

IRONWATCH

Issue
28



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ABYSSAL TIDINGS**A Message from the Editor**

Welcome back to the holiday edition of the IRONWATCH fan magazine!

We've just finished up the Kings of War Second Edition Kickstarter to a whopping \$366K! And this was supposed to be "mini" to boot! In any case, keep an eye out as we keep you informed as to the new art and models that are in the pipeline for your own personal enjoyment.

This issue and last issue have both been a bit light in terms of articles, and this typically gets even more pronounced following the Christmas holiday. That's why we're sending out the call for articles, images, batreps, stories; anything you can spare. If you have a personal blog that covers Mantic material, just give us permission and we can use that too!

As always, whether you're a new reader or a grizzled veteran, thanks for reading, and Welcome to the Watch!

-Austin

Cover art by Boris Samec

Title art by Mark Smith

Correction: We've been misspelling Nicodemus Sandberg's name for several issues. Sorry Nicodemus! It won't happen again.

Please note that, while we here at Ironwatch attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!

All models used in this publication are from the respective author's own personal collections, and any models displayed herein are not intended to challenge the status of the copyrights of their respective owners. All rights are reserved to their respective owners.

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THE IRON FORGE

Welcome back to the Iron Forge!

This month we have something a bit different in store!

With the release to Kickstarter backers of the wild and wacky Mars Attacks game, we thought it would be a good idea if Iron Forge this month did a feature on the game. We approached Mantic to see if they could send us some models to paint and the lovely Chris Palmer sent us all out a variety of Mars Attacks goodies. Hopefully our gallery for this issue will give you some great ideas for your own Mars Attacks models. Why not send your pictures in so we can see what the community are up to?

- Adam Morrow, with an incredible dilapidated tower, as well as a human truck and special forces, and even a stunning unique Martian paintjob.
- Boston Miniatures, with a great assortment of red and blue-helmed human soldiers, as well as a more in-depth painting article later in the magazine!
- Geoff Burbidge, with the incredibly heroic custom Dreadball MVP Project Victory
- Matt Gilbert's amazing Big Stompy Robot, and the rubble of the town around it's feet.
- Vincent Pascaud, and his Martian Scientist and...loyal dog?

Keep tuned in next month for more fantastic paintjobs!



The Enforcer Dreadball MVP, by Darren Lysenko



Thorgarim conversions, by Christian Schlumpberger

ADAM MORROW



So this month I've managed to get some of the Mars Attacks stuff done, though not as much as planned, but I did finish up five of the Troops, the Transport Truck and the terrain, and a single Martian.

The terrain I struggled with color-wise initially, wanting to keep it matching my jungle-oriented Deadzone terrain and had planned on going with a traditional red-brick color, but it just didn't look right for me and my brown-rusty metal parts of the panels just didn't contrast enough with the bricks for my liking. So I opted

for grey bricks for my terrain to go along with my Deadzone stuff.

Primed black and then sprayed grey from an extreme angle from above the panels, afterwards individual bricks were painted either a step up or two steps up darker from the base color, and then they were hit with various washes (black and brown) to dirty them up some. To further have them match my jungle-terrain, I applied a watered down PVA glue and then wiped away glue left on the tiles, leaving it only in the recesses of the bricks and sprinkled in some green flock as moss growing.

ADAM MORROW

The transport truck I likewise had problems in deciding color, and how to go about it. Color-wise I wanted it to match my jungle board and also at the time of deciding color I actually thought it was just a terrain piece, not an actual model with stats, so unfortunately it's not painted to match my troops, though I have been contemplating on adding some kind of red-oriented symbol or marking to the doors of the truck to have it match. Painting wise I struggled with how to, as I wasn't sure whether to paint it like terrain (a primary color and adding details)



or paint it as a model (various paint layers and edge-highlighting). The jungle-dirt/dried mud was probably the most fun part for me, using a combination of tan-drybrushing and Secret Weapon pigments. All in all I'm okay with it, though in retrospect I wish I had painted the truck with a red/black theme.

As for the human troops, as I plan on using them primarily for Deadzone I wanted to go with some colors that were traditional military necessarily with red armor. They were fun to do, and still have five more to go, but I'm happy with them. They've gotten jungle-basing as usual, like all my Deadzone stuff. All of my stuff's got to match after all!



ADAM MORROW

I've also completed a single Martian, done up in a vibrant green/black. I'm envisioning the human troops as a military force on this jungle-planet of mine, and the Martians as aliens native to said-jungle planet, so I wanted their armor color to reflect that somewhat.



BOSTON MINIATURES



Be sure to check out the full article using these minis on page 32!

GEOFF BURBIDGE

Project Victory is fast and powerful, a versatile player who can dish it out physically as well as rack up the points. Wielding his trademark shield he likes to fight his way deep into his opponent's end zone for the big strikes.

There are many rumors about the mysterious Project Victory. Some say he was a corporation enforcer that was enhanced, injected with an experimental drug codenamed the Janus Serum. Others claim he was discovered, adrift in space, in an ancient hibernation tube, part of a long forgotten eugenics program. Maybe he is an advanced android or perhaps some form of cyborg.

No one knows for sure where his great strength and speed come from or even what his real name is but what is certain is, if you want to win, you hire Project Victory.



MATT € GILBERT



Big Stompy Robot

The robot model is a bit of a beast – it's huge! I glued it together with Liquid Poly and then filed across any gaps where it didn't quite close together, letting the plastic "dust" fill the spaces. I then ran more Liquid Poly along each seam to mix with the dust and create a filler which when dry did a great job of making a smooth finish.

While it comes in a silver colored plastic, which was close the main color I wanted for the final finish, I still used Army Painter (AP) Platemail Metal spray as my undercoat just to ensure the rest of the paint would stick. I wouldn't paint straight onto grey plastic so this was no different. Various smaller parts were then filled in with brass and I added color by matching what I shall be using on my Martians themselves – the conventional turquoise scheme. I used GW Hawk Turquoise for this. I kept the pilot out to paint him separately. The arm weapons are all unattached too so that I can play with different configurations when it's used in games.

The brass areas were washed in AP Soft Tone Ink and then highlight with brass and then brass/silver. The silver areas were washed in AP Strong Tone and then dry-brushed Oily Steel/silver

and then again with silver (letting some go on the brass areas). The turquoise panels were washed with AP Blue ink, then painted in thinned turquoise and edge highlighted with various amounts of Sky Blue mixed in.

Once the whole model was completed the pilot was glued in place and the entire piece sprayed with AP Anti-shone varnish (2 coats). Lastly the canopy was fixed in place with PVA glue (which dries clear).

MATT € GILBERT

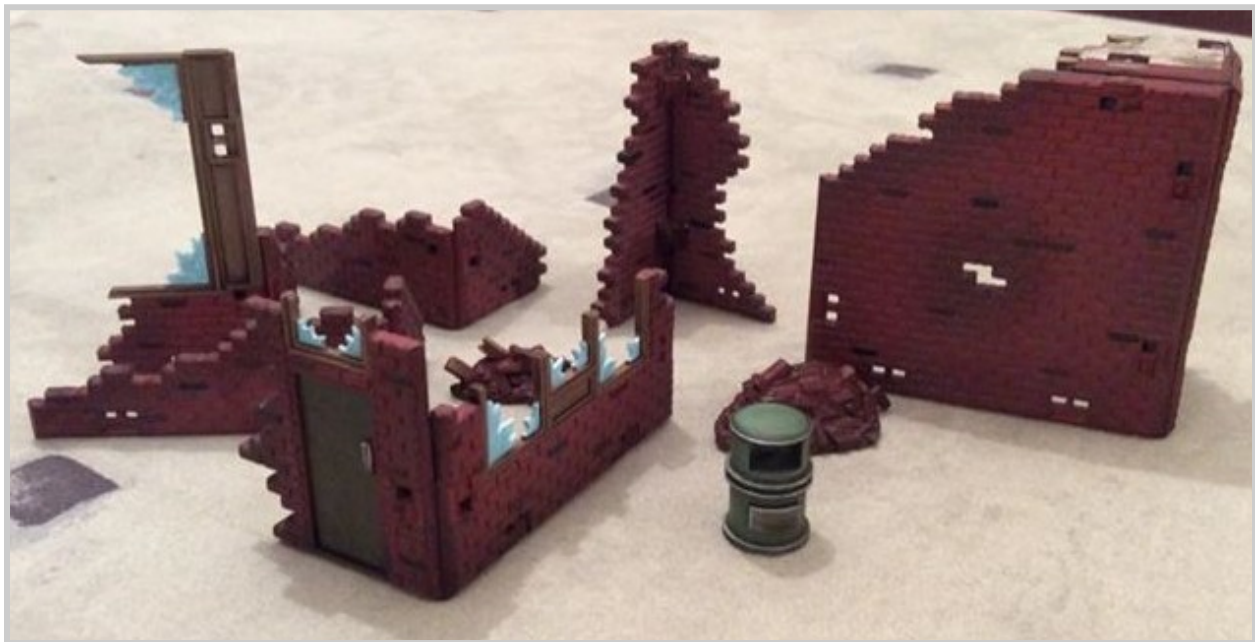
My youngest daughter had a hand in the design of this one – she decided the robot should have trodden on something and then drew me a picture of how she wanted the blood to look. She chose the background for the photos and also named the Martian pilot. He's called Dave.

Scenery

The brick scenery is really easy to paint. I started by assembling the configurations I wanted and gluing them together. They were then all sprayed with grey primer. I then dry-brushed the walls using a deep red a few times making sure to get good coverage but not get red into the cracks. This leaves the grey in the lines and looks like mortar. The odd bricks were then picked out in darker colors by mixing a little black into the red (and yes, the same bricks are colored on the opposite side of the wall!). The bottom of the walls and the odd patch on some larger areas were given a darker dry-brush to give them a smudged, sooty and dirty look. Window frames and doors are simply flat colors washed in AP Strong Tone and the glass in the windows is Sky Blue with white



added for highlights. I used one of the posters from the Mars Attacks Facebook group on the largest wall area (glued with thinned PVA). Everything was sprayed with matt varnish to complete it.



VINCENT PASCAUD



MANTIC CALENDAR

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or [email us](#).

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

December

- 21 7° Degree Kings of War Tournament**
7° Grado Wargaming Club, Fernando Montes de Oca 61 Condesa 06140 Cuauhtemoc, Distrito Federal, Mexico
- 27 Year's End Kings of War Tournament**
Quimera Miniaturas—Calle Jorge Juan, 112, 28028 Madrid, Spain

January

Nothing yet, but stay tuned!

February

- 28 Kings of War Andalucia Tournament**
Runs from 2/28 to 3/2
KoW Tournament the first day,
Deadzone, Mars Attacks Demos the second day.
Alhaurin de la Torre, Malaga, Spain



Undead Army Standard Bearer, by "left64"

Q&A WITH CHRIS PALMER



"Outriders of Basilea," a Kingdoms of Men Army, by Nick Williams

Organized by Matt Gilbert

The Mantic Q&A feature contains questions from the community via the forum, answered by Chris Palmer, Web and Events Coordinator at Mantic Games. If anyone wants to ask a question they can on the [Mantic Blog](#).

Is there a known time scale for when the Twilight Kin will get some improved models (not metal hybrids) or a complete redesign?

There isn't at this time. We knew we didn't want to do it as part of the 2nd Edition Kickstarter because it needs a lot of thought put behind it. Our release schedule is already pretty full for next year, but we could possibly see something going into the following year.

What size bases will Lower Abyssal be on? They are currently on 25mm according to the KoW FAQ, but the word on the street is they're going to 20mm. Also will there be any changes to base size for the Forces of Nature?

It's not so much a change, so much as the models have been designed a certain way and that's the best base size for them. The 25mm base size in the FAQ probably best suits the miniatures that people would have, but since the army list is a getting a revamp and the miniatures are now being made, the Lower Abyssals 20mm made the most sense.

This is still up discussion, though with the inclusion of the Salamander in the Forces of the Abyss, there is a 25mm based infantry in the army, so proxies are still possible.

Q&A WITH CHRIS PALMER

Will the KoW v2 rules be available for public beta testing and if so, when will that be?

If it does get released for beta, it'll be early in the year.

What is the retail release schedule for Mars Attacks? When will stores see things like Robots and the World War book?

Late Spring will see the next wave of Mars Attacks, likely the Giant Stompy Robot and the Extermination expansion. I think we'll see the World War book around the same time, if not, middle of the year.

How is the Dungeon Saga work progressing? Is everything on track? Are we likely to see beta rules for public testing for this game?

Dungeon Saga is progressing immensely well. The figures are looking great, Jake's beavering away on the rules and the graphics team are going to town on the imagery. It's too early to say whether the rules will go for beta testing at this point, but it's sure something we'd like to do.

Who is the best dancer in the Mantic Bunker?

Ronnie – I once saw him dancing to Blurred Lines at 4am with pizza and beer. Best. Thing. Ever.■



Dwarven Hero, by "ManticFanBoyLAD"



Orc Axes, by Guiseppe Aquino

HAMFIST BORIN

By Michael DeFranco (MDSW)

3

“Stupid, stupid, stupid,” grumbled Grobar as he started to make his way through the tunnel leading out of the small cavern. The infant was strapped to his chest in cloth wrappings facing outward, his chunky green legs giving kicks every now and then while the infant orc made bubbling and gurgling sounds with an occasional small laugh thrown in. Grobar had already searched the cavern area for any foodstuffs or anything of value and only finding a somewhat large stash of rotten food.

Of course, this type of food was excellent for orcs to eat, and he certainly should have left it along with his stomach reeling from the stench. But, Grobar knew this baby would be hungry

and he could not afford to feed it with the sparse food he brought and with what little he could catch and forage on the journey. He still had about 4 weeks to go before reaching Rogrim. What he planned to do when he got there with a baby greenskin, he did not know.

“How fast do you little ones grow anyway?” wondered Grobar. He knew they grew fast, fairly lethal within the year. Oh well, he would have to find a nice doorstep to leave it on. “Sanctuary!” Grobar mused.

Grobar at first tried to get back out the hole he had dropped through, but even a full grown man could not have reached the top edge. With nothing left after the fight to stand on and not being able to blame his lack of reaching the top edge on his dwarfish height, he started through the dark tunnel.

The small fire that lit the inside of the cavern quickly dimmed from view after a few turns. His

eyes struggled to see in the lightless tunnel. Although dwarf eyes are readily able to see much better than a man's in darkness, they cannot see in total darkness. He fumbled along feeling the rough wall pass by his calloused hands. Grobar's mind began to wander again.

"Odd dwarf in Dinmore, pass out from drinking (are you kidding me?!), an orc baby strapped to my chest, a rank pile of food in my pack, and to what, feed an inevitably hungry greenskin?" Grobar felt the words of his father come to him in his last days. He had returned home for only a short time when he received news of his father's health while far out into the territories on Ranger patrol. It had taken him a week to get back home.

"You look terrible, Grobar," Gimland Borin said.

"I am supposed to tell you that," Grobar said under a heavy heart. He had seen his once strong father grow weaker and weaker with each passing year for many years now. Grobar had hurriedly joined one of the King's Ranger units when he was young and spent many years

out of the family home. Only coming back as his time or preference would allow, he never thought of his father as someone that could ever weaken, let alone pass from this earth. Now he lay upon his deathbed with his long grey beard spilling over the sides of his weakened body.

"I will tell you Grobar; you are my boy and always will be. I have loved you from the moment you were born and through every bit of your life. I am just so sorry I did not tell you that more often. I wanted you to grow up strong and able to live a good life. Make your own decisions; take care of your affairs and all."

"I know you have loved me. You never gave me any reason to doubt that."

"What I have learned is life is not as long and planned as we would like to think. You run out of time and can't ever go back and change decisions you have already made. Not every decision I have made has been a good one. But, now I lay here, unable to move, thinking about everything I did not do very well – these things



Dwarven Army, by Jonathan Faulkes



Orc Kludger on Gore, by Darren Lysenko

leave regrets,” Gimland said softly.

“What do you have to regret about? You have lived a good life, spent many years in the service of the King’s Guard, fought bravely during all three great wars, took good care of mother, what else is left?” said Grobar.

“You are left!” choked Gimland Borin on his last few breaths as he grasped Grobar’s arm with the feeble strength still left in his once powerful hands. “I love your mother more than you will ever know and she has stood by me through everything, but you are the only part of me I leave behind in this world. It is you I should have nurtured more and given more. I could

have given more of myself to you so that you could carry on in our name in the manner that is what a caring person should do,” said Gimland.

“You did what you could. I was not always here close to home,” said Grobar. “What else could you have given me?”

“A reason to care,” Gimland said in a voice so soft that it could barely be called a whisper. “A reason to give.”

With that, Gimland Borin gave a final exhale and passed from our earth. Grobar felt a sting begin to well in his eyes, but the tears would

not come. He sat there for a moment looking at the frail figure that had once been his strong father and tried to connect this last conversation. He had to report back to the Ranger unit soon and could not figure this out or just how he felt over the death of his father.

Helegda Borin, Grobar's mother, slowly entered. She touched her husband's cheek and stayed for a moment to feel the last bit of warmth leave his body. Her eyes were wet when she said to Grobar, "I have something for you."

They entered the next small room that stored most of the family belongings and Helegda opened Gimland's large steel chest. When

Grobar was still young, he remembered his father on the final trip coming home from the last of the great wars, remove his articles and place them all within the chest. Grobar had never looked in the chest and his father never spoke of what happened during his time in the Guard units during the wars. But, he knew this stoic man would have many things he had seen and lived through that would affect him until his last days. Grobar could now see into his father's old chest and lying on top of rusted and dark stained armor and chainmail, was a dwarven-forged steel hammer.

"Your father always told me he wanted you to have this and should have given it to you himself," said Helegda. "But, I think what he wanted to say to you in private was more important."

"I met your father shortly after the first great war. I could not bear the thought of him leaving when the second great war started and he was called into service again, as I was just a few months from your birth, but off he had to go," Helegda spoke while looking off out of the small window. "It was when he returned from the second war that he had this hammer. He told me it was a gift from the Lord of Helvdor, inscribed with ancient runes that he was told meant 'strong strike.' Your father had single handedly fought off the last throng of orcs that had broken through the line and threatened the Lord himself. He was asked to stay on as the personal guard of the Lord of Helvdor, but he wanted nothing more than to come home to us."

Helegda now looked directly at her son with the tears still spilling from her eyes, "This hammer is Invicta Bold and your father cherished this above no other possession, even me I think."



Orc Hut, by Andy Beckett

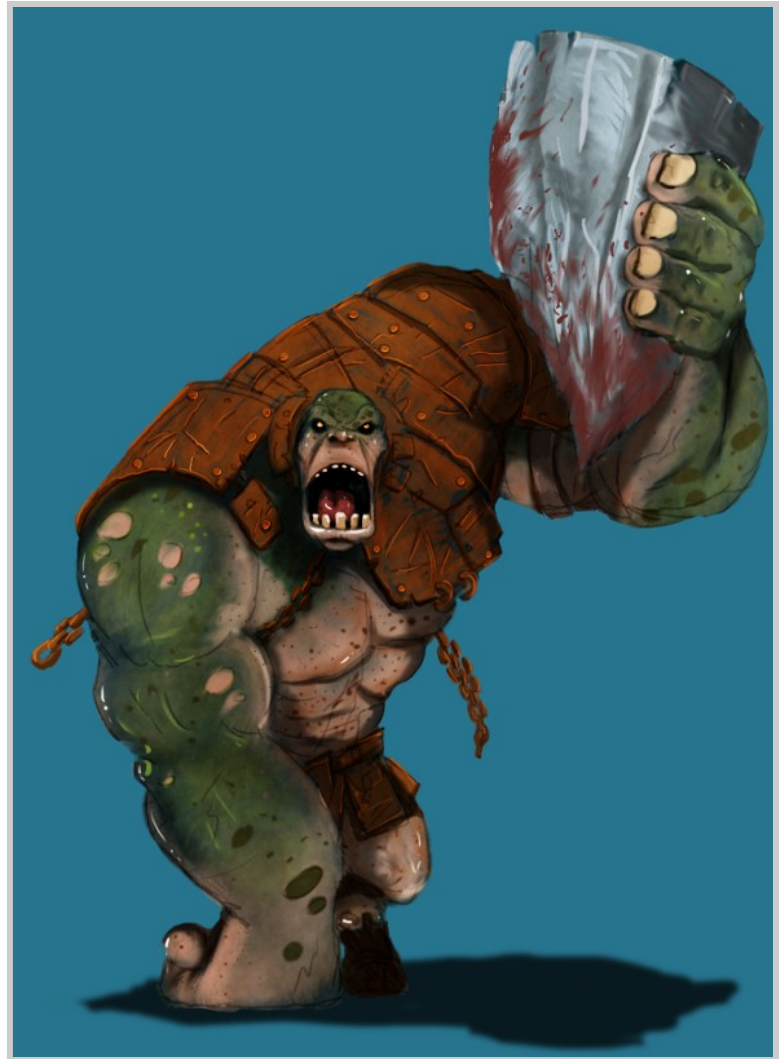
She choked back one sob and continued, “I think that is what brought him out again years later when the third war started.” She handed the battle-worn hammer to Grobar.

Grobar carefully took the hammer and stared at it. Its large steel head had one blunt end and a slightly sharpened end on the other. The head was forged onto a metal shaft with the final end wrapped in a thick leather grip. The hammer’s name was embossed on one side of the head in old dwarvish while the middle of the shaft had very small, elaborate runes inscribed, which Grobar could not read. If these typically magic runes meant ‘strong strike,’ he wondered just what kind of power this gave to the weapon. He hefted it in his strong hand and it wielded like it was pounds lighter than it appeared. What he wouldn’t give to try it out in a battle in the wildlands.

“Is this what my father meant about regrets?” thought Grobar. Did he let the draw of this weapon take him away from his family when he thought he should be with us and helping me to grow? It did not seem much like his father to think so, but the last few words he just had with him made him think harder. What did he mean by wanting me to care? To give?

As Grobar continued forward into the dark tunnel for what seemed like much too long, he could not tell if he still was in a tunnel or if he had even entered into a much larger cavern, but he still followed the wall with his right hand feeling the rough passage as he continued forward.

He thought about what he had in his life so far... A decent career and modest wealth from his years spent as a Ranger. Although no wife and family, he thought of himself as too old now to



Troll, by Boris Samec

start and had only ever really loved one woman long ago. However, the Ranger life left no room to sit idle and start a family. He looked back at this as regret and thought for a moment about the beautiful Krestia he had left in tears so many years ago when he packed his ranger gear and left her and the town with his unit.

It was then that he saw the faintest glimpse of light far ahead. He blinked his eyes and tried to open them wider to make sure this was not a trick. The baby simply giggled and said, “Orf.” Grobar continued until he could make out the opening and finally stood out into the bright sun again. For the second time recently, he squinted hard as the light hurt his eyes, but it felt good. The baby let out a rolling laugh that

also made Grobar chuckle.

"You seem to be a very happy little bugger to be out of the dark," said Grobar. "I would have thought the sun would hurt your eyes, but you seem to enjoy it. In fact, you seem to be enjoying my company much more than you should. Where am I going to get rid of you?" It was then that he felt just a tiny pang of something. He kind of liked this little bugger of a guy. His father's last words and the lost vision

of Krestia and a family life all came crashing into his head. "Oh shit," thought Grobar, "Here it is," as he stared into the pudgy baby orc's smiling face. "I guess it is you and me for now, Bugger."

To be continued...▪



Orcs face off against Elves and Dwarves, by "TSNC"



DWARF BERSERKER LORD

By Jose Manuel Chasco Gonzalez

Here's a small article with a very nice Mantic Games figures, a Berserker Lord for their Kings of War game.

PAINT GUIDE:

Skin

For the skin tones i used the Skin paint set by Scale 75, following more or less their guide included.

Base color is Pink flesh (also can be used Citadel Dwarf flesh (old name)) , then I applied a wash of Citadel Ogryn Flesh (now called Reikland Flesh Tone).

Then two successive highlights with a mix of Pink Flesh + Gold Flesh increasing Gold Flesh in each iteration (This can be done also mixing Citadel Dwarf flesh + Elf flesh (sorry i don't know the new names))

As this set have another color called Light Flesh I added two extra highlights mixing Gold Flesh + Light Flesh.

To end, I used very small touches of the Pale Flesh (Vallejo has a similar skin tone called Light Flesh)

Gold Metal parts

Trying some NMM (Non-Metallic Metal) technique here, using Vallejo Model Color, from their special set for NMM. The base color is Heavy Brown, and to add some more contrast you can give it a wash of Devlan Mud or Dark Tone by The Army Painter. Then apply Gold Brown, and then 2 or 3 successive highlights with Gold Brown + White, increasing the white in each mix. To end, a very small touches of pure white.

Silver Metal parts

Very similar to gold tones, but varying colors used. The base color is Cold Grey (also from Vallejo Model Color NMM set), and apply a black wash, and then start to highlight with Cold Grey + White. To end a final touch of pure white

in the edges.

The blueish tone around the gold area in the axes is done with diluted turquoise blue, mixed with some white.

Cape (Red)

The base color is a dark red; Citadel have some of this shade in their range, but any other will work. I apply a first highlight of Vallejo Flat Red, and then to homogenize the tone I wash with a red wash (From The Army Painter in my case). Then I highlight again with Flat Red and to end a final touch with Vermilion Red (Vallejo)

Cape (Back)

This may be the easier part, and it can be done with a lot of colors: Just choose your favorite



brown or grey, depend on the style of cape you want.

I used Vallejo Brown Sand, washed with Dark Tone (Army Painter), and some parts were highlighted (dry brush) with the Brown Sand again and other areas with a mix of White + Brown Sand. Some final touches of this last highlight were applied by brush.

Skull

The base coat is a pale white, such "Rotting Flesh" or "Skull white," followed with black wash for the eyes cavities, and then pure white.

The Dwarf beard is done with a grey color, washing black, and highlighting with pure white, first by dry brush and then some small touches with a brush to emphasize some parts.

And that's all!▪



Enforcers gun down the charging Plague, by Nicodemus Sandberg

Some Thoughts on Small Unit Tactics: For Dead Zone and Mars Attacks

By Rob Allen, aka "Briohmar"

By now, many of you already have your own thoughts about how best to use your personal favorite strike force in Dead Zone. I am not in any way attempting to challenge or contradict your experiences. My intent here is merely to introduce some generic tactical concepts from one who has been on the ground as a part of a small unit engaging in urban terrain. An important thing to remember in this is Murphy's Law of Combat: **"The enemy always gets a vote,"** and **"No plan survives first contact intact."**

As an example force, I will use my own 70 point strike force of Enforcers to describe some of the tactics involved. My force consists of an Enforcer Sergeant (leader), Enforcer with Burst Laser, Enforcer Sniper, Assault Enforcer, and two standard Enforcer Troopers. For those of you quick with math, yes, this leaves two points for extra cards or grenades, or what have you. I also always carry an extra Assault Enforcer to swap out depending on mission dictates.

My six man squad can be broken down into two fire teams of three, or three fire teams of two. Again this is mission dictated. If the mission is to control X, Y, and/or Z, then I will use the three team formation. If the mission is to recover an item and return, I can use two or three teams. Infiltration missions will most likely be team teams of three, as the teams are stronger, and stand a better chance of getting through.

“Teamwork is essential, it gives them someone else to shoot at.” One of the things you should have noticed by now is that I always talk in terms of teams. Under no circumstance should a strike force function as individuals. This is of course a broken rule if casualties occur.

The team division is based upon functionality of the force. If the strike force has two assault enforcers, they can either be grouped together or paired with an enforcer trooper or sergeant. If only one assault enforcer is present he will normally be paired with a standard trooper. The burst laser and sniper can be paired or divided between two teams, though in most cases these members should normally stay together. Again, this is by design specifically for enforcers, but breaks down well for other factions as well. The key to this is the role of each model: fire support, support, assault, or multi-purpose.

“The easy way is always mined.” For those who have read some of my other writings for Kings of War, and for those who haven't, a quick mention of OCOKA is important here. This is an acronym for Observation/fields of fire, Cover and concealment, Obstacles, Key terrain, and Avenues of approach. The inter-related nature of these terrain factors is quite important, especially in urban terrain. Observation and fields of fire is important to you to be able to shoot the enemy, where cover and concealment, often involving obstacles, keeps you from being shot. Key terrain is just that, the most important piece of ground on the board to the accomplishment of your plan, and avenues of approach are defined by the terrain itself.

A quick word on movement formations. Small units in the U.S. Army move in travelling, travelling over watch, and bounding over watch formations. Travelling is used when enemy

contact is not expected, travelling over watch is used when enemy contact is possible, and bounding over watch is used when enemy contact is likely. Obviously, in a game of Dead Zone or Mars Attacks, only the third condition applies so we will focus on the bounding over watch formation.

The bounding over watch is an ideal formation for use in urban terrain, and can function with a two team or three team set. A standard rule for artillery in the real world is that only 1/3 of your firepower will ever be moving at a time. If this is a battalion, that means two batteries are set while the third moves, if this is a brigade then 1 battalion moves while the other two are set. The infantry version of this is designed around two fire teams. One is set in over watch while the other moves. The moving force sets in to over watch, and the other team bounds forward past the first team. This is a leap frog progression. Obviously, the movement restrictions in the game will hinder that somewhat, but it still applies as much as we can apply it.



DEPLOYMENT

“When you have secured an area, don't forget to tell the enemy.” Suppose that we are operating in a three team configuration with mission to control X, Y, and Z. The deployment zone is corners. In our deployment zone, we have a three level tower with cover on the top of the tower. Obviously, the burst laser and sniper go on top of the tower as it provides the best covered position with the greatest observation and fields of fire. The other two teams are deployed on the street level in their respective pairs. In this case trooper and assault and trooper and sergeant (marked with L for leader.) The first turn, if there is nothing for the sniper and burst laser to engage, they are both put into over watch and one of the other pairs is moved forward into a covered and/or concealed position. The turn passes to the other player who moves his forces around as well. The turn passes back to the enforcers, who move the other pair towards their objective using the best covered and concealed route possible. Cards can be used as needed.

“Suppressive fire, won't.” If the over watch team is alerted, blaze away may be the best option for the burst laser in the early going, while the sniper is going for a kill shot. As the round ends, we are not yet poised to meet

victory conditions. As round two begins, we move team A forward into position to strike to control objective X. We then move team B into position to strike and control objective Z. the fire support team may be held where they are to engage enemies on either avenues of approach, or they may choose to locate to another covered position with good fields of fire that could also put them in striking distance of objective Y.

“Ammo is cheap; your life isn't.” One of the things that needs to be put forward is that anytime the teams move, they should be put into mutually supporting positions whenever possible. This provides the over watch needed to keep the teams alive. A burst laser blaze away that suppresses two models in a cube that is immediately assaulted by a pair of enforcers is a big win situation. The enemy can only survive, not fight, and the supported attackers will be rolling 5 dice (or more) each for the fight. A plague swarm and dogs may be fast, but they can quickly outstrip their support, leaving them as easy prey if they piecemeal attack a prepared two man team.

“When in doubt, empty the magazine.” I would be remiss in my duties if I failed to mention massing of fires. In small unit tactics, massing of





fires can be as simple as a blaze away from a machine gun with weight of fire. If you have more than one person who can shoot a target, and that target is the greatest threat, shoot him.

“The law of the bayonet says the man with the bullet wins.” In a game I played recently, three

plague 3As were in the same cube in the open. Blaze away resulted in 2 suppressed and a pinned on the plagues. This meant a plague 2 was basically left without support in a dangerous position. He was all alone as the dogs and swarm had gone the opposite direction as an assault force. The sniper in turn pinned one of the dogs, and the trooper on the ground pinned the second dog. Only the swarm was free to move at that point and the Enforcer fire team suddenly had the advantage in the follow on assault. The other fire team facing off against the plague 2 did a fire in then assault on the 2, killing him by kicking him while he was down. In each case, massing fires on critical targets



resulted in much easier victories for the Enforcers.

Prioritizations of targets is a critical factor in this as well. In the above example, had the burst laser engaged the plague 2, the three plague 3s (officially dubbed Moe, Larry and Curly by their player) would have had the advantage in



Marauder Captain, by Grant Mahoney



Two teams of 3 Deployment

combat. Instead, the plague 2 was left to fend for himself, and killed by an assault enforcer, and Larry, who was only pinned, moved ahead of his brothers and was picked off as well.

“The feint you are currently ignoring is the enemy’s main effort.” When in a combat situation, it is usually better to engage the closer targets first, but not always. In an engagement against the plague, most strike teams are usually outnumbered. Dogs and swarms will outstrip their brethren if allowed, and can wreak havoc on your line. This makes the dogs and swarm priority targets. 2As are nasty in close combat, but not as fast, so they

should theoretically be prioritized next, finally the plague 3’s should be dealt with.

There is no hard and fast rule about prioritizing your targets, but you should have a good idea as you begin your turn what the greatest threat to your strike force will be at the start. You mass fires on that first target until it is sufficiently reduced, then you move on to your next priority. Your objective need not be to kill outright. Pinned or suppressed are both viable objectives, as they will get into your opponent’s decision cycle, and force him to alter his plans, or to continue with the plan without appropriate support. Killed outright is still good though.



Bravo Team Moves Up, Burst Laser Suppresses



Alfa Team Moves Up

The three team model works fairly well for a hunt/kill mission, but what if your mission is to infiltrate? In this case, you don’t want your sniper and burst laser to be static, in fact, you may not even want your sniper in this case. You may instead choose to swap him out for an assault or trooper. Your mission now involves a true bounding over watch, one team moves and sets before the other team move and sets. You may want to hoard your cards in this case, as extra actions (especially an extra shooting



attack) at the critical point can mean the difference between success and failure. To infiltrate, you want to move fast through the best covered and concealed avenue of approach. You also need to avoid getting bogged down if you can.

“Try to look unimportant, the enemy might be low on ammunition.” There might be one model that is truly key to your success or failure of a mission. Though you don’t want him jumping up and down saying, “Here I am!” you also don’t want him to appear to be the most important. If that model continues moving with his assigned fire team, he is less likely to get singled out for a head shot, or other nasty little things.

“You can win without fighting, but it's a lot tougher to do. And the enemy may not cooperate.” Playing Mars Attacks last week, the good guys had the mission to infiltrate two heroes through the Martian line. The two heroes held back while the soldiers moved forward. Only towards the end of the game did my opponent (my 13 year old daughter) start rushing them towards the escape zone. Unfortunately, by that time I had my Martians in a classic L-shape defense. With the soldiers



caught in a crossfire, they could really only manage to move a bit, and as they came into the open, I was able to pick them off. Had my daughter moved everyone in a tighter formation, she would have had better massing of fires, and a stronger assault force. Instead, I was able to set the tone for the assault, and massacred the soldiers to a man.



“If it's stupid but works, it's not stupid.” I have heard comments from my previous articles that the tactics I discussed were things they have either seen or done themselves. There really is no one right way to do things. For some people,

what I talk about won't work. For some, the dice may just turn against them even if they've done everything "right." Tactics are very simple, But as Murphy says: **"The important things are simple,"** and **"The simple things are always hard."**▪



Human trooper, by Adam Morrow



"Scout," by Marcel Popik

Painting Mars Attacks for the Iron Forge

By Cedric Boudoya

This month is another painting month, and yet a special one for the Iron Forge Magazine. Many hobbyist, painters and gamers put their skills together for the special release of Mantic Mars Attacks! If you don't have this game yet I certainly recommend it. The game is easy to pick up and the whole family of all ages can have fun playing the game.

Quality plastic

The miniature quality has been greatly improved with little to almost no mold lines. I was originally concerned when the Kickstarter was launched back last year in November 2013. When a new material was announced and my first thought was that the mini quality was going to drop. But there again Mantic has listened to the community about the previous plastic quality and bad mold lines to step up and have amazing minis.

The best part is that you don't even need to paint them to play: They are colored and all ready assembled and trimmed. This is such a treat for any fans that want to paint them. I tell you, I absolutely loved painting these and have them come to life.

Warning: Before you start priming your mini, I would suggest giving them a warm soapy water rinse to remove the residual production release



agent. Use that same step to straighten out the guns and any bent bits of the mini: You get two birds with one stone right there.

Marines

The production colors and marines are in a traditional theme of how a marine would look. I wanted mine to look at first like the UN so I decided to make a variant using a sky blue helmet. Then, because I had 20 minis of these marines, I thought that I should only make only 10 with blue helmets. The other 10, I first put them on the side, thinking maybe I would match them to the Mantic colors. But then the next day, an idea hit me. Why not make the other 10 with a red helmet? It sounds now like the obvious choice of color.



Once I had painted a couple of them, I thought they looked blue and red just right. They reminded me of a capture the flag video game: Counter Strike. For human versus human forces, it was then settled.

How to Paint:

Base coated using Army Painter (AP) Color Primer Skeleton Bone

Camouflage: AP Monster Brown, Vallejo Yellow Ochre, Black and white



Dark Grey Knee pad and head gear and gloves.

Weapon: Black and dry brush Vallejo Gun Grey and Steel.

Vest and Boots: Leather Brown and washed black.

Helmet: AP Pure Red or AP Crystal Blue+White

The face: AP Barbarian Flesh, Wash of Reikland and Citadel Nuln Oil.

For the camouflage you don't need to bother with washes. The camo itself is enough. It was my first try on using AP Color Primer and I have to say I will be using more of these.



Martians

I started gathering online some tutorials on how to paint these like Mantic did. I came across a nice tutorial from Army painter, and decided to follow it. For the head of the Martian, I made my own version using a buttermilk base for the head and brain. For the brain, I used a GW Reikland Wash and for the face I used Army Painter Green Ink.



BOSTON MINIATURES





Buildings

From the Kickstarter I received some undamaged tiles and proceeded to make a 2x2 tiles building. A local club game store with a Mantic sign was the right call.

How to Paint:

Red Brick: Base Coat, Use the Army Painter Pure Red Primer Spray.

Dry brush with various shades of orange using a wide brush.

Brown Wash at the bottom of the building.





Mantic has black between the bricks, but I wanted to give the brick white between the brick, but as if it looked dirtied with battles and time. I was then thinking maybe I should have just primed white and dry brush red but it was too late.

So as last step and big gamble I decided to try an experiment. I used a Hairspray and coated the terrain with it and let it dry. Then I applied a very diluted wash of white with a thick brush. and use paper towel to wipe. I will let you judge the effect but certainly it gave more realism to the brick.

Windows: Blue-Taped everything but the windows to get them ready for the airbrush.

Base colored using a airbrush with a mix of light blue and turquoise.

Light Blue for the Highlight spraying the center of the windows.

Streaks of diluted white at an angle

The Window trims were painted in a dark gray.

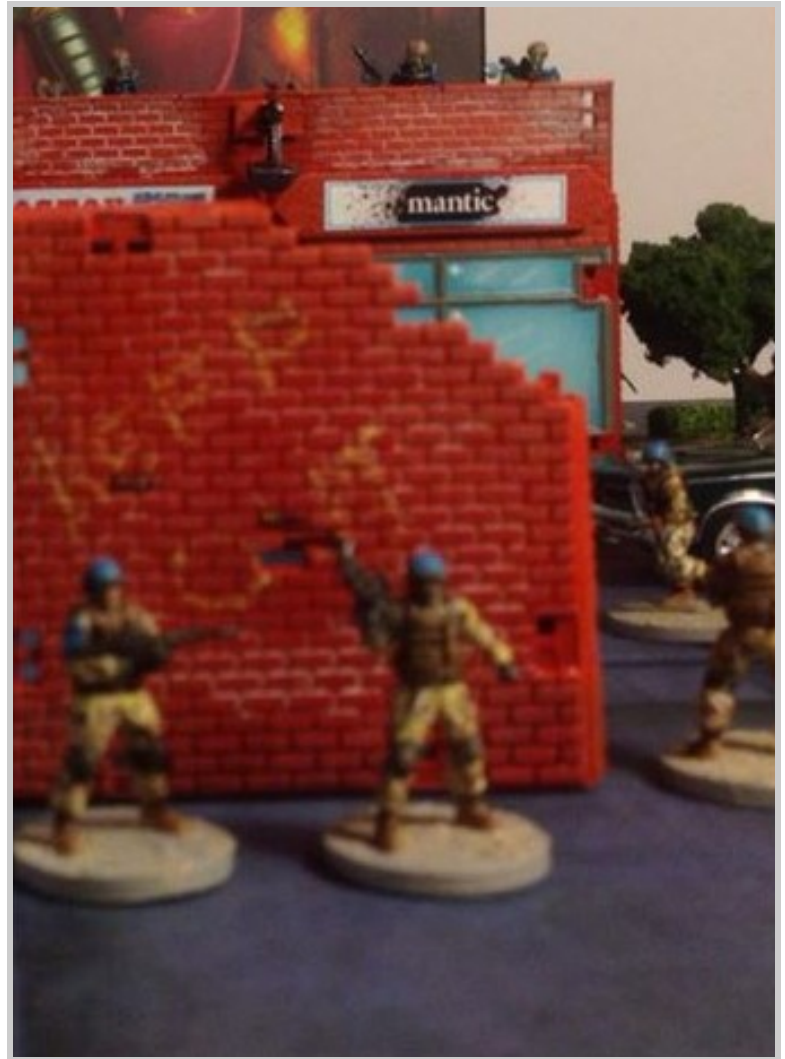
Sign: I designed them on the computer and printed them 1cm by 4cm.

For graffiti, I used regular Crayola crayons and sealed it with matte varnish spray. More could also be done with what the community shared as posters.

Roof: Painted using GW Administrative Grey. I use the very same color on my mini bases. There was also some black and steel for the fans and other metal accessories.

A lesson to be learned on this painting tutorial is that you can achieve great results rapidly.

Until next time, Happy holidays and happy painting and gaming!▪





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Undead Skeleton Spearmen, by "imm0rtal reaper"

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