

COVER MOUNT **PIKE & SHOTTE** **EPIC BATTLES**

FOCUS



Get the lowdown on what to do with this month's free Warlord Games frame.

This month's freebie frame* is a 'try before you buy' sample of the new Warlord Games Pike & Shotte Epic Battles figures. Whether you have the Infantry or Cavalry/Artillery frame, you'll be able to get your figures tabletop ready in no time by following the handy Assembly and Painting Guide on the Warlord Games website, or you can take inspiration from what our in-house painter, Matt Parkes, has conjured up with his magic wand/brush.

CAVALRY

Parliamentary Cavalry Trooper

This figure features many of the buff colours typical of all Civil War soldiers - horse or foot - but taking inspiration from the watercolour *Parliamentarian soldiers at a tavern*, by William Barnes Wollen, this trooper wears a (probably) civilian coat, dyed green.

He also wears a more typical lobster tail helmet, employed by both sides during the war, and is depicted here with his sword drawn at the charge.

Royalist Cavalry Trooper

Any gamer who knows even a modest amount about English Civil War (ECW) cavalry will tell you the Roundheads and Cavaliers dressed pretty much identically; however, we couldn't help the stereotype of labelling the horseman in the floppy hat as a Royalist. He is also wearing a dyed army coat.

He is armed with a drawn flintlock pistol while having a flintlock carbine slung across his leg, and a sword (with a posh bronze hilt!) sheathed at his side.



BOOM! BOOM!
 Take a look at Matt's brushwork on the artillery in the *Pike & Shotte* - what's it all about? article on page 50.

*Excludes European subscribers - very sorry about that but export costs make it impossible.

Washington's Dragoon Standard Bearer

Matt wanted a bash at creating an Epic scale cavalry standard; so to make things difficult for him, we asked him to provide a flag for Washington's Dragoons. This very active regiment are thought to have carried a 'swallow-tailed' cornet, which looks great on the tabletop and provided Matt with some challenging knife work!

Warlord Games have an excellent web page dedicated to the English Civil War standards, which can be found by Googling 'Warlord ECW standards'.



Smaland Cavalry Trooper

With this figure, we leave the English Civil War and head North (and back in time) to the Thirty Years' War (TYW). All the Epic Battles Cavalry figures are entirely suitable for the TYW, and Matt has depicted this model with stereotypically Scandinavian hair and beard. He has also provided him with blue cloth jacket under his breastplate, as seen in illustrations of the Smaland Cavalry in Osprey Publishing's *The Army of Gustavus Adolphus 2 Cavalry*.

New Model Army Dragoons

Dragoons provided a welcome splash of colour to the cavalry of the English Civil War, so we decided to make this mounted figure a Dragoon officer and provide him with some red-coated dismounted troopers for protection. Matt has gone for a deep/blood red for their coats and light blue trousers, as seen in the Osprey book *Soldier of the English Civil War (2)*.



Haselrigge's Lobsters

Perhaps the most famous cavalry regiment of the English Civil War. Their distinctive lobster armour was the last hurrah for armour clad warriors on the battlefields of England. Unfortunately for them, that last hurrah led Haselrigge's Lobsters off a cliff to their doom at Roundway Down in 1643. If you would like to see more by way of reference, check out the excellent Sir Arthur Haselrig's Regiment of Horse: The Lobsters Facebook Group.



BASES

What? You wanted bases with your free figures! You want the moon on a stick! Unfortunately, bagging and shipping constraints meant we couldn't provide you with them this time around, but it's quite simple to sort out bases for your freebie Epic P&S figures. Either head to the Warlord Games webstore and pick up some base frames for less than the price of half a flagon of ale (even at ye olde Wetherspoonse), or make your own by searching for the 'Epic Bases' article on the *Wi* website, and following the simple instructions there.

Matt's basing scheme:

Stage one	Stage two	Stage three
English Uniform	Green Ochre	Desert Yellow

PAINTING THE DRAGOONS AND LOBSTERS THE MATT PARKES WAY

THE RIDERS

	Stage one	Stage two	Stage three
DRAGOON			
Jacket	Burnt Cadmium Red	Red	Baal Red (CC)
Cuffs	Field Blue	Intermediate Blue	
Belt sash	Field Blue	Intermediate Blue	
Hat	Black	Neutral Grey	Black Templar (CC)
Feather	Deck Tan	White	
Beard / Hair	Black	Neutral Grey	
LOBSTER			
Armour	Gunmetal	Black Templar (CC)	Natural Steel
Belt sash	Yellow Rust	Cygor Brown (CC)	
Feather	Orange	Baal Red (CC)	
BOTH			
Skin	Heavy Skintone	Gulliman Flesh (CC)	Sunny Skintone
Sword	Gunmetal	Black Templar (CC)	Natural Steel
Sword hilt	Bronze	Black Templar (CC)	
Boots	Green Ochre	Buff	Snakebite Leather (CC)

DRAGOON



LOBSTER



All of the paints used by Matt are Vallejo except where noted (CC) - Citadel Contrasts.

THE HORSES

	Stage one	Stage two	Stage three
DRAGOON			
Body	Hull Red	Flat Earth	Cygor Brown (CC)
Mane / Tail	Black	Neutral Grey	
Reins	Leather Belt	Cygor Brown (CC)	Brown Sand
LOBSTER			
Body	Chocolate	Cygor Brown (CC)	Chocolate
Mane / Tail	Khaki Grey	Buff	Cygor Brown (CC)
Reins	Leather Belt	Buff	Brown Sand
BOTH			
Saddle	Chocolate	Cygor Brown (CC)	Brown Sand
Blanket	Leather Belt	Cygor Brown (CC)	Brown Sand
Hooves	German Grey	Neutral Grey	
Reins metal	Gunmetal	Black Templar (CC)	
Gun case	Chocolate	Cygor Brown (CC)	Brown Sand
Stirrups	Gunmetal	Black Templar (CC)	Natural Steel

INFANTRY

Prince Rupert's Bluecoats

Warlord Games Head Honcho John Stallard suggested two interesting Regiments of Foote we might want to paint up for display, the first being Prince Rupert's Bluecoats.



Above: From part painted acorns... There's nothing revolutionary about Matt's approach to painting these Epic miniatures, but his method does require lots of patience, a systematic process, and great brush control for all the sharp edge details.

The enigmatic Prince Rupert of the Rhine assumed command of Sir Thomas Lunsford's Regiment of Foote after being impressed by their fighting ability, and they went on to feature in several key English Civil War battles from Adwalton Moor, 1643, to Marston Moor, 1644, building a fearsome reputation.

Matt has chosen to paint a command and musketeer stand for this eye-catching Royalist regiment. The same paints are, of course, applied to the elements across the unit, but it's on the command that you can generally get a bit fancier and add some character. The command stand's banners are a testament to Matt's steady hand!



Above: It doesn't take a lot of extra detail to bring more variety to your ranks. By simply mixing up the colour on some of the hats on the musketeers, it makes what could be a repetitive unit look more realistic and 'alive'.

Above: Notice how the application of Citadel Contrast paint over the skin of this command stand smooths out and corrects the tone of the flesh from the earlier stage.

BANNER REPAIR

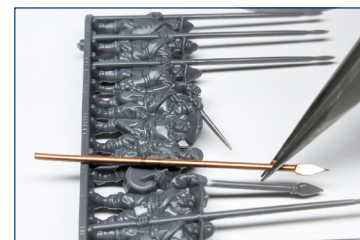
With so many pikes and banner poles projecting from the ranks, there's a risk of breakages. Have no fear, fixes are rather simple:



1) Oh no, our bannerman has had a bit of a mishap and gotten all bent out of shape!



2) Snip away the offending item with clippers and clean up with a knife.



3) Find a suitable replacement - we used North Star's wire spears.

4) Cut the spear down to size with clippers, then file the cut flat.



5) Drill out the hand with a precision pin vice, slot the spear into the gap, then fix with a dab of thin superglue on the top and underside.

PAINTING PRINCE RUPERT'S BLUECOATS THE MATT PARKES WAY

MUSKETEERS



	Stage one	Stage two	Stage three
MUSKETEERS			
Base	English Uniform	Green Ochre	Desert Yellow
Shoes	Leather Belt	Cygor Brown (CC)	Brown Sand
Socks	Deck Tan	White	
Trousers	German Grey	Neutral Grey	Basilicanum Grey (CC)
Jacket	Dark Prussian Blue	Prussian Blue	Pastel Blue
Cuffs / Collar	Deck Tan	White	
Belt Sash	Hull Red	Red	Heavy Skintone
Belt Buckle	Gunmetal	Black Templar (CC)	Natural Steel
Sword	Gunmetal	Black Templar (CC)	Natural Steel
Sword hilt	Bronze	Black Templar (CC)	
Sash	Deck Tan	White	
Skin	Heavy Skintone	Gulliman Flesh (CC)	Sunny Skintone
Hair	Black	Neutral Grey	
Helmet	Gunmetal	Black Templar (CC)	Natural Steel
Pike	Flat Earth	Cygor Brown (CC)	Brown Sand
Pike top	Gunmetal	Black Templar (CC)	Natural Steel

COMMAND GROUP



	Stage one	Stage two	Stage three
OFFICER			
Boots	Leather Belt	Cygor Brown (CC)	Brown Sand
Trousers	Green Ochre	Buff	Snakebite Leather (CC)
Armour	Gunmetal	Black Templar (CC)	Natural Steel
Gloves	Green Ochre	Buff	Snakebite Leather (CC)
Hair / beard	Black	Neutral Grey	
Hat	Chocolate	Cygor Brown (CC)	Brown Sand
Sword	Gunmetal	Black Templar (CC)	Natural Steel
Sword hilt	Bronze	Black Templar (CC)	
DRUMMER			
Jacket	Hull Red	Red	Heavy Skintone
Drum top	Deck Tan	White	
Drum detail 1	Hull Red	Red	Heavy Skintone
Drum detail 2	Gunmetal	Black Templar (CC)	Natural Steel
STANDARD BEARER			
Jacket	Heavy Green	Basilicanum Grey (CC)	Intermediate Green
Sash	Hull Red	Red	Heavy Skintone
Hat	Chocolate	Cygor Brown (CC)	Brown Sand
Trousers	Hull Red	Red	Heavy Skintone
Boots	Leather Belt	Cygor Brown (CC)	Brown Sand

The Marquess of Newcastle's Whitecoats

Like any pre-modern troops clad in 'white', debate rages over the exact whiteness of The Marquess of Newcastle's troops' coats, which simply means - paint them as white as you like. Matt has gone for a sheep white/grey for his stands of pikemen and musketeers, and this not only looks a little warmer than a stark white but allows him to apply subtle, purer edge highlights over the greyer basecoat. You will notice the wide range of different headgear worn by the musketeer - which helps with the multi-conflict, multi-adversary nature of the models.



Above: Notice that the wood on these pikemen looks subtly different to that on the Bluecoats? That's because Matt's left this flatter where he added a hint of freehand grain on the lower part of the previous pikes. This gives the impression of a different kind of varnish, wood, or finish. It also saves a little time!



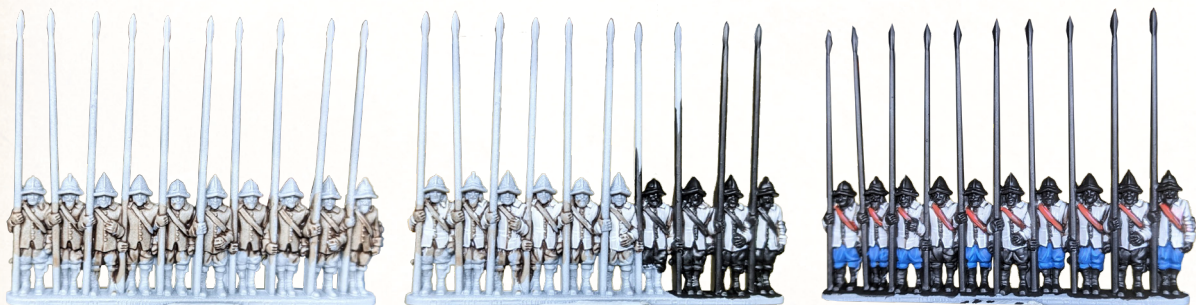
Above: there are a lot of fun details to pick out on these figures but they are quite 'cramped' and some of the more challenging rank and file to paint. If you want to speed up your painting areas like the bags slung across their fronts could be done quickly by applying a coat of brown Citadel Contrast or Army Painter Speed Paint over the base white colour - skip any other stages.

PAINTING THE MARQUESS OF NEWCASTLE'S WHITECOATS THE MATT PARKES WAY

	Stage one	Stage two	Stage three
TROOPS			
Trousers	Dark Prussian Blue	Prussian Blue	Pastel Blue
Jacket	Deck Tan	White	
Sash	Hull Red	Red	Heavy Skintone

PICK YOUR PRIMER WISELY

Matt used a black primer on many of the infantry and cavalry options. This adds instant depth to recesses between the colours you apply on top and makes things really pop. On the pike unit here, however, which shows a lot of white, it was more sensible to start with a white primer then paint black around it. White would take many coats to cover a black primer - black only takes one coat to cover a white primer!



On the musketeers, however, with a lot less white showing, Matt decided it would actually be easier to apply several coats over black.

