor, I will dive deep into my thoughts about why I do what I do, and the subtleties that give it life. Combined with my education in design, my never ending passion for learning and teaching, and my love of photography, I have strived to produced a book which focuses on the importance of telling the story of each vehicle; it's travels through urban landscapes, harsh deserts, or down muddy roads; it's battle scars and service life wear and tear. In short, telling the story of the vehicle from the time that it has left the factory, engaged the enemy, moved across the landscape, moved to a different theatre, survived to fight another day, and in some cases, ceased to function. To bring these thought processes to life requires a spectrum of techniques which are covered in great detail; from the

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Hairspray Technique to Oil Paint Rendering; techniques which can be combined in an endless amount of combinations to tell the story of your model, to make each model as unique as it's real-life counterpart. This book begins a series which will define my modeling and hopefully reach the many hobbyists searching for new ideas and inspiration to forever improve and achieve upon with their own work.

Napoleon

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.

Wargaming

"Boys' Book of Model Boats" by Raymond F. Yates. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

One-Hour Wargames

Black Powder is Warlord Games' first publication. It is a beautiful book in its own right with hundreds of color photographs taken by the Perry brothers of the most exquisitely painted model soldiers from their world-renowned collection.
The rule book's intention is inspire a collector to play gentlemanly games with their own collections of soldiers with friends where the emphasis is on the spirit of the age of musket, not the letter of the rule. With decisive battles from the key wars of the period, such as El Teb, from

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the Sudan War, Ntombi River from the Zulu Wars, Alma from the Crimean War and Freemans Farm from the American War of Independence, as well as two fictional scenarios from the American Civil War and Napoleon's Wars, there really is something to keep everyone happy. It is a hearty publication and not for nitpickers or miseries. There are some good gags in it, but it also plays well and enables players to conduct a very big battle in a civilized period of time, leaving them more time to chat about the highs and lows and what

ifs.
returncharacterreturncharacter
Rick Priestley is best known as the famous Warhammer and Warhammer 40000 author, the world's best selling table top miniatures game and Product Director for Games Workshop. He lives in Nottingham. Jervis Johnson is also an internationally renowned games writer and luminary in the gaming world. Jervis also lives in Nottingham but has a very posh voice.

Modelling and Painting World War II German Military Figures

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

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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.

Painting on Light

God of Battles is a tabletop fantasy battle game in which players command armies of model soldiers to fight against each other across Aren's troubled lands. I've tried to produce a game that is easy to learn and quick and fun to play, but which offers many tactical options and rewards players' skill. If you are new to all this, I've included some hints and tips throughout the book to help get you started. Have a look at the Scenario section as there's a piece in there about playing your first game, which should point you in the right direction. If you have played tabletop battle games before, you will find some new ideas and a few unusual concepts in this one. They are no more complicated than in other games, less so in fact, they're just different. Have a game or two with only the Main Force part of your armies to get the hang of it and see what you think. It's hard to judge any game from a quick skim through the rules. Let it come alive on the tabletop! Above all,

with God of Battles I designed the type of tabletop battle rules that I always wanted to play, where a group of friends could have a fun and characterful game that tells a good story. I hope you get as many hours of enjoyment from it as I have!

Model Jet Reaction Engines

Konflikt '47: Defiance

This book should not be looked upon as a political or social history, although an understanding of these aspects would give a clearer insight into why and how Argentina, Brazil, Uruguay, and Paraguay became embroiled in the largest war ever fought in South America. It is, rather, a work covering the military side of the events that took place between 1810-70, with a hint of the political undercurrents that motivated the various wars fought in the region during the same period. Hopefully it will encourage readers to become interested in Latin and Central American military history-a vast field of research largely neglected in both Britain and the United States. REVIEWS ., .a must have book for South American Military history buffs the ultimate uniform guide for the Paraguayan War. In addition to being excellent history, this is just what you need to recreate battles on the

tabletop for those so inclined will serve as a source for other books to come it's that well-researched, that well-written, and it's that well-done. Magweb.com, 10/200

Model Steamer Building - A Practical Handbook on the Design and Construction of Model Steamer Hulls, Deck Fittings, and Other Details

Celebrating the Familiar

Provides an interview with the sculptor about his work, and shows his realistic sculptures of workers, business people, tourists, campers, and fishermen

The New Zealand Wars 1820-72

"Perhaps there is no simple, easy way to educate children about the Holocaust. Yet [this] new extraordinary work in the form of a nonfiction graphic novel for children is a valiant attempt to do just that. These testimonials serve as a reminder never to allow such a tragedy to happen again."—BookTrib Between 1933 and 1945, Adolf Hitler and the Nazi party were responsible for the persecution of millions of Jews across Europe. This extraordinary graphic novel tells the true stories of six

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Jewish children who survived the Holocaust. From suffering the horrors of Auschwitz, to hiding from Nazi soldiers in war-torn Paris, to sheltering from the Blitz in England, each true story is a powerful testament to the survivors' courage. These remarkable testimonials serve as a reminder never to allow such a tragedy to happen again. Features a current photograph of each contributor and an update about their lives, along with a glossary and timeline to support reader understanding of this period in world history.

From Clay to Bronze

This is the 2nd volume in Foundry's projected series describing the armies of the era of exploration in sub-Saharan Africa. Following a similar format to its predecessor, it covers the area now largely covered by the countries of Gabon, the Republic of Congo, the Democratic Republic of Congo, Rwanda, Burundi, Zambia, and Malawi.

Medieval Warfare

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

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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.

Tribes of Legend

This eBook features the unabridged text of 'Little Wars' from the bestselling edition of 'The Complete Works of H. G. Wells'. Having established their name as the leading publisher of classic literature and art, Delphi Classics produce publications that are individually crafted with superior formatting, while introducing many rare texts for the first time in digital print. The Delphi Classics edition of Wells includes

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original annotations and illustrations relating to the life and works of the author, as well as individual tables of contents, allowing you to navigate eBooks quickly and easily. eBook features: * The complete unabridged text of 'Little Wars' * Beautifully illustrated with images related to Wells's works * Individual contents table, allowing easy navigation around the eBook * Excellent formatting of the text Please visit www.delphiclassics.com to learn more about our wide range of titles

Central Africa

You will then learn how to create a mold to cast the sculpture in wax, pour the molten bronze, and finesse the final bronze sculpture."--BOOK JACKET. "Whether you are an experienced sculptor trying bronze for the first time, or someone entirely new to sculpture, From Clay to Bronze will serve as your one-stop reference."--BOOK JACKET.

Ancient & Medieval Wargaming

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

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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.

Lion Rampant

A bold and vivid historical epic of feudal Japan, based on the real-life exploits of the legendary samurai Musashi Miyamoto Japan in the late sixteenth century was a land in turmoil. Lords of the great clans schemed against one another, served by aristocratic samurai bound to them by a rigid code of honour. Bennosuke is a high-born but lonely youth living in his ancestral village. His mother died when he was a young boy, and his powerful warrior father, Munisai, has abandoned him for a life of service to his lord, Shinmen. Bennosuke has been raised by his uncle Dorinbo, a Buddhist monk who urges the boy to forgo the violence of the samurai and

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embrace the contemplative life. But Bennosuke worships his absent father, and when Munisai returns, gravely injured, Bennosuke is forced to confront truths about his family's history and his own place in it. These revelations soon guide him down the samurai's path--awash with blood, bravery, and vengeance. His journey will culminate in the epochal Battle of Sekigahara, in which Bennosuke will first proclaim his name as Musashi Miyamoto. This rich and absorbing epic explores the complexities of one young man's quest while capturing a crucial turning point in Japanese history with visceral mastery, sharp psychological insight, and tremendous narrative momentum.

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