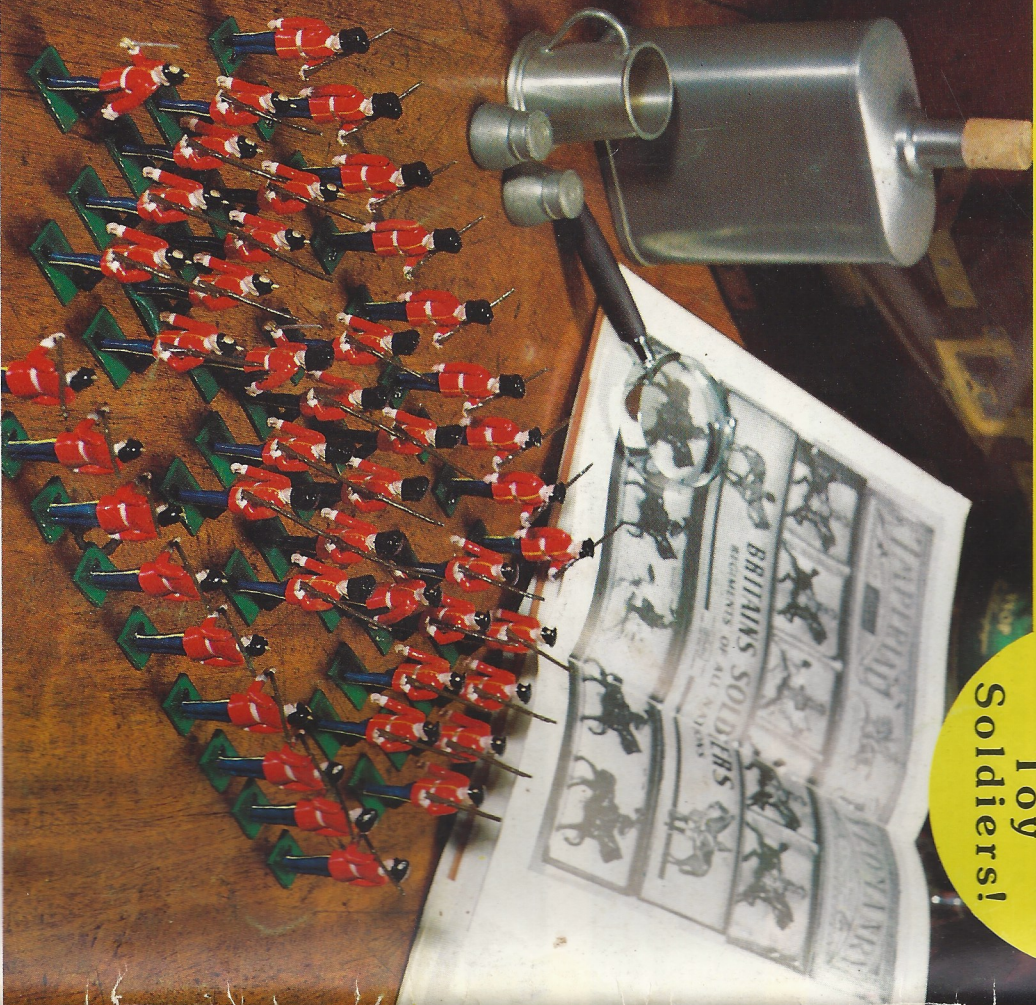


Prince August on Parade.

NEW!
54 mm.
Traditional
Toy
Soldiers!



Available from :

The largest collection of hobby casting in the world.
A guide to casting, painting and many
fascinating uses.

PRINCE AUGUST

No.
3



NEW! 54mm. Toy Soldiers 54mm. cavalry
Fantasy Moulds, Ready made
Fantasy Figures PLUS -
FREE FANTASY ADVENTURE
GAME!

The fascinating hobbies of

PRINCE AUGUST



The largest collection in the world

A comprehensive guide to the many hours of enjoyment which may be had out of casting, painting and playing with our full range of toy soldiers; recreating battle scenes, war gaming, fantasy gaming and assembling a collection.

COLLECTING
page 10

WAR GAMING
page 12

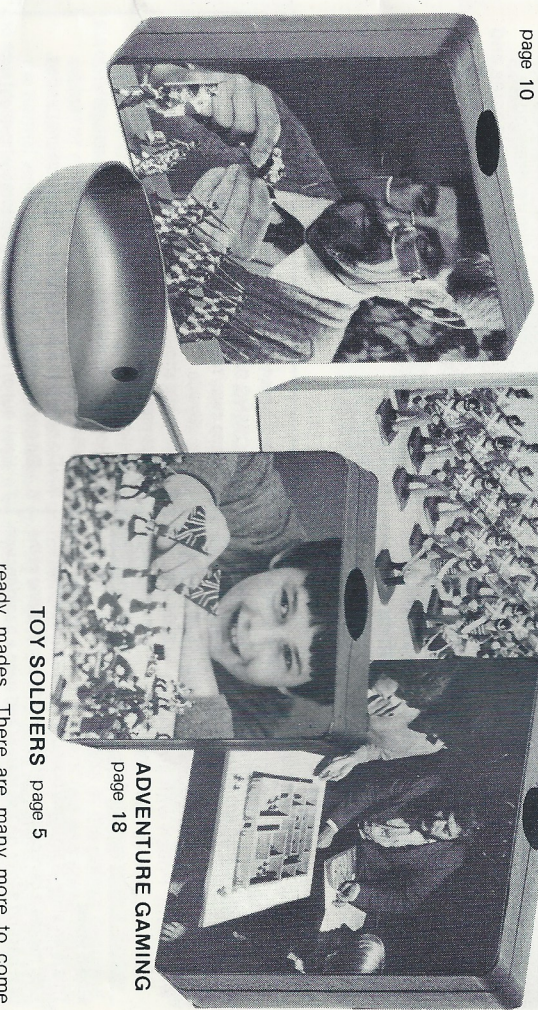
ADVENTURE GAMING
page 18

TOY SOLDIERS page 5

ready mades. There are many more to come during 1985.

For our 54 mm collectors we have a long awaited new horse and Garde du Corp. It is truly a collectors piece.

Do you remember those toysoldiers you had when you were a boy? Now you can stop dreaming about what happened to them. With Prince August new 54 mm toysoldier moulds you can recreate your childhood armies and again you can have them marching on your mantelpiece or playing with your son.



INTRODUCTION TO HANDBOOK NO. 3

More and more people of all ages are discovering the excitement of a Prince August hobby. On the following pages you will find out how to get started.

Fantasy gaming is the worlds fastest growing pastime. It's not surprising as it's the most exciting game since the invention of the 6 sided dice. If you are not into it yet we will tell you how to get started on page 18.

New to our range are 8 moulds and a range of

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657 Wizards



658 Armoured Dwarves



659 Armoured Orcs



660 Female Adventurers



661 Wraiths



662 Hirelings and Treasures



663 Neanderthal



664 Undead Warriors



665 Hobgoblins



666 Skeleton Fighters



673 Catapult



668 Goblin Wolfriders



667 Mounted Warrior & Horse

HOW TO CAST

You need: Prince August starter kit, domestic gas or electric cooker, a match, pliers, small knife or file.



- 1. Dusting.** Use a cotton pad, preparing inside moulds with talcum powder. Clap moulds together to remove loose powder.
- 2. Assembling.** Assemble the mould with hardboards, rough side against mould, and clamp in the centre. For large and long moulds use two clamps, one at each end of the mould. Or use two Prince August rubber bands.
- 3. Melting.** Heat the metal on stove. Dip a used match into the metal for about 5 seconds to test the temperature. Slight smoking of the match indicates correct temperature. Excessive

Points to Remember

- Cover the work area with a piece of paper.
- Handle the hot metal carefully.
- If you don't clean up after you, you might not be allowed back into the kitchen.
- Metal spilled on cooker should be removed when cold. Polish with steel wool.

Metal Information

Model Metal

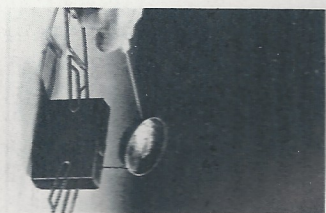
This is an alloy of tin/lead/bismuth. Its low melting point of 138c makes it particularly safe for home use. It is one of the best casting alloys on the market and even a beginner will get clear crisp castings.

Standard Metal

This is an alloy of tin/lead/bismuth/antimony and melts at 210c. It is a more economical alternative to Model Metal but will not produce as fine details unless you are very experienced.

Hints for Fine Details

1. Check that temperature is right.
2. Tap the mould hard (vibrate) with a tool i.e. pliers while pouring the metal and for 10 sec after.
3. Cut an airvent in the mould from a high point i.e. weapon, hat. Use a hobbyknife to cut a 1-2-mm V-channel to the top of the mould.



smoking indicates over heated metal which makes bad castings and damages the mould.

- 4. Casting.** Pour the metal quickly into the mould, fill to the top. Tap lightly on the mould to shake metal down. Allow to set for 1 minute.



- 5. Finishing.** Release the casting, bending the mould if necessary. Using the figure drawing as a model, cut off ingates and channels with pliers. Trim over with a small knife or file. The ingates can be melted again. In the unlikely event of a bad casting, consult our fault-finding chart on page 30.

BRITISH BOARD OF TRADE RECOMMEND THE FOLLOWING SAFETY PRECAUTIONS

1. Keep away from food when moulding. Do not use cooking utensils.
2. The metal should only be heated in ladle provided.
3. Hot metal can burn. Kits should not be used by young children.
4. Allow metal, ladle and moulds to cool naturally. Do not use water to cool.
5. Do not leave a ladle with molten metal unattended.
6. Do not overheat the metal.
7. Keep out of reach of young children who might suck or chew them. Not suitable for children under 9.
8. Wash hands after using kits and clear up any waste material.

PAINTING HINTS

You need: Sablehair brush no. 00 or Prince August Superdetail, cheap brush no. 2, hobbypaints i.e. Molak/Humbrol/Pacta, thinners, gluepads or clear hobby adhesive, hardboard, metal primer or matt white paint, a match.

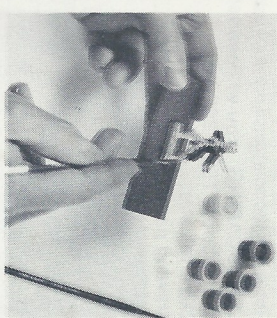
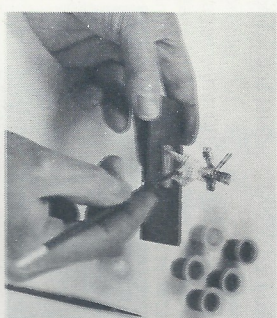
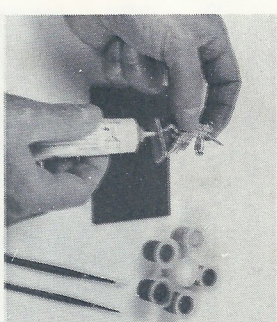
Soldiers may look very small and difficult to paint. However it is quite easy and most people will manage after a couple of hours practice. It is

like a painting book, you just apply the paint evenly on the part you wish to paint. The best and easiest paint to use is a matt hobbypaint. The most durable is a gloss hobbypaint.

On your first figure do not try to paint every detail. Instead, try to improve your technique

with the brush making steady lines between colours. After some practice you are ready to add the details.

If you are not happy with a painted soldier, you can simply melt it down and cast a new one.



1. Stick the figure on a piece of hardboard with a glue pad or adhesive to hold the figure while painting.

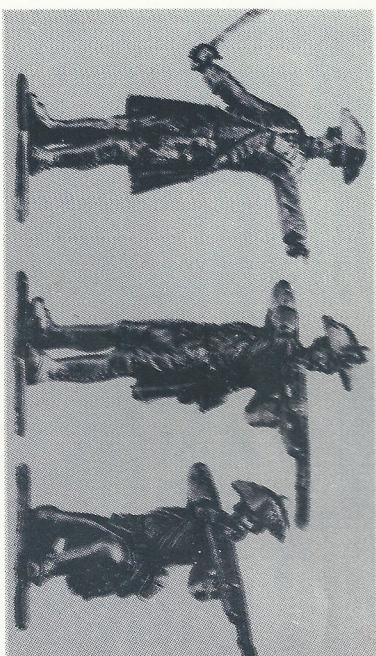
2. Prime the figure with matt white paint using an old brush. This brings up the details and allows the top coat to be applied more evenly. Leave to dry.

3. Paint the figure using a no. 00 brush. For best paint control, use only the tip of the brush for each stroke. Start painting large areas with light colours i.e. white trousers, horses, faces etc. Then follow with darker colours and finally details like buttons, moustaches etc. Allow each coat to dry before applying the next.

ANTIQUING

For those who prefer their figures in the original metal with that patina of black that suggests normal ageing, these few simple steps will transform your castings into figurines that will grace any cabinet or mantel. Firstly, assemble and clean your figure in the normal way. Then take an old brush and cover the figure with black paint. Allow it to settle into

all the creases and folds for a few minutes. Take a piece of sponge or cloth and wipe away the excess paint. You will find as you go, that the paint lodges in eye-sockets, moustaches and folds, lining the details of the figure beautifully, while all raised surfaces will polish back to the bare metal. Try it on a figure of two. You'll be pleasantly surprised!



Painting an army
Painting a unit or regiment is not like painting a single figure. Instead of painting them one by one you should have a system using one colour at a time (i.e. paint all faces and hands) on 5-10 figures simultaneously.

Shadowing

As you are getting more advanced you should try shadowing. This will

considerably improve the appearance of your figures particularly the fantasy/range

Paint in three stages. First cover the area with a darker shade of the colour required (i.e. if red add some black to darken). When dry, take some pure red and almost dry your brush on a piece of paper. Brush lightly downwards

against the creases and folds. The red will highlight the folds,

letting the darker red act as a shadow. Finally add some yellow to the red and repeat the dry brushing on high points of the figure. This

technique can be applied successfully to faces, armour, horses and equipment. Lastly line in belts, packs, etc. if you feel your hand may not be steady enough to paint fine

lines, try using a sharp black pencil along the edges of belts and straps.

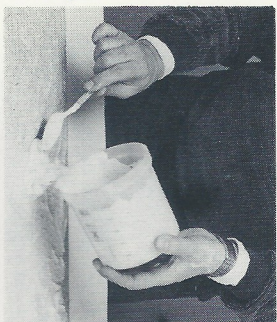
LANDSCAPING & DIORAMAS

By building a landscape for your soldiers, you will enhance the visual effect of your display. You will find that a diorama will do for the soldiers what a dolls house does for miniature furniture.

There are thousands of ways of building a diorama

LANDSCAPING. You will need:

$\frac{1}{2}$ chipboard 750 x 300mm,
2kg artplaster,
drawing paper 750 x 200mm,



1. Measure 7dl of water in a plastic container and pour in 1 kg plaster while stirring with a large spoon. Add 20 spoons of scatter material. Spread the paste with the spoon on the board to form hills. Start with small hills and make them bigger as the plaster gets thicker. Mix another batch and use this to even out the landscape. The soldiers cannot stand if the ground is too rough.

LANDSCAPING FOR WARGAMING

Where to play — the Table and Terrain.

Now that we've looked briefly at painting, the next question is where to play? Well, almost anywhere from a clear area of carpet to a specially designed table will do. The best answer is a dining room table covered with an old blanket to protect the surface. You could play without any terrain, but as you progress it's nice to add hills, woods and houses etc. You can buy them in model shops, or better still, use your imagination and make them yourself.

Hills

Instead of buying model railway-

and it is only limited by the amount of effort and imagination you put into it. Here we are going to show how to build Battle of Rossbach.

It is designed to suit a book-case preferably lit from above. If your bookcase or shelf has different measurements to those recommended, adjust accordingly.

cardboard 750 x 200mm,
aquarell colours,
scatter material green/brown,



2. Mix wallpaper paste and spread a thick coat over the board. Sprinkle scatter material mixing green and brown. Press the scatter material into the adhesive with your hand, remembering to cover the sides of the board also. Glue trees in the background with hobby adhesive.

model trees HEKI no. 1136+2115
wallpaper paste,
cardboard nails.



3. Paint a background with aquarell colours or buy a model railway background in your hobbyshop. Stick this with wallpaper paste to the cardboard and nail it to the back of the board. Place it on your bookshelf and then lay out your battle.

type hills, you could use layers of expanded polystyrene board cut to shape to build up contour rings. Then paint them green and decorate with bushes etc.

Houses

Again, those used for model railways are available from model shops, but again, try making your own, using balsa wood and card. Think about it!

Trees

Like most kinds of terrain, trees are available from model shops, and the Heki range is particularly suitable for the wargame table.

Terrain sections

A nice idea for moveable terrain is to get some poly-board tiling squares (approx. 12" x 12" or 300 x 300mm). Cut road and river sections into some and glue

to another tile as a base. (See illustration). Woods, villages,



mountains, bridges: all can be built on individual tiles and laid down and repositioned to give you a different battlefield each time you play. And being so light, they're very easy to carry and store. When painted you'll be surprised how effective they are in showing off your armies.

Remember, a country walk can be a great way of collecting interesting bits and pieces to personalise your terrain design — whether its twigs for trees or pebbles and bark as boulders and cliffs.

40 mm TOY SOLDIERS

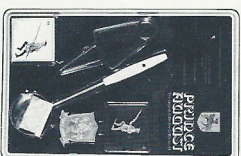
This range is our largest and the obvious choice for a beginner particularly for our younger enthusiasts. See centre spread for selection nos 11-73. Castings from this type of mould produce the traditional continental style of toy soldier. They are called semi-flats, which means that they look round in profile but not from the front. The advantages with such a design are that they are easy to cast and paint, economical on metal and strong



to play with. The figures are full of action and will entice anyone to recreate those famous battles. As a guideline you get 5-6 footsoldiers or about 2 horses plus riders from one ingot of Modelmetal or Standardmetal.

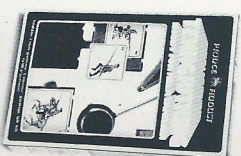
STARTER KITS

You can start this hobby with any of our starter kits. All you need besides the kits are a domestic cooker, pliers and a small knife or file which we assume you already have.



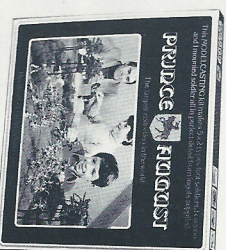
KIT 1100

Contains: ladle, clamp, 2 hardboards, 75 g Standardmetal, bag of talcum, mould of a footsoldier.



KIT 1200

Contains: ladle, clamp, 2 hardboards, 125 g Standardmetal, jar of talcum, 2 moulds of footsoldiers.



KIT 1300

Contains: ladle, 2 clamps, 2 hardboards, 375 g Standardmetal, jar of talcum, moulds of 2 footsoldiers, canon, horse and rider.

MOULDS

There are two different sizes of moulds. Each pack contains 1 mould, colour illustration and 2 hardboards, except for the new ROSSBACH

1757, which do not contain any hardboards. If you don't have the hardboard already, you can get them in accessory pack no. 2051. One set of boards will do all your moulds.



Small Moulds

Nos. 15, 22, 23, 24, 33, 50, 58, 59, 60-70.



Large Moulds

Nos. 11, 21, 26 28, 32, 36-38, 48 49, 51-57, 60-65, 71-72.



Double Mould No. 73

A SHORT HISTORY OF THE PERIOD

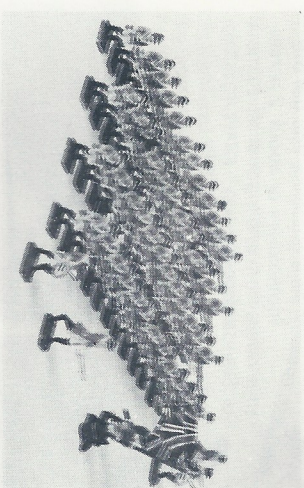
In the eighteenth century the most important powers were Britain, France, Prussia and Austria. The two most important wars in Europe. The Austrian Succession War and The 7 Years War. were fought to decide who would be the leading power in the German Empire. Britain and France fought many colonial wars, in places as far apart

as Canada and India, in order to enlarge their overseas Empires at each others expense. A third theme running through the period is the emergence of Russia as a great power, which she could only become by destroying the might of the other Eastern European states, Sweden, Poland and Turkey, all of whom fought unsuccessfully against her.

40 mm TOY SOLDIERS

RECREATING BATTLES WITH TOY SOLDIERS

The following collections give you an idea how to build up a large battle step by step. During this



COLLECTION 2: CAVALRY

The cavalry was most important in those days and a king who could afford to command a large force of cavalry was also very successful. The following moulds will create a cavalry unit.

- No. 11 Charging Trooper = you need 30
- No. 26 Trumpeter = you need 2
- No. 28 Standardbearer = you need 2

Paint your cavalry as your French enemy no. 28.

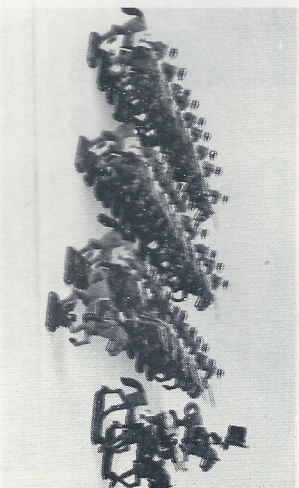
period certain basic formation was used in battle which was common throughout different countries. The uniforms were also very similar. Only the colour schemes varied. This means that you can create from the same mould, not only your own army but also that of your enemy.

COLLECTION 1: INFANTRY

The infantry was the base in most armies and so also in your collection. You make a platoon from the following moulds:

- No. 15 Musketeer = you need 48
- No. 21 Standardbearer = you need 2
- No. 22 Drummerboy = you need 2
- No. 50 Officer = you need 2

Use colour illustration from no. 15 to paint them as English infantry.



COLLECTION 3: NEW ARTILLERY

Our new 12 pdr. cannon is a massive piece of artillery and you will need a strong crew to move it into position. Once in place you will have formidable firing power.

- No. 73 Cannon = you need 3
- No. 71 Crew = you need 3 + 3
- No. 72 Crew = you need 3 + 3

Paint your artillery crew as English using colour illustration from mould no. 15.



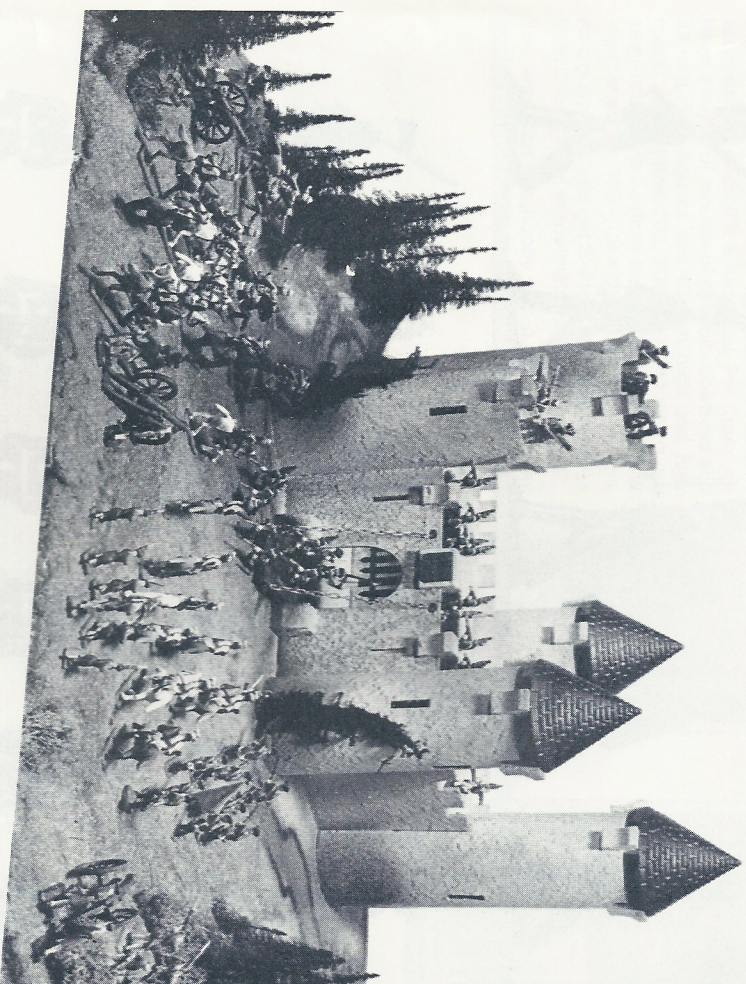
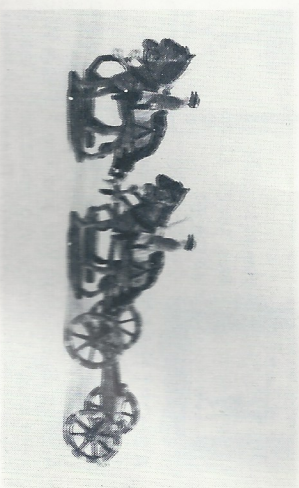
COLLECTION 4: HORSE CARRIAGE

To transport the heavy cannons it was necessary to use at least 4 horses, sometimes even up to 12 horses. The horses are always in pairs, one with rider. The following moulds will produce a horse carriage of which you can be proud.

- No. 86 Rider and Horse = you need 2
- No. 37 Rider and Horse = you need 2
- No. 88 Limber = you need 1
- No. 32 Cannon = you need 1 + 2 wheels

Paint them up as English, using colour illustration from mould no. 15.

Note: This piece is not so easy to make and it is not recommended for our younger modellers.



PRINCE AUGUST CASTLE — A HOME FOR YOUR TOY SOLDIERS

The sun had just broke the horizon when the guard in the north tower heard the first sound. He strained his eyes towards the crest of Horrigans Hill. There, two miles away a large cloud of dust disturbed the calm countryside.

"Captain", the guard shouted, "enemy cavalry approaching".

The captain quickly mounted the ladder and in the distance saw 400 to 400 French cavalry approaching at full flight.

"Man the battlements", he roared, "we've got a fight on our hands".

The castle immediately broke into a hive of activity. Within minutes the well trained soldiers had closed the draw bridge, prepared the cannons for action and each man was at his post loading his gun. During this activity the captain

instructed his 2 sergeants. He knew it was only a matter of minutes before the cavalry would be upon them.

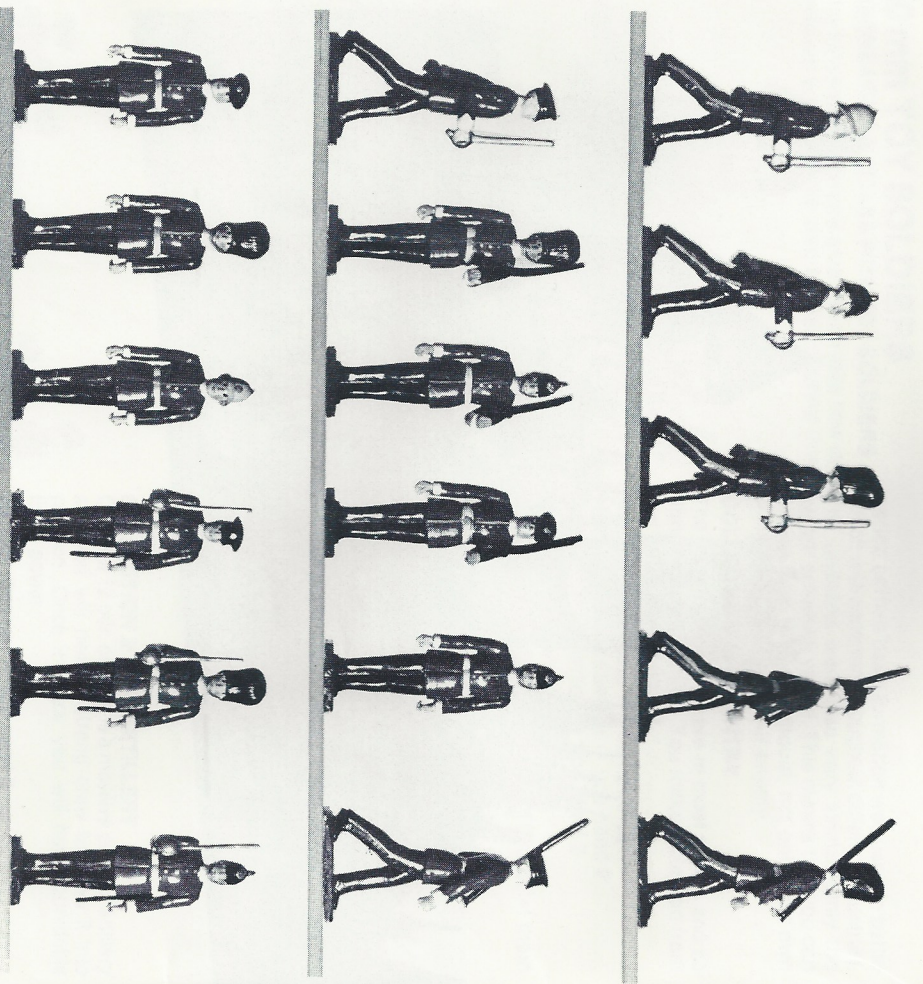
"I want every man to hide behind the wall," he commanded, "let them believe that we are still asleep and we can take them by surprise. If any man as much as shows his nose over the wall I will run him through personally. Now hurry, you know your positions."

A deadly hush came over the castle, broken only by the thundering hoofs of the approaching cavalry. Louder and louder, closer and closer, 100 yds, 80, 60, 50

"Fire!!!!!" screamed the Captain.

What happens next we leave up to your imagination. With a Prince August Castle you can have a new battle every day.

Size of Castle: 48 cm x 26 cm x 30 cm height.



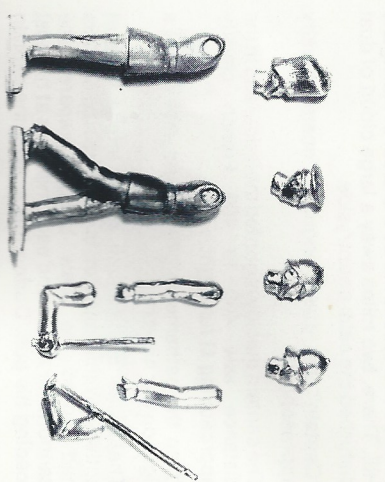
PRINCE AUGUST ON PARADE — 54 MM TRADITIONAL TOY SOLDIERS

Many of you will still remember the excitement of that Christmas when you found a box of toy soldiers in your stockings. Painted in glossy paint with red cheeks, dark blue trousers and red cheeks they were the best thing Santa could ever bring.

The Prince August on Parade Collection is an exact copy of what a toy soldier looked like at the turn of the century. This type dominated the trade until the 1950's when the plastic ones entered the market.

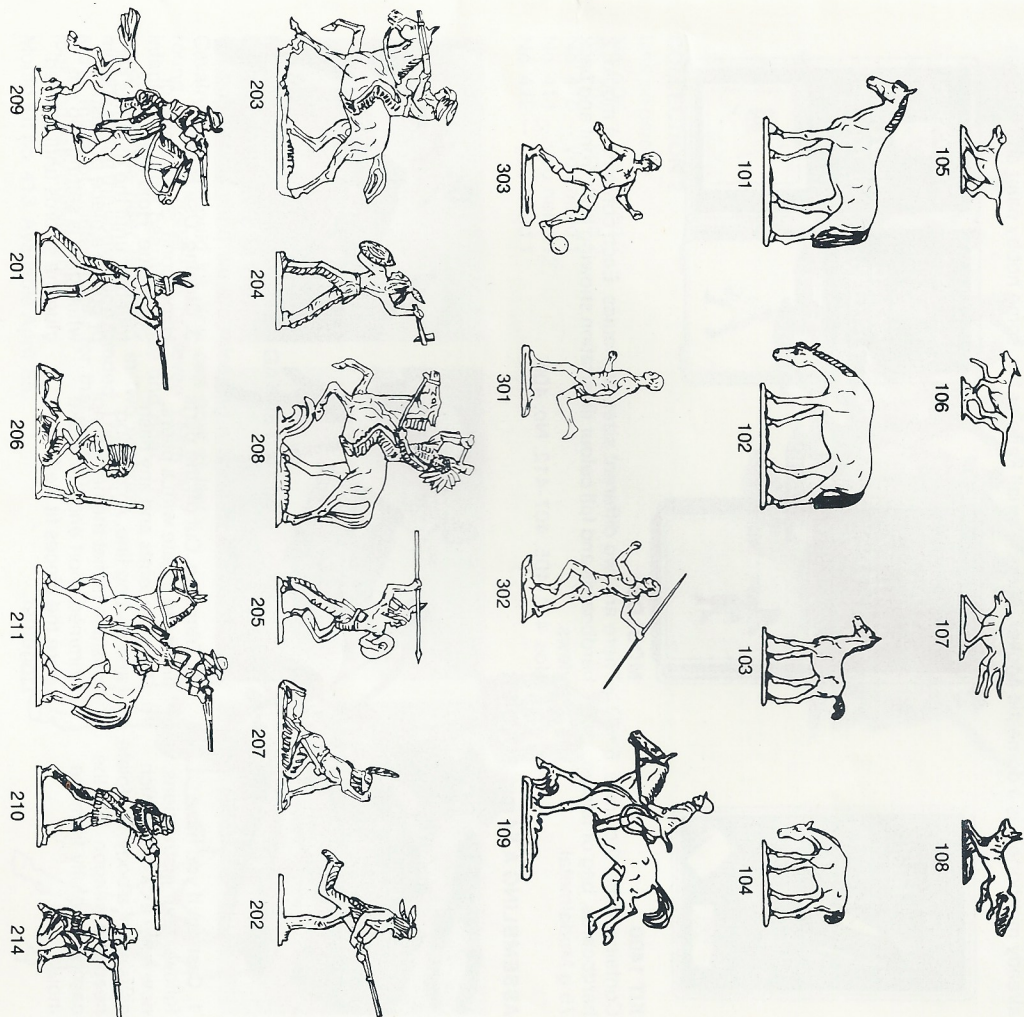
The clever composition of this mould kit with 2 separate bodys, 4 arms and 4 heads allows you to make as many as 24 different soldiers. Just imagine what a nice parade you can stage. Particularly with the economy of the Prince August hobby casting system. Because of the very simplistic design they are also very easy to cast, assemble and paint.

You can start this hobby with our mould kit no. 800 an accessory kit no. 1400.



NON-MILITARY

Some people don't like figures with military associations, even if it is historical. For them, we have a range of moulds of animals, cowboys and indians. The figures are 40 mm high and fully round, except nos 203, 208, 209, 211 which are semi-round. Particularly nice is the English hunting scene, nos. 105-109 with fox, dogs and riders. As a guideline, you get 3-4 foot figures or 1 horse from one ingot of modelmetal or standardmetal. You may start this hobby with a casting tool kit no. 1400 and the mould of your choice.



54mm COLLECTING

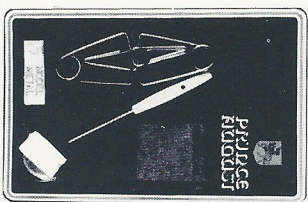
Collecting 54 mm soldiers is a hobby we can recommend to anyone who wants to relax in their own home with an interesting pastime. You may think that the pieces look too small and complicated but you will be surprised how your patience develops as you become absorbed by the soothing effect of this hobby. There are many aspects of this hobby as casting, painting, researching and building dioramas. Your final result quite often finds a place on your mantelpiece or bookshelf for the admiration of your friends.

Prince August Collecting 54 mm soldiers doesn't make a big hole in your wallet and you get hours of pleasure for every pound spent. You can see the range on the centre spread nos. 401-412.

As a guideline you get 2-3 soldiers from each ingot of Modelmetal. We recommend that you use only Modelmetal for this range.

HOW TO START

You buy a casting tool kit no. 1400 and a mould of your choice. All you need besides this as we have already mentioned, is a domestic cooker, pliers, a small knife or file, some hobby paint and brushes.



KIT 1400

Contains: ladle, 2 clamps, 6 hardboards, bag of talcum, 75 g Modelmetal.



MOULDS

There are two different sizes of moulds. Each contains a mould, 2 hardboards and full colour illustration showing both front and back views.

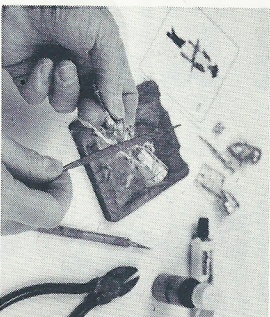
Nos. 401-405, 407-412; No. 406.



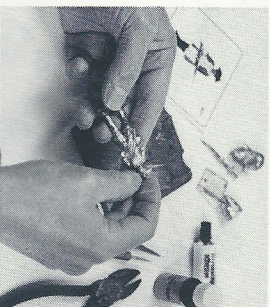
ASSEMBLING A 54 mm SOLDIER



1. Casting. If you have followed our instructions, you now have a casting which consists of a body, footplate, head and weapon. Pull the casting carefully from the mould.



2. Trimming. Cut off the parts from the ingate with a pliers. Trim the joints and any flash and parting line. A common mistake is that the neck is not trimmed short enough. Make sure the pieces fit well together.



3. Glueing. Use Bostik Hyperbond, 5 min Epoxi or Superglue. Hold the pieces together until the glue has set or put on a piece of plasticine while glue is setting. Do not glue the swords until painted.

54mm COLLECTING

HOW TO COLLECT

54 mm figures are an international size for collectors. They are big enough to look natural with a lot of detail but small enough to still be miniatures. Each mould is supplied with a full colour illustration of both front and back views to make painting easy. These figures are extremely detailed and painting might take from one hour to



forever. If this puts you off we can recommend the antique finish which looks particularly well on this range. (The method is described on page 3.) A suitable starting collection is described below.

Recommended reading
Uniforms of the Seven Years War
The Lace Wars
John Mollo
L & F Funcken.

COLLECTION 2

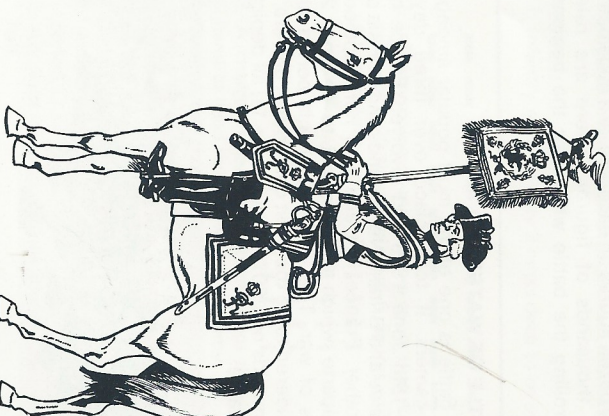
Unit on parade

- No. 406 — you need 2
- No. 407 — you need 2
- No. 410 — you need 1
- No. 411 — you need 12
- No. 412 — you need 1

NEW PRUSSIAN CUIRASSIER GARDE DU CORPS REGT. NO. 13 1757

On popular demand we are releasing a 54 mm Cavalry figure mould kit. You can now at last round off your collection of Seven Years War infantry with this beautiful horse and rider. The horse and the rider is casted in two separate moulds to suit the conversion minded. The stand-ard is made of printed paper for that authentic look and easy conversion.

Mould Kit no. 413. Available April '85.



25 mm WAR GAMING

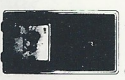
This is a hobby for those seeking the challenge of a game as well as the pleasure of modelling. Most war games are played with 25 mm fully-round soldiers, a size big enough to give plenty of detail so you can identify your units and small enough to be displayed in their thousands on a dining room table. With Prince August kits and moulds you can afford to command those large armies because home casted figures are over 60% cheaper



than commercially casted ones; and it is as much fun to cast them as it is to play with them. You can also use 25 mm figures for dioramas. It is very economic as they use so little metal compared to 40 mm or 54 mm figures. However our younger friends might find them a bit small to paint. As a guideline you get up to 12 foot soldiers or 4 horses plus men out of one ingot of Modelmetal.

STARTER KITS

You can start this hobby by buying one or more moulds of your choice and the casting tool kit no. 1400 or you can buy our complete kit no. 12005 including moulds. To cast, all you need besides your kit is a domestic cooker, pliers and a small knife or file which we assume you already have.



KIT 1400 Contains: ladle, 2 clamps, 6 hardboards, bag of talcum, 75 g Modelmetal.

507-516, 519-522.

MOULDS

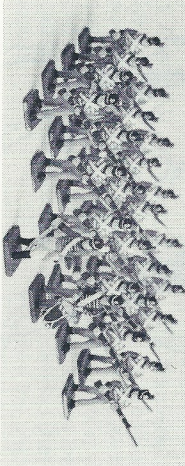
There are 3 different sizes of moulds. Small and large mould packs contain mould, illustration and 2 hardboards. The long moulds contain mould and colour illustrations of both front and back views. The hardboards having been already supplied with casting tool kit no. 1400 or accessory pack no. 2051 or 2049.

AN INTRODUCTION TO WAR GAMING

War gaming is a fascinating and challenging hobby, recreating in miniature, a battle or skirmish using 25 mm figures which represent the actual units involved. It can be a small encounter, using a few dozen figures on each side, or a huge battle with thousands of figures. There are rules controlling the battle which, for the beginner

BATTLE OF WATERLOO 1815

This battle is one of the most popular amongst war gamers. It took place over three days, 16th-18th June 1815 and involved France on one side and Britain, Netherlands and Prussia on the other. France lost and with her Napoleon Bonaparte which also brought to an end, 25 years of war. The uniforms of this period are considered to be the most colourful of any era. Our moulds nos. 507-535 (see page 11) all depict this battle.



WARGAMING

AN INTRODUCTION TO THE RULES

Having selected your armies and 'set the scene', you'll now want to know how to play the game.

Firstly, there are one or two aids which you'll need — a couple of dice, tape measures and, if you're using artillery, the devices we've illustrated in that section.

There are a large number of wargame rules available, many quite complex. Many wargamers have personal preferences, and write their own rules, while clubs will often have a common set of commercial rules so games with a large number of other players on equal terms can be played.

War is complex, and a set of rules to govern a Napoleonic battle would have to be comprehensive. Such a complex set of rules could not of course be produced here. Our object here is to illustrate the first steps so that 2 small armies may fight each other.

25 mm WAR GAMING

BUILDING AN ARMY

In building an army, we must consider what sort of force we are aiming at. Let us simply look at providing a good balance of all arms, infantry, cavalry and artillery for your army. A good basic force would be:

- 2 Regiments of Infantry
- 1 Regiment of Cavalry
- 1 Battery of Guns

Starting with this force, one can build up proportionately, with perhaps a little more cavalry.

As your army expands you can add some rather different units that are available in the Prince August moulds.

UNITS AND NUMBERS

The next question is — how many figures and units do we need? Well, many wargamers use 1 figure to represent 20 men — that would mean that an 800 man regiment would be represented by 40 figures. If this seems too many, then 1 figure representing 40 men would give a more manageable infantry unit of 20 figures. Cavalry figures would be about 400 men, represented by 20 or 10 figures, depending on which unit size is chosen. The following chart, including artillery, shows possible unit sizes.

Unit	Scale 1:20
Infantry Regiment	40 Figures (5)
Cavalry Regiment	20 Figures (4)
Artillery Battery	2 Guns
	10 Gunners (3)

The figures in brackets are officers if required, and are in addition to the other figures.

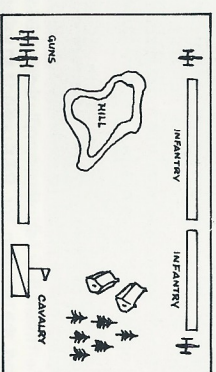
BASING AND MOUNTING YOUR FIGURES

Having decided on the numbers best suited to your requirements, let's look at putting them on bases. If your infantry regiments comprise forty figures each, a lot of time will be spent moving them individually. This is why wargamers mount their armies on wood or thick cardboard bases. Large regiments can be based with some multiples, i.e. instead of each figure having its own base, several figures are mounted side by side on one long base, but still leaving sufficient single figures to help in removing casualties. Figures may be mounted on bases of the following dimensions: Infantry $\frac{3}{4}$ x $\frac{3}{4}$ " (20 x 20mm). Cavalry 1" x $1\frac{1}{2}$ " (25 x 40mm). An example of mounting a unit of ten infantrymen is shown below.



THE BASIC IDEA

First you need to set up the 2 armies, 6 inches in from the baseline as shown.



A wargame is divided into time periods, and in each period both sides move their units as they desire. During each period, all units may move up to a certain distance, depending on their type and formation. At the end of all moving, the firing and fighting for that period takes place. This results in casualties being inflicted, which are removed from the table. This done, the next period begins.

RULE ONE — MOVE DISTANCES

Each unit may move UP to the following distances in a time period —

UNIT	MOVE	CHARGE
Infantry Regiment (In Line)	6" (150mm)	—
(In Column)	7 $\frac{1}{2}$ " (190mm)	9" (230mm)
(Move & Fire)	4" (100mm)	—
Cavalry (Light & Lancer)	12" (300mm)	18" (450mm)
(Heavy)	9" (230mm)	18" (450mm)
Artillery	6" (150mm)	—

The figures in brackets are distances in millimetres.

NOTES:

- Infantry must be only 2 ranks deep to be in line.
- Infantry columns must be no more than 4 figures wide for a 20 figure unit and 6 figures wide for a 40 figure unit.
- A charge move is one which brings the unit into hand to hand fighting with the enemy.
- Cavalry may charge in any formation, but infantry may only charge in column.
- Infantry may only fire at the end of the move period if a move and fire distance move is made (4 inches or 100mm).
- Artillery may not move and fire in the same period.
- All units moving on hills reduce their move by half.

25mm WAR GAMING

8. Cavalry units require one move period to dismount or to mount during which time they may not fire or fight.
9. A unit not carrying out its full move distance in one period is NOT permitted to carry over the remainder to the next move.
Remember, all units may move in a move period, and they are not required to move the full distance. Once the first move period is completed, you do the firing and the fighting for that period, so rules are needed for both.

RULE 2

Once all the moving for a period is complete, the casualties are worked out in order of artillery fire, musketry fire, then hand to hand fighting.

ARTILLERY FIRE (ROUND SHOT)

Two simple devices are needed to help with calculations. The first is a 4 foot (1200mm) stick, either of flat wood or half round section about 1/2 inch or 15mm wide. This is marked at 1 foot (300mm) intervals, and a cardboard slide (4" or 100mm) is fitted over it to move up and down as shown in the diagram.



The rod is placed with one end on the gun and pointing in the direction it is to fire. The sliding sleeve is placed over the target as shown. All those figures directly under the slide are liable to be hit. The casualties are determined by throwing one die for each figure under the slide as follows:

- RANGE**
0 - 2 feet (0-600mm) Throw of 4, 5 or 6 hits
2 - 3 feet (600-900mm) Throw of 5 or 6 hits
3 - 4 feet (900-1200mm) Throw of 6 hits.
- Casualties are removed as they occur.

RULE 3 - MUSKETRY FIRE

The 2 front ranks of infantry facing the target and in range may fire. The number of figures are counted. The total number is divided into groups of five figures. Four plus count as another group of five, but any less do not count at all. Each group of 5 figures throw 1 dice and deduct a number as follows: -

- RANGE**
0" - 6" (0-150mm) Deduct 2
6" - 12" (150-300mm) Deduct 3
12" - 18" (300-450mm) Deduct 4
- THE DIE THROW**

The result is the number of casualties inflicted by the group of 5 figures firing. So for example, 16 infantry (3 groups of 5 with 1 over who doesn't count) throw 3 times. The figures are between 6 and 12 inches from the target and therefore 3 is deducted from each die throw.

Say the die throw are 2, 5 and 4; 2-3 equals 0, 5-3 equals 2 and 4-3 equals 1. The total casualties inflicted are therefore 3, which is the number of enemy removed. There is no minus score for a group - i.e. 2-3 equals 0.

NOTES

1. When two regiments fire on each other, each player throws a dice. The higher thrower is the unit which fires first, with the obvious advantage that when fire is returned the enemy will be depleted having already lost its casualties.
2. Infantry firing on cavalry or gunners follow the same rules, but there is no return firing.
3. Cavalry seldom use their muskets if they are so armed, but if they do so they are dismounted and follow the same rules but with a maximum range of 12" (divided 0-4", 4-8" and 8-12", or 0-100 mm, 100-200mm and 200-300mm).

CHARGING

Charging figures, having just reached the enemy in a charge move add 1 to each throw.

Lancers: Lancers add a plus 1 against other cavalry in the first move of melee if they have charged.

Heavy Cavalry: Heavy cavalry add plus 1 to each throw against light cavalry or lancers throughout melee.

PERIOD OF MELEE

2 units may only be in melee for 2 consecutive periods after which the side which has suffered most casualties must retreat for 2 periods to recover. The winner remains on the spot, or may retire. But it is also exhausted and needs 2 periods of rest. A unit attacked by a fresh unit after 2 periods of melee will fight losing 1 off each dice throw, if it hasn't had the 2 periods of recovery.

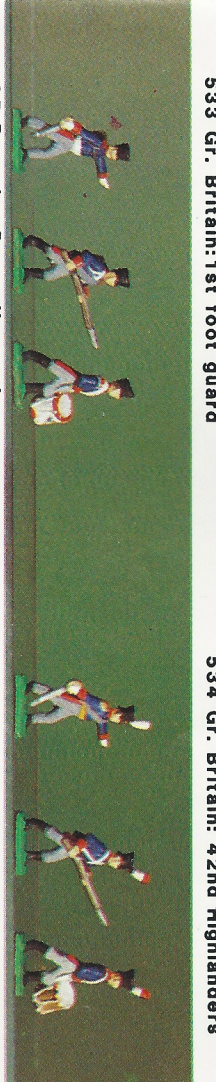
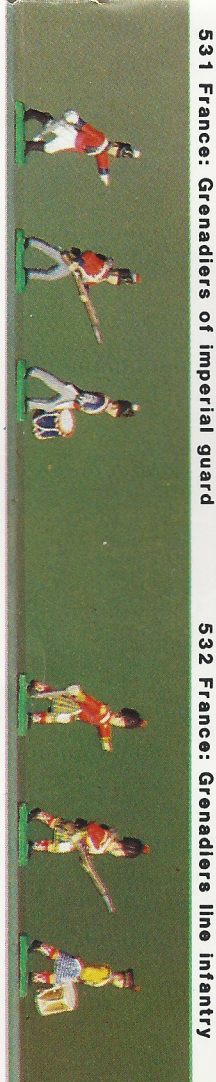
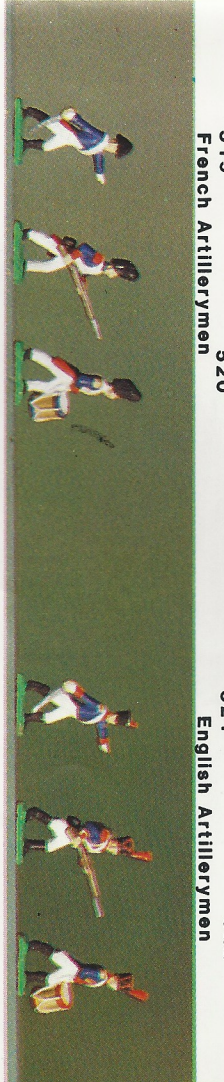
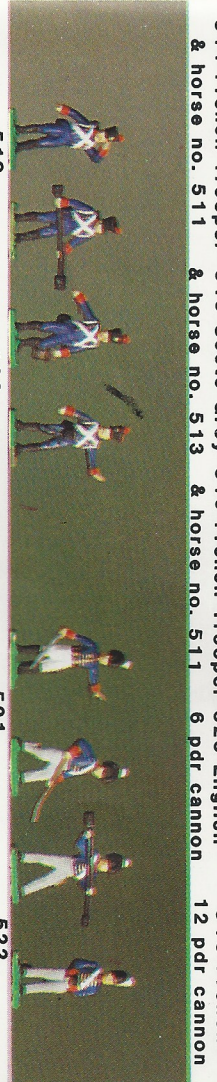
A figure has only 1 fight during the 2 melee periods. It can not, having won one conflict, move to fight another until the next move period. Neither side may use other units to fire musketry onto a melee because of the mix up of both sides in the fight.

SUMMARY

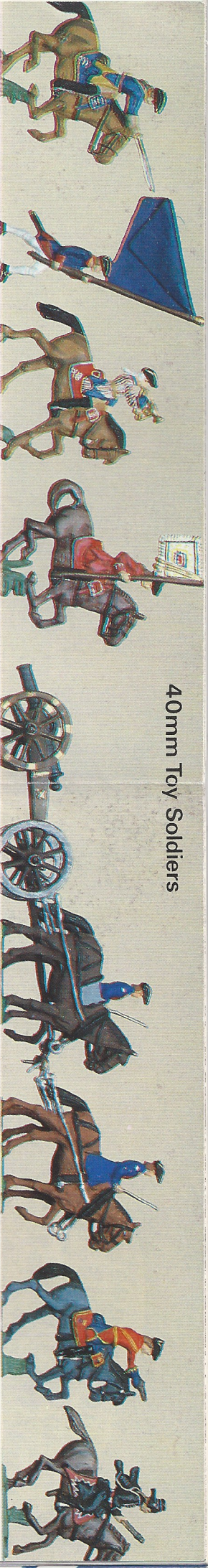
We now have three basic rules with which we can move, fire and fight. A couple of games will quickly teach you all the points we've suggested here - indeed you'll soon know them by heart. Obviously the more comprehensive the rules, the more detailed and exciting the game, and having come this far, your next move might be to acquire a set of commercial rules, or have a look at writing your own!

COMMERCIAL RULES & USEFUL BOOKS

- Grant C. Napoleonic Wargaming - Model and Allied Press Publication, 197
- Featherstone D. Battle with Model Soldiers - David & Charles Newton Abbot, Devon, UK.
- Wargames Research Group, Rules "1685-1845", 75 Ardingly Drive, Goring-by-Sea, Sussex, England.



40mm Toy Soldiers



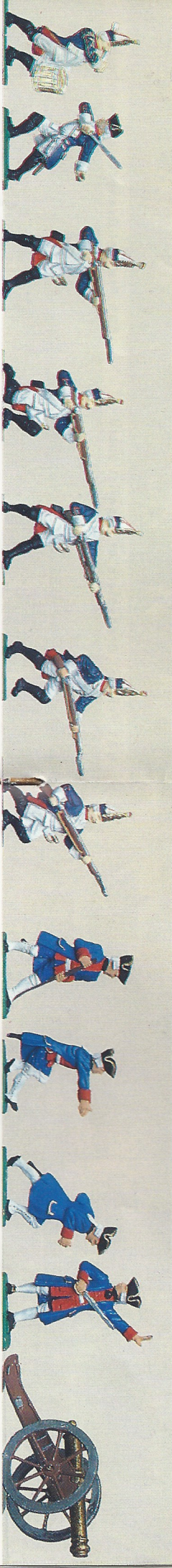
- 11 Sweden: Trooper
- 21 USA: Green Mountain Boys Regt.
- 26 France: Orleans Co.
- 28 France: Kings Musketeer
- 32 Cannon 8 pdr
- 38 Artillery Limber
- 37 Artillery horse
- 36 England: Artilleryman
- 48 England: Life Guard
- 49 Prussia: von Reusch Hussar



- 52 Prussia: 2nd Hussar Rgt.
- 53 Prussia: Uhan de Natzmer
- 54 Cannon (mortar)
- 55 Prussia: Garde du Corps
- 56 Prussia: Garde du Corps
- 57 Prussia: Garde du Corps
- 63 France: Battle of Rossbach
- 64 France: Battle of Rossbach
- 65 France: Battle of Rossbach

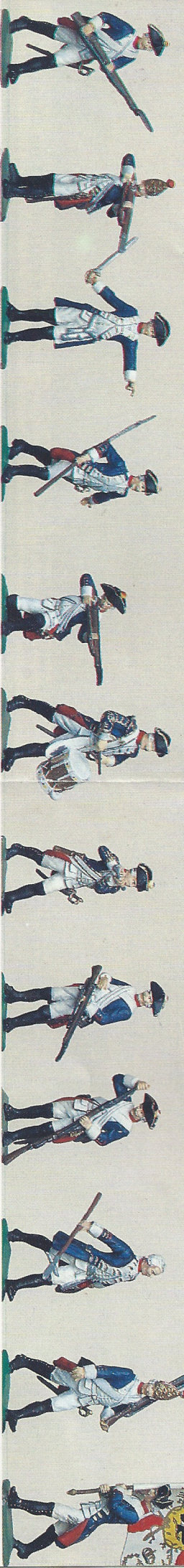


- 15 Gr. Britain 37th Regt.
- 22 Russia: Line Infantry
- 23 Prussia: Free Battalion
- 24 Sweden: Nylands Regt.
- 33 Prussia: Artillerymen Austria: Artillerymen
- 50 Hesse: Officer Garde Regt.
- Prussia: Regt. no. 1
- 51 Saxony: Prince Xaver Rgt.
- 58 Switzerland: Regt. de Diesbach
- 59 Austria: Musketeer
- 60 Prussia: Battle of Rossbach
- 61 Prussia: Battle of Rossbach



- 62 Prussia: Battle of Rossbach
- 66-70 Prussia: Battle of Rossbach
- 71 France: Artillerymen
- 72 France: Artillerymen
- 73 Cannon 12 pdr

54mm Prussia 5th Regiment



- 401 Prussia Musketeer
- 402 Prussia Grenadier
- 403 Prussia Officer
- 404 Prussia Officer
- 405 Prussia Musketeer
- 406 Prussia Drummer
- 407 Prussia Filer
- 408 Prussia Musketeer
- 409 Prussia Musketeer
- 410 Prussia Officer
- 411 Prussia Grenadier
- 412 Prussia Bear

Prince August
introducing for
character role players
fantasy & wargames



FANTASY WARGAMING

From the ramparts of the gate tower the exhausted young king of the men of Neldoreth looked down on the ever thinning ranks of his warriors grimly defending the long dyke. It was the only thing between their homes and huge enemy horde of Undead enslaved by the evil sorcerer Gurthang. Not much longer would his men be able to hold out against the skeletons, zombies and wraiths that were scaling the wall at more points every minute. He turned sadly to the setting sun and suddenly glimpsed something in the distance. It was a huge bird, an eagle perhaps, was it Helevorn coming to save them? — for he was the only man in the land who could best Gurthang in mind combat and so turn back the tide of evil-smelling animated corpses below. In fantasy wargaming you are the young king, Helevorn or Gurthang and you fight the greatest battles of your imagination; Good and Evil, Men

and Monsters. Sorcery and high drama are all part of this game. It is quite unlike other types of wargame as Magic and Monsters make the combat totally different. No two games will be the same. You can re-fight battles from Fantasy books such as The Lord of the Rings or make up your own fantasy world and struggle with your friends for supremacy there. Moreover with mould kits you can quickly and cheaply make up your armies and get started, painting up your troops as you choose and fighting your battles with the rules that we have included below. There is almost no limit to the type of army that you can compose from the present range of moulds and future releases and the inclusion of the new ready-made figures should give you even more scope. Once you have the starter kit you just have to buy the moulds you want and mass-produce the figures for your armies.

STARTER KITS

To start producing your own figures you will need the tools provided in Starter Kits 1400 and 11006. Other than either of these all you need is a domestic cooker, a pliers and a small file.

KIT 1400

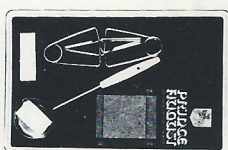
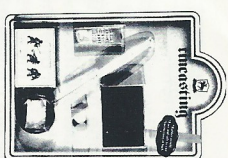
1 ladle, 2 clamps, 6 handboards, 1 bag of talcum and 75g of Modelmetal.

KIT 11006

1 ladle, 3 rubber bands, 2 handboards, 1 bag of talcum, 1 mould of three figures and 75 g of Model-metal.

MOULDS

Each pack contains a mould for either 3 foot figures or 1 mounted figure. Also available are speciality packs such as artillery pack and catapult.



FANTASY WARGAMES RULES:

This is a simple set of rules for fantasy wargaming. Anyone unfamiliar with wargames rules should not be put off, the concepts may seem difficult but are in fact easily picked up if you take them one by one and you play them out as you go.

First, select your army — from the Army lists below or one of your own composition. Then lay out the field of battle on a scale of 1" to 25 yards (1 mm = 1 Metre) using miniature trees to represent woods, areas of green or blue cloth to represent marshes and rivers or lakes, model buildings and model hills. It is suggested that one player lays out the battlefield and his opponent chooses

which edge to start from. It should be at least 3'x3' (1 M=1 M). Now both players lay out their troops within 6" of their edge of the board.

Table 1: Sequence of play

- Both players write new orders, rally troops.
- Both players move each unit acc. to orders.
- Combat: Missile fire
Hand-to-hand, mêlée
- Morale: Check morale and move units accordingly.
- Movement 2: Move any or all units again 2" or 3"

For each unit of his on the board both players must write orders, corresponding to what he wants each unit to do in the course of the battle. A unit without orders cannot move. A unit cannot receive new orders unless it has a leader with it. All units must follow orders.

Once this has been done both players simultaneously move their units according to their orders. Every unit may move, each only as far as their movement allowances permit (see table ii), e.g. Dwarves can move up to 6" normally without armour, 4½" uphill and only 3" in thick woods or snow.

COMBAT

When two opposing units come to base-to-base contact or within missile range combat may occur.

- Find the 'weapon factor' for the attacking unit (see tables iii and iv)
- Add or subtract from this number the 'modifiers' shown in table v. The 'random factor' is determined by rolling one dice; if the result is a 1 the factor is +2, A2 = +1, 3 or 4 = +0, 5 = -1 and 6 = -2.
- Finally total up the number of figures in base to base contact with the enemy unit. Refer to table vi and where the row corresponding to your final weapon factor crosses the column corresponding to the number of figures in contact you will find the number of casualties in men or monsters inflicted upon the enemy. For every 10 casualties remove 1 figure from the unit while taking a note of the remainder for the next round of combat.

For missile fire, do exactly the same process remembering that only targets that can be seen and that are in range can be fired at, and that none of the unit firing must be in base-to-base contact to fire. Units can only attack to the front. Missile weapons always attack first. No unit may fire at any enemy unit in base-to-base contact or melee with friendly troops. In the first round of hand-to-hand combat between units missile weapons fire first, otherwise long weapons (pikes, lances) get first attack. In the second or later rounds of male missile weapons cannot be used, long weapons attack last and all other types attack simultaneously.

Once all combat has taken place magic spells are cast and mind combat if any resolved (see below).

MORALE

At the end of all combat any unit must, at the opponents' request, take a morale check. This is to determine whether the unit still has the courage to fight or simply decides to run away. Roll two dice and add or subtract from this total the morale factors for that unit (see table vii). If in contact with an enemy unit the enemy unit must also take a morale check.

Table ii: Movement

All short-legged creatures, orcs, Dwarves, Undead	4"
Men, man-sized creatures	6"
Armoured cavalry, Giants	9"
Unarmoured cavalry	12"
Birds, flying carpets etc.	24"
Add 2" if not wearing armour.	
Subtract ½ if moving uphill, turning, crossing an obstacle, in bog or light woods.	
Subtract ½ if turning about face, in snow or thick woods.	

Table iii: Weapon factors

	Factor
Spears, clubs, pikes	2
Swords, maces etc.	1
2-handed wps, Lances	4
Giant	10

Table iv: Missile weapons

	Factor	Range
Slings, orc, goblin and shortbows	1	6"
Spears, javelins	3	2"
Bows	2	12"
Elf bows	3	15"
Catapult	7	24"

Table v: Combat Modifiers

1 = +2 -1 vs. armor + w. cavalry
2 = +1 -1 vs. shields + w. ranks
1d6 3,4 = 0
5 = -1 vs. behind obstacle +1 vs. rear
6 = -2 +1 w. long wpn. from behind defence

Compare the two numbers. If the final morale results are the same nothing happens. Otherwise subtract the lower result from the higher one; this is the number of inches the unit with the lower result must retreat from its opponent (unless it is behind a defensive obstacle). If this number is five or more then that unit must turn away or rout, moving, in its next turn its maximum distance directly away from its enemy. It will continue to run away until it is off the board (and so out of the game) unless a leader rallies it.

If a unit is pushed back or routed its enemy unit may follow it.

To rally a unit a leader must be in contact with it. This is done in the first phase — the order writing phase. To rally a unit the leader must roll a morale roll for the unit which is higher than that of the unit that routed it. A leader may use leader points to raise this score. A leader may only attempt to rally one unit every turn.

Morale checks may be made on units not in combat. If the result is a two or less the unit automatically routs for one turn only. If the result is a three or more the unit must advance as fast as it can straight for the nearest enemy unit for two turns

To finish the turn any foot unit that did not fire missiles may move another two inches, again according to its orders all cavalry, Avians and Giants 3".

Now write your new orders, if any, for the next turn and continue.

So the turns sequence is as follows. Each turn both players simultaneously:—

- Briefly write down any orders necessary. Take morale checks for leaders trying to rally.
- Move each unit according to its orders.
- Resolve combat:
 - missile combat
 - hand-to-hand or melee
 - magic and mind combat.
- Take morale checks where required and

Table vii: Morale

+3 if elite unit	-1 if lost ¼ of strength
+1 if regular unit	-2 if lost ½ of strength
+1 if behind defences	-2 if inferior troops, e.g. orcs
+ per enemy figure killed	-2 if attacked with magic

If 2 or less = rout 1 move
if 12 or more = advance 2 moves
otherwise unit with lower result retreats the difference in inches.

Table vi: Casualty chart

Factor	No. of figs.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
-4						1	1	2	3	6	8	10	12	14	16	18	20
-3					1	1	2	4	6	8	10	12	14	16	18	20	22
-2				1	2	3	4	6	8	9	11	13	15	17	19	21	24
-1		1	2	3	4	6	7	9	11	13	15	17	19	21	23	26	
0	1	2	3	4	5	6	8	10	12	14	16	19	21	23	26	30	
1	2	3	4	5	6	8	10	12	14	16	18	20	22	25	28	34	
2	3	4	5	6	8	10	12	14	16	18	20	22	25	28	32	37	
3	4	5	6	7	9	11	13	15	18	20	22	25	28	32	37	42	
4	5	6	7	8	11	13	15	17	19	21	24	27	31	36	42	48	
5	6	7	8	10	12	14	16	18	20	23	26	30	35	41	48	55	
6	7	8	10	12	14	16	18	20	23	26	30	35	41	48	56	64	

- move units accordingly.
- Movement 2. Move any or all units again, either 2" or 3".

UNITS

Units are groups of soldiers with similar equipment and weapons in base to base contact. As you group the figures together it is convenient to stick them on bases. These represent the amount of area taken up by the 10 men or monsters represented by the figure. This area should be ¾" x ¾" for foot soldiers and 1½" x 2" deep for mounted figures. Artillery and giant figures represent only 1 catapult or giant and must have a base of 4" x 4". They should be based in groups of four with a few groups of two and two bases with one each.

LEADERS

Generals, Sub-generals, Superheroes and Heroes are all leaders. Generals have four leadership points, Sub-generals three, Superheroes two and Heroes only one. Each of the above may use up his number of leadership points (LPs) every move to do the following:—

- He may add them to the weapon factor of any unit he is in contact with, but only a maximum of two if it is missile combat.
- He may add them to the morale factor of any unit he is in contact with.
- He may add up to 2" movement to any foot unit and up to 3" to any mounted unit he is in contact at a rate of 1" per leader point.

Leaders may expend only as many LPs as they have each round. They must decide before combat and morale checks how many they are going to allocate. All leaders count as armored. They may add their LPs to themselves if attacked by enemy units.

If a leader attached to any unit is killed that unit must take a morale check with a modifier of - (minus) his number of leader points.

If a General is killed *all* his units must take a morale check with a modifier of -2, -1 for a Sub-general.

Every army should be allocated 10 leader points worth of leaders and must always have one and only one general. No leader may have more than five LPs. Leaders may engage in single combat with one another counting as units of 10 men. LPs may be used as Magical 'Power' points.

Table ix: Leader Points

Each Leader point may be used once per turn to:

- (i) Raise/lower morale result by 1 per point
- (ii) Raise/lower weapon factor by 1 per point
- (iii) Increase speed by 1" per point of a unit the leader is in contact with.

MAGIC

Any character can be a user of Magic. Magic can be good or bad, easy or suicidal to use and always uncertain in its outcome. All wizards or Necromancers start their careers with only four Power points. They gain 2-4 per year and may use up these points every day as follows:

- (a) They may be, up to 2 of them, as Leadership points (see above).
- (b) They may be used in Mind-control combat.
- (c) They may be used to cast Spells.

TO CAST SPELLS

To cast spells one must first decide what you want to do. First find the distance from the caster to the area of effect = +Range. Then determine over how large an area the spell will have an effect = +Area of effect. Finally, decide what you want to do to the target with your spell = +Effect. The Wizard can either cause some small event to take place, say a rock to start rolling down a hill or the tumblers of a lock to turn — this is called an Impulse effect, this may only cause movement and cannot change objects in any way. Secondly he may cause a change in the target that does not turn the target itself into something new, for instance he may cause it to grow slightly or change colour, this type of effect being called a Change effect. Lastly he may choose to either create or destroy something. Destructive spells, when cast on units have a weapon factor equal to the original power rating of the wizard up to a maximum of 10. The effect in the specified areas is resolved as in normal melee but with no modifiers.

Now look at the tables below. Beside each Area of effect and each Range there is a number. Find the appropriate numbers for the Range and Area of effect of your spell and multiply them BOTH by the number beside the type of effect for your spell. Range(x) × Area(y) × Effect(z) = spell cost in points.

No Wizard may use more than ¼ of his points per turn — including those used in Mind combat and control — though he may take more than one turn to cast a spell.

Table x: Magic

1. Range, from caster to object; Multiplier

Close	Touch	1
Short	Up to 5'	2
Medium	up to 100'	3
Long	up to 1 ml	4
Extreme	Infinite	6

2. Area of effect;

Specific	e.g. Door handle, mug knife etc.	1
Small	Table, door etc.	2
Medium	30' × 30'	3
Large	up to 100 yards	4
Extreme	× 100 yards up to 2 × 2 mls	6

3. Type of effect;

Impulse	2
Change	2
Constructive/destructive	3

Example

Tancred spies a small sally-port in the wall of the castle that his lords troops are unsuccessfully besieging. Maybe, he thinks I could open that from here and Lord's troops will win the day and I'll be very rich! The door is ¼ mile away and counts as a small area. If it has a lock that Tancred can cause to unlock itself with an Impulse type spell the spell will cost him 8 points. If it does not he will have to use a Change type of spell to cause the door to expand until it bursts asunder costing him 16 points. As Tancred has only 8 points left the only way to be sure of opening this door if it turns out to have a lock is to go much closer to it, to Short or Close range and burst it from there costing him 4 or 8 points (Range = Close or Short = multiplier of 1 or 2, Area = small = multiplier of 2 and Effect = change = 2. This gives 2 × 2 × 2 or 1 = 4 or 8). However Tancred is a natural coward and not wishing to go anywhere near to the fighting declines to mention it to his now desperate Lord.

MIND COMBAT

Mind combat is resolved before spells are cast. Only wizards may attempt to take over another creature's mind. The target must be within 12" and must be specified in the previous order-writing phase. If a wizard attempts mind attack or maintains mind control he may not do anything else in that move. For every mind attack or turn of mind control the wizard loses 1 power point.

To make a mind attack both the attacker and target roll a dice. If the defender's roll is equal to the attacker's result, nothing happens. If the attacker's result is higher than the difference is subtracted from the defender's power. If the attacker's roll is lower than the difference is subtracted from his power. Once either has less than 0 power points his mind is taken over by his opponent and will obey him for as long as his mind is controlled. If the defender has allocated points for mind defence he may use as many of these as necessary to make up the difference and so negate the attack.

If a wizard is attacked he may wish to counter-attack. In this case each combatant rolls one dice and subtracts this from his opponents power rating. This continues until one wizard loses all, or uses up ¼ of his power in attacks during that turn.

No wizard may use magic or attempt mind control if hit by enemy missiles or in combat. Again count each wizard as a 1-figure 10 man unit — but unarmoured.

Example

As Helevorn alights from the giant Eagle that has borne him to the rescue of the men of Neldoreth, Gurthang attempts to take over his mind. Helevorn can only use ¼ of his power of 16 in this turn and wisely has allocated all 4 to the defence of his mind. But this still means Gurthang can take over his mind if he throws a 6 and Helevorn only a 1 (+4 = 5). However Gurthang can only get 4 on the dice and Helevorn rolls 3, to which he automatically adds 1 for his mind defence. Gurthang has lost 1 point for his mind attack and Helevorn has 3 to cast a spell with this turn.

Any Leader or wizard may designate power points for mind defence at the start of the rounds in the order-writing phase and, unless used up by a mind attack these can be used for other purposes later. Wizards may only allocate up to ¼ of their power points per turn.

ARMY LISTS

There follows a few examples of the many types of army you can make up for yourself from just a few moulds. Each army has a short description of its composition and troop types. On the left is the number of the mould from which the figures should be taken, and on the right is the 'points value' for each figure, and the total for each unit.

Points value. These reflect the value of each type of soldier and so that two armies of equal points values fight, it is the skill of the player that wins, not strength of numbers. Ideally each army should have 500 points.

To find the points value for any type of figure add his weapon factors, ½ of his movement, +1 for each of the following: if he has a shield, armour or can fight in ranks. Finally add or subtract from this his morale bonuses (i.e. regular = +1). If the figure is a leader add his (LP × 10). If the figure is a sorcerer add his (Power × 5).

For Example: *Neldoreth spearman*
Long spear (2 points), (8' + 3) = (3 pts), shield (1 pt), can fight in ranks (1 pt) and is a 'regular' (+1 pt). Total = 8 points.

For the young king, who has a LP = 5, add 5 × 10 = 50. Total = 58.

ARMY OF NELDORETH

Mould no.	Each	Total
Chieftain	1 King	58
669	1 Superhero	27
669	2 Heroes	15
669	3 Wizards e.w.	30
670	power = 4	22
670	24 Spearman	8
670	12 Bowman	192
	(sword, bow)	9
	TOTAL	481

Army Kit: — moulds 670, 667, 669 and 1 ready made chieftain. Starter kit 1400 and 420 g Modelmetal.

GURTHANGS ARMY

Gurthang is a sorcerer (Power = 16) and a General (LP = 14) who has raised from the dead the corpses of his enemies. They now do his bidding as he seeks to wipe out the men of Neldoreth.

Mould no.	Each	Total
657	1 Gurthang	122
667	1 Sub-general on horse	38
671	10 Skeleton cavalry	70
661	15 Wraiths	7
666	240 Skeletons	105
664	35 Undead warriors (move = 2")	4
	TOTAL	270

Note: Wraiths -1 on enemy morale checks and weapon factors. Skeletons -3 on enemy weapon factors if pointed weapons. All undead never take morale checks except when in contact with a wizard or sorcerer. Undead cannot fight in ranks.

Army Kit: — Moulds 661, 664, 666, 671 and 657 and 667 or ready/moulded. Starter kit 1400 and 800 g Modelmetal.

If you wish to refight the battle described above let the men of Neldoroth defend a 24" long dyke (20" high — one gate tower) with only 400 points of men. After the eighth turn roll a dice every turn; A6 means Helvorn arrives (wizard, power=12).

HOBGOBLIN ARMY

665	1	General LP=4	47	47
	1	(armour 2-4 axe)		
		Giant (throws rocks as catapult)	18	18
672+673	2	Orc artillery and crew	17	34
668	15	Mounted Goblin + Wolves (wpm factor=2)	10	150
665	20	Hobgoblins-clubs	5	100
665	10	Hobgoblins-2-4 axe	7	70
678		Remaining 81 pts spend on Goblins.		

Army Kit:— Moulds 678, 665, 668, 672, 673, 665 and 1 Giant. Starter kit 1400 and approx. 800g Modelmetal.

Unfortunately there is insufficient space here to continue this list but we hope that you will be able to make up your own armies. Take your time in learning the rules and how to cast and paint your figures. The rules are not perfect; if you have a dispute with another player, decide it with dice, not bad language — you can work it out after the game. It is a hobby and a game. Enjoy it.

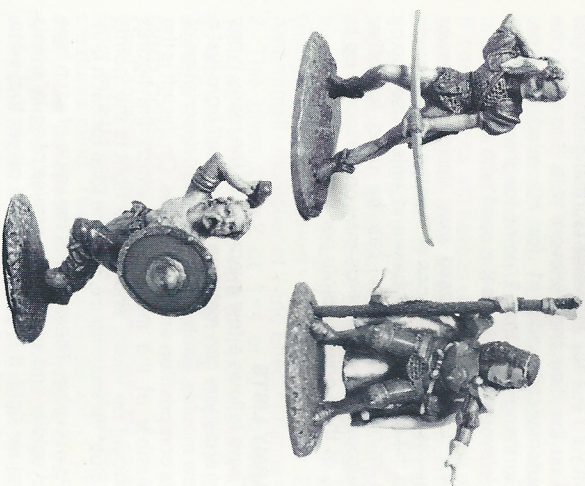
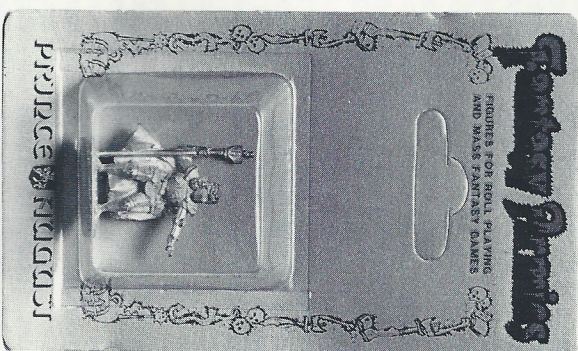
FANTASY ROLE-PLAYING GAMES

Fantasy Role-playing games (FRPG's for short) are, of all the types of game, recently invented, certainly the most challenging, different and enjoyable; for, in a RPG, the players must become another person in a strange world with nothing (beyond some basic mechanical skills with a sword or lockpick) save his wits to spare him from a nasty end. Imagine yourself suddenly transported into another age with nothing but a long unwieldy piece of sharpened steel, alone, confused, lying in some small courtyard as around rise the sounds of loot and slaughter. No police, no home, no going back to our familiar universe. Only your wits and your will to survive.

You are now role-playing.

In RPG's fine skills are demanded of both umpires and players. The umpires create the other world and decide what happens there. The players, each trying to survive that worlds perils in the guise of a beely barbarian hero perhaps, a zealous priest of strange beliefs, a cynical alcholic cutpurse, maybe a strange sorcerer of sinister powers or ... anything — form alter-egos in this world as they die by their errors or live by

their skills to rise up and succeed. What they have to contend with and what adversaries they must face are decided by the umpire. This is the hardest and most rewarding job — that of creating, administering and maintaining his world as he watches his players make their mistakes or contrive their victories.



Umpire: "The corridor seems to go down some steps beyond which you can see nothing".

Player 1: "My thief casts his lighted touch down the steps".

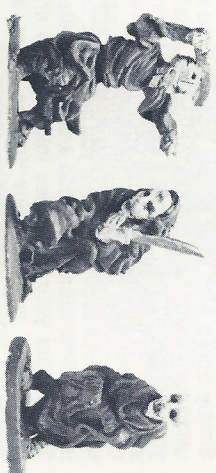
Umpire: "The whole party can now dimly see a figure standing against the wall beyond which the corridor turns out of sight".
Player 2: "Being the strongest fighter I'll lead the way".

As the little band of adventurers descended the steps in their tireless search of this abandoned castle dungeon for loot a strange wind gustied around their feet disturbing the ankle deep layer of dust on the floor. Cautiously the heavily armoured weaponsmaster approached the still unmoving figure.

"Look" said the grey clad thief to the pre-occupied magician at his elbow, pointing at the pile of bleached bones slowly being uncovered by the strengthening draught. But only the young priestess of Nehwon recognized the danger, "Skeltons" she hissed.



But it was too late. They looked up to see Mortimer, their fighter, staring helplessly into the red-burning eyes of the figure, now revealed to be a decaying corpse chained upright to the wall. The wind had started to howl and around them came the grating sound of bones clinking together as the hostile skeletons rose out of the dust.

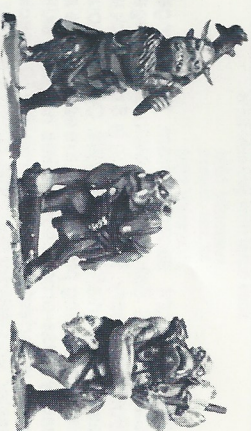


"Let's scream!" screamed the thief.

"No" yelled the priestess, smashing the nearest skeletons to splinters "we can't leave Mortimer behind!"

"Why, why is it always me?" the thief muttered to himself turning back to the fray, hacking and slaying.....

Player 3: "I use my magic to try to break the charm on the fighter....."



Recommended list of Books:—

The Hobbit/The Lord of the Rings
J.R.R. Tolkien
Lost Worlds
Clarke Ashton-Smith
Any of the Michael Moorcock or Fritz Leiber books.

Recommended list of Games:—
Dungeons and Dragons — basic
Runequest
T.S.R.
Avalon Hill
And many others.

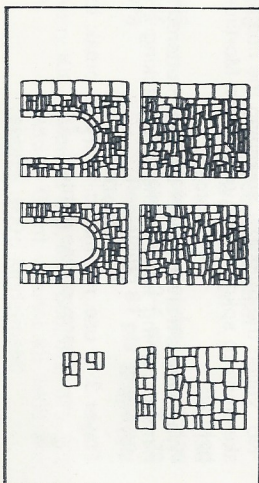
READYMADES

NEW from Prince August is a series of ready-made figures. These are designed with the RPG gamer in mind to best personify his character in other worlds. Don't forget that all other figures in the Prince August fantasy range are now available ready-made as well, in case you just need a few to complete your Hobgoblin army or populate the last room in your dungeon.

(See page 27 for list of Ready Made range)

DUNGEON BUILDER

Simply bored with your simple board? Tired of using curly cardboard cutouts for floor layouts in your Dungeon? Well, here is a system that won't slide around the table or knock your figures over! Dungeon builder is the set with which you cast floor and wall sections so that you can construct in three dimensions Dungeon areas of any size. Simply glue your floor tiles into position and insert your wall sections in the gaps as necessary. 3D, versatile and reusable.



No. 630 — Dungeon Builder Basic

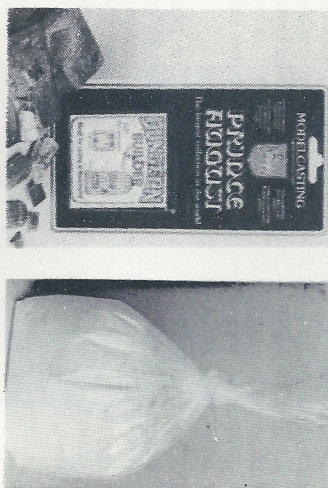
Contains: 3 rubber moulds for 4 walls and 4 floor sections, 2 plastic printers, instructions and plans.

No. 631 — Dungeon Builder Accessory

Contains: 1 rubber mould for a door and trap-door for metalcasting.

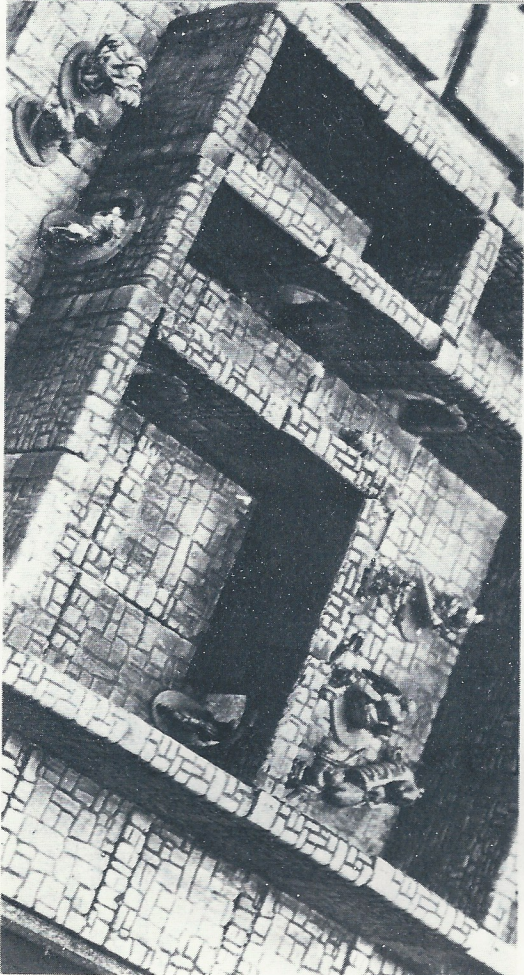
No. 632 — Dungeon Builder Plaster

Contains: 750 grams fine casting plaster.



To make your system:—

Take a board, say 760 mm square and onto this glue your floor tiles, leaving an 8 mm gap between them. To build your dungeon simply insert your wall or doorway pieces into the gaps or else fill them with the appropriate floor inserts. Any size area can be built, whether it is a tiny cell for entrapped adventurers, a throne room for the Hobgoblin king or a bewildering maze to capture a weary party of dungeon explorers.



FANTASY ARMIES READY MADE RANGE

CH1 Female Cleric

CH2 Hooded thief/assassin

CH3 Female elf with bow

CH4 Mailed elf with sword

CH5 Silvan elf firing bow

CH6 Silvan elf

CH7 Wizard

CH8 Viking Berserker

CH9 Armoured Cleric

CH10 Armoured Cleric

CH11 Female Adventurer

CH12 Halfling

CH13 Female Halfling

CH14 Druid

CH15 Ranger

CH16 Paladin

CH17 Hunt

CH18 Monk

CH19 Dwarf

CH20 Enchantress

CH21 Female Fighter

CH22 Female Fighter mailed

CH23 Female thief

CH24 Nubian Prince

FR1 ENDS & FOCES

AN1 Bear

AR1 Catapult with orc artillery

BA1 Barbarian Chieftain

BA2 Viking Berserker

DE1 Fire Demon with whip

DE2 Fire Elemental

DE3 Air Elemental

DE4 Nightmare

DR1 Dragon

DW1 Armoured Dwarf with sword

DW2 Armoured Dwarf Chieftain

DW3 Dwarf plate mail with axe

DW4 Dwarf with two-handed axe

DW5 Dwarf with spear

DW6 Dwarf with sword

FG1 Barbarian Rider with sword

FG2 Fighter Plate mail with sword

FG3 Barbarian with axe

FG4 Scout with bow

FG5 Anglo-saxon chieftain

FG6 Anglo-saxon warrior with spear

FG7 Anglo-saxon warrior throwing spear

FG8 Men-at-Arms chainmail with sword

FG9 Men-at-Arms chainmail parrying

FG10 Men-at-Arms plate mail with pole-axe

FG11 Mounted Knight plate mail with warhammer

FG12 Mounted Knight plate mail with sword

FG13 Mounted Knight plate mail with two handed sword

GB1 Goblin

GB2 Goblin

GB3 Goblin

GB4 Goblin wolf rider armoured

GB5 Goblin wolf rider with scimitar

GB6 Goblin Chieftain

GH1 Ghoul with sword

GH2 Ghoul with sword attacking

GH3 Ghoul with dagger

GL1 Gnome

GTT1 Giant

HG1 Hobgoblin with club

HG2 Hobgoblin with welding club

HG3 Hobgoblin with two handed axe

HR1 Hireling with treasure sack

MS1 Minotaur

MS2 Werewolf

MS3 Leprechaun

MS4 Necromancer

MS5 Ogre

NE1 Neanderthal with club

NE2 Neanderthal with bone club

NE3 Neanderthal Chieftain

OR1 Armoured Orc with morning star

OR2 Armoured Orc with spear

OR3 Armoured Orc with scimitar

OR4 Orc

OR5 Orc

OR6 Orc

RP1 Reptileman

SK1 Skeleton chainmail with axe

SK2 Skeleton with sword

SK3 Skeleton with sythe

SK4 Mounted skeleton with spear

TR1 Hill Troll

TS2 Treasure chests

UN1 Vampire

UN2 Mummy

VL1 Inkkeeper

VL2 Village-Sage

WR2 Wraith with sword

WR3 Wraith King

One of the results of the newly established Cild Prince August, is our discovery of just how many different groups of Prince August hobbyists there are, and how many different things they are doing with Prince August kits and moulds. The quality of the dioramas and games by both experienced and beginners

1. An entry may be a diorama or game (war-game, fantasy, computer or others).
2. 80% of the figures have to be Prince August.
3. You can use any scale or period.
4. You are allowed to convert the figures.
5. Team entries must have min. 3 participants.
6. All entries must be made on the entry form below and accompanied by:
 - a. A photograph (dioramas only).
 - b. A name for your entry.
7. The winners will be chosen according to two main criteria:
 - a. The quality and originality.
 - b. The fun and enjoyment.
8. There is no restriction to how many entries you do.
9. Winners will be notified by post 6 weeks after closing dates.

Name..... Age..... Club Member Yes/No
Address..... Years using Prince August.....

Address.....

.....

.....

Telephone.....

Category of Competitor	Age Max.	Diorama Class	Games Class	1st Prize	2nd Prize	3rd Prize
Junior Class	12	1	4	£25	£10	£ 5
Master Class	None	2	5	£50	£25	£15
Team Class	None	3	6	£75	£40	£20

Prizes will be in form of gift vouchers for Prince August products

Name of Entry

[illegible]

If you buy or use more than one mould enter on different lines

Description

are of an amazingly high standard. To encourage the Prince August hobbyist to even higher standards, we are inviting you to take part in our Master Competition. There are six different classes with prizes in each class. The winners may have a possibility to display their entry in the local shop. Closing date for entries are 30th May, 1985. There is a second competition with closing date 31st January, 1986.

c. A description, and for games a set of rules.

d. The material used and total cost of the entry broken down to weeks on the chart below.

7. The winners will be choosen according to two main criteria:

a. The quality and originality.

b. The fun and enjoyment.

8. There is no restriction to how many

entries you do.

9. Winners will be notified by post 6 weeks after closing dates.

METAL INFORMATION

[illegible]

Ratings and lifetimes are only given as an average for all moulds. Certain moulds, particularly the 54 mm range, are much more difficult to cast and are not really suitable for lower grade alloys. If you have problems, use Modelmetal. It is the only metal we guarantee to give perfect results.

Hint: Venting gates improve the result for cheaper alloys, allowing the metal to fill faster and achieve better detail. The gates should run from the upper and thin parts of the figure to the top of the mould. Use a sharp hobby knife.

PRINCE AUGUST FAULTFINDING CHART

Problem	Check	Action	Para. No.
Metal not melting		<ul style="list-style-type: none"> Use a gas or electric cooker on high until metal is molten, then reduce heat. Do not try to melt the talcum powder; melt the badge or bar. 	3
Smoke coming from ladle		<ul style="list-style-type: none"> The ladle is covered with a rust protector which will burn off for the first five minutes. No action necessary. 	
Metal is not flowing into all parts		<ul style="list-style-type: none"> No talcum powder. The mould needs a thin coat which helps air to escape. Too much talcum powder is blocking the details. Metal not hot enough. Test temperature with a match. Metal is too hot. Smoke gases are pressing metal back. Mould needs an airvent. Make a hole right through mould half in the missing part with a 1 - 1, 5mm drill bit or a yawl. You can also make a very small channel from the missing part to the top of the mould. Use Modelmetal. No other metal casts as well. Do not use a vise for clamping the mould, because it will lock the air into the mould. Use Prince August Clamps or rubber bands. Use Prince August talcum. Not all talcum powders are suitable. Pour the metal to the top of the mould to get full gravity pressure. Tap the mould to shake down the metal. 	1 1 3 3 3 4 4 4 4
Smoke coming from mould while pouring		<ul style="list-style-type: none"> Metal too hot. Melt more metal to cool and check temperature with match. No talcum powder on mould. Powder mould. 	3 1
Flash on casting		<ul style="list-style-type: none"> Mould not clamped right. Use one clamp with pressure point in the centre or two clamps on each side. Mould too hot in the centre. Leave mould to allow heat to spread evenly. 	2 4

PRINCE AUGUST FAULTFINDING CHART

Problem	Check	Action	Para. No.
Mould leaks		<ul style="list-style-type: none"> Mould not clamped right. Use one clamp with pressure point in the centre or two clamps at each side. For certain big moulds it might be necessary to use four clamps. Check if there is a gap between mould halves. When opening the mould you might have bent the mould getting a casting out. Rectify this by bending halves towards each other. You have not put the hardboards on the mould. This is essential to apply even pressure. Put a clamp over the leaking point. If above actions don't help, do the following: Where the metal is leaking from the figure, cut a v-shaped airvent going to the top of the mould with a hobby knife. It stops the escaping air from parting the moulds while pouring the metal. 	2
Mould exploding		<ul style="list-style-type: none"> Do not cool mould or metal with water. Even a small amount of dampness could be dangerous. 	
Part of figure buried in the mould half		<ul style="list-style-type: none"> It is quite normal on a complex figure it is sometimes necessary to cut or drill an air vent into the detail. 	

Having problems obtaining our products?

Please write to us at:

PRINCE AUGUST MOULDS LIMITED,
Kilnamartyra, Macroom, Ireland.

The next time you are touring Ireland, call in to our factory shop for moulds, accessories, trees and grass matting, plaster and the full range of Molak paints and brushes.

ACCESSORIES

2040 Talcum powder in a handy plastic jar with dusting pad. Lasts for hundreds of castings.

2041 Clamp made of steel wire, easy to use even for a youngster. We recommend 1 clamp for a small mould, 2 for a large and long mould and sometimes 3-4 for a 54mm mould.

2042 Ladle which holds 2 ingots. Suitable for both gas and electric cooker. Double pipes for both left and right handed casters.

2046 File. A special file for soft metals.

2047 Modelmetal, 125g ingot which makes 10-12 25mm footsoldiers, 5-6 40mm footsoldiers or 2-3 54mm footsoldiers.

2048 Modelmetal 375g economy pack.

2050 Paper flags, 6 additional flags for mould no. 412.

2051 Set of boards for all sizes of moulds.

2058 Sand and metal 390g ingots

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South Africa
Hobbies & Models Ltd., P.O. Box 1997, Johannesburg 2000.

Sweden
AB Jan Edman, Box 100, 156 00 Vagnharad, Tel: 0156/10523.

Switzerland
Hobbytoy, Postfach 51, 8832 Wollerau, Tel: 01/7847722.

United States
Prince August Inc., PO Box 717, Calvert, Texas 77837. Tel: 409-3642020.

CLUB PRINCE AUGUST

On request from our customers we have started a collectors club. Membership costs £2 per year and you will get:

- Information on any new product.
- 1986 handbook/catalogue free.
- A Prince August badge.
- Access to computer dating for games.

Send your completed entry form together with a P.O. for £2 to Club Prince August, Macroom, Ireland.

My interests is

- ☐ Toysoldiers
- ☐ Wargaming
- ☐ Fantasy
- ☐ 54mm Collecting
- ☐ 54mm Traditional Toysoldiers
- ☐ tick box

Yes I would like to be a member of the Prince August Club and I enclose membership fee of £1. (U.K. and Ireland only)

Name _____

Address _____

Country _____

Age _____

Date _____



671 Mounted Skeleton and Horse 675 Warrior Knight and Horse 676 2 Warrior Knight Riders and Weapons



669 Heroes and Fighters



670 Barbarians (anglo-saxons)



672 Orc Artillery

677 Orcs (available March)

674 Men-at-Arms

Most of these figures are also available separate as ready mades. See inside text for more information.