

WAR GAMES

SOLDIERS

& STRATEGY

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THE MAGAZINE FOR THE DISCERNING WARGAMER

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The Rise of Rome

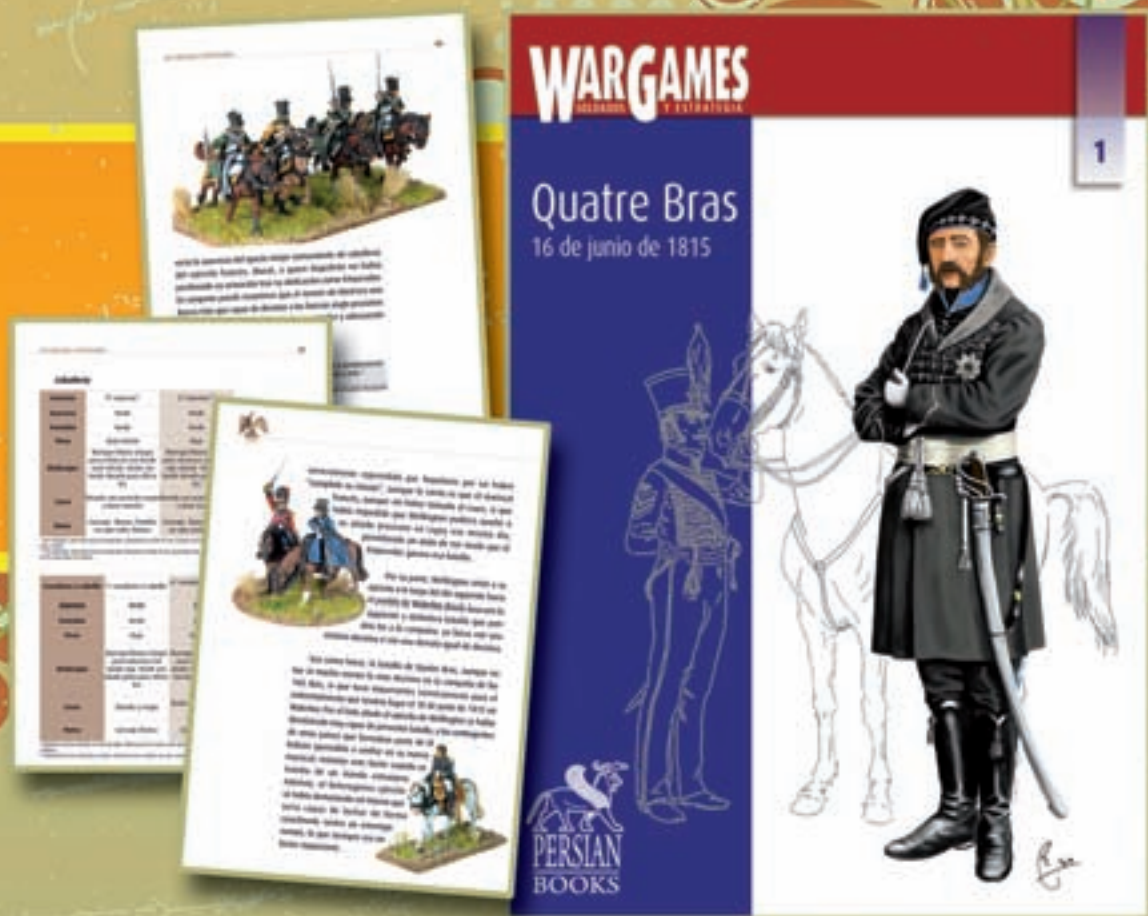


- 1938, A Very British Civil War
- Rebellions! The Norman Conquest
- Let's Play... Rank and File

Skirmishing the Siege of Jerusalem using LOR Strategy Game



Quatre Bras 1815



- **A short historical narrative of the action in question**
- **2D and 3D maps to locate the units at all times.**
- **Complete order of battle**
- **Tables describing the uniforms of ALL the units present at the battle**
- **Information on flags, commands and organization**

The book is fully illustrated with photos of miniatures painted by the best painters in the Wargame world today (at the moment in Spanish).

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With the cold weather upon us, the only warning thought is the beginning of Spring and with Spring comes the first wargames shows of the new year in the UK. It has been one of the coldest winters for decades. Perhaps it is a good time to catch up on the painting and to look forward to the New Year and warmer weather will bring.

This issue we have a few surprises, all part of our eternal quest to improve Wargames, Soldiers and Strategy.

Firstly we are proud to present a serialising for Allen Curtis' Rise of Rome project, covering the early years of the Romans, when they expanded from a city to dominate the Italian peninsula. This issue deals with the Etruscans and Early Latins. Not only are there army lists for Warhammer Ancient Battles but also for the Crusader Ancients Rules and for Impetus. Even if you prefer other rules, you will find Allen's narrative informing and of great interest.

Craig Woodfield brings us the first in a series of 'Must Read' novels, starting with the Ancient period. Craig brings us his favourite reads and gives some good ideas and suggestions for scenario.

We also have the first in our 'Lets play...' series. Here we go a little deeper than just a review - we try out a new wargame with a group of gamers and test play the rules. We then faithfully record their reactions and replies: What's hot and what's not about a new set of rules? Does it reflect the period? How long does a game take? What sort of support is there for it? How does it play and was it fun to play? These and more we will ask, so you the reader truly get a feel for a set of rules. Nor will we pull our punches, it'll be just the facts as our gamers report them.

We have our usual features, reviews and painting articles, plus a few extra surprises. Enjoy!

Finally, we do care what you the reader thinks. The feedback from our Talavera special in December issue was very positive (WS&S will hope to feature more of Bill Gaskin's excellent collection in future issues). If you have any praise, comments or critique, please drop us a line. We cannot promise to answer every email or query but we will listen.

Guy Bowers - WSS UK Representative

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Crusader Release World War 2 Rules



Crusader Publishing are releasing a new rules set for the Second World War called 'Rate of Fire'. We are told it'll be released in late January, so should be available by the time you read this.

Rate of Fire are planned for release at the start of 2010. They will be presented as a 64 page full colour, perfect

bound A4 book and also as a PDF available from this site. The introduction to the rules below gives some idea of the game itself but as always I will be providing more information, sample chapters and play sheets so that folks can see what they are getting before parting with any cash!

Over the next few weeks there will be updates to this section of the web site, the rules are going through their final play test games and as they are laid out and prepared for publishing I will add more information.



- 12th October - added a sample chapter to the downloads section of this site.
- 14th October - added the contents page for the rules to the downloads section.
- 17th October - added the fast play sheets to the downloads section.
- 3rd November - added the game counters to the downloads section.
- 5th November - added extended example PDF to the downloads section.

Alongside the rules Crusader Miniatures will be providing a selection of boxed sets that provide a balanced starting force for any WWII game. This will allow you to easily and

conveniently get started in a new period or add to your existing forces.

Boxed sets include - German Infantry, German Paratroopers, US Infantry, French Infantry, Early and Late British Infantry and Paratroopers, Russian Infantry.

Rate of Fire can best be described as 'platoon level WWII skirmish rules'. One figure represents one man and after a couple of games a player should easily be able to command 30-40 figures on the tabletop and complete a game within a few hours. Modifiers and special rules have been kept to a minimum and the emphasis of the game is on the turn order, troop quality, morale and leadership.

The rulebook covers infantry actions and the weapons and equipment associated with that. There are no vehicle rules included in this first book but they are being worked on as the first supplement. You can be sure that there is more than enough fun to be had with infantry actions while the vehicle rules are being play tested.

Troops will have various training levels from Green to Regular to Veteran and also variable morale, these affect what an element is able to achieve when it is activated. You'll find that well trained and well lead troops with good morale are more than a match for poorly commanded new recruits and the rules were specifically designed with this in mind.

Leaders have the ability to use their Leadership Bonus to allow subordinate units to increase their chance of passing morale and rally tests. This will allow your inspirational commanders to encourage and motivate troops, again giving a well led force a distinct advantage over one that is poorly commanded.

As well as the basic rules covering everything you would expect from a WWII skirmish game there are advanced rules

that cover smoke, night, weather, engineering, mines, artillery, forward observers, spotting, snipers, hidden deployment and much more.

Rate of Fire includes a points system and victory objectives for those games when players simply want to be able to turn up with their troops and fight an opponent with a fairly even match up. Obviously you may also play specific

scenarios that are based on historical actions, though these are unlikely to be balanced games they can provide far more variety and challenge.

Hopefully you will find that if you use historical tactics, smoke, suppression, covering fire and some sort of plan you will not do too badly - charge headlong against the enemy hoping for the best and you will no doubt die horribly!

The plan is to make Rate of Fire a game that can be expanded and built upon with optional, advanced and additional rules module so that players can create the level of detail and playability that they are happy with. Above all though they are designed to be able to have an interesting, challenging and fun game.

If you consider yourself a good painter and would like to collaborate with the magazine and have the pictures of figures you painted published, send an e-mail to wss.manager@gmail.com to be a part of this great pro-wargames project. You can do it! We look forward to hearing from you.