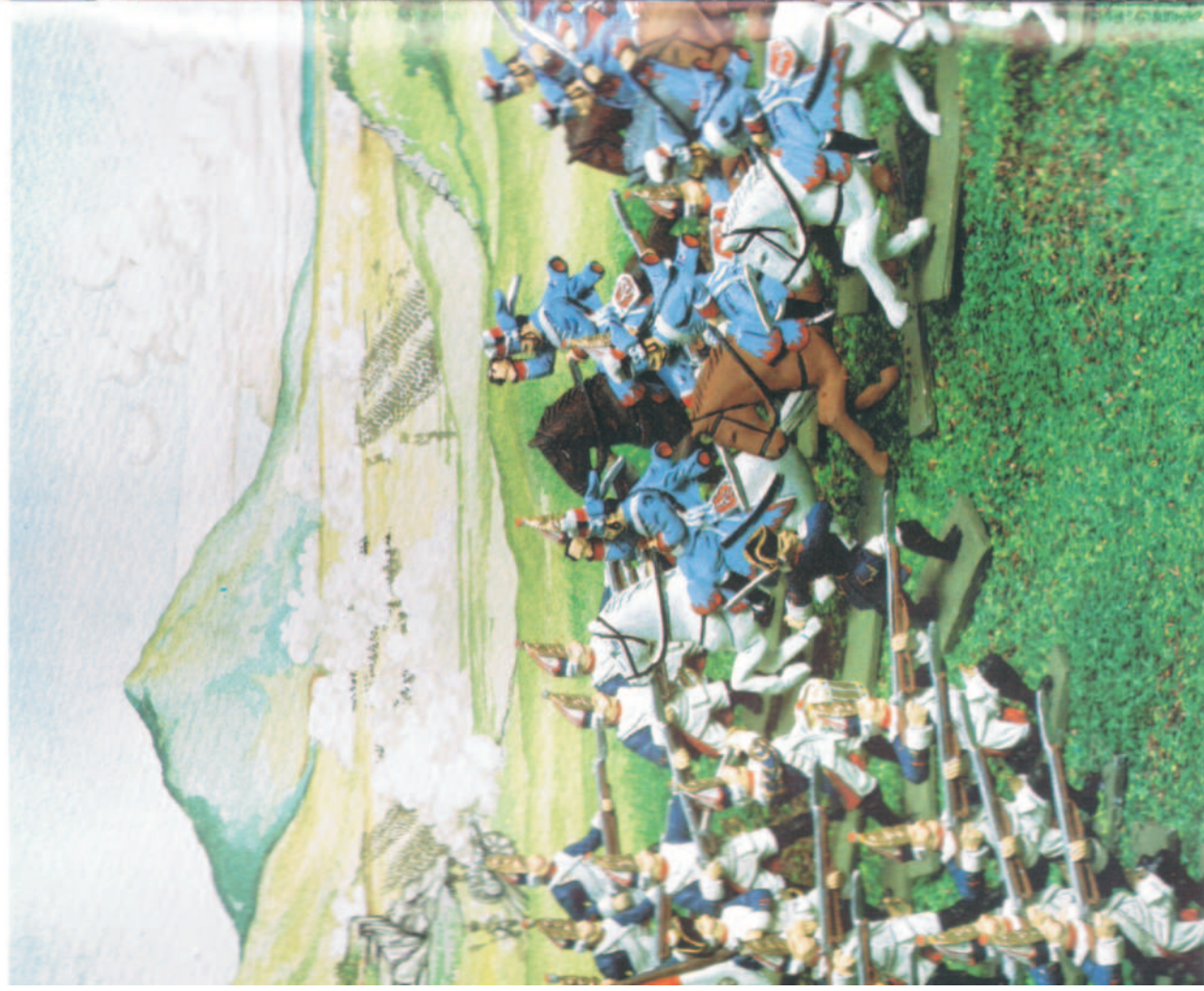


Available from:



No. 2

The largest collection of hobby casting in the world.

WARGAMING, TOYSOLDIERS, FANTASY and ADVENTURE.

A guide to casting, painting and collecting.

PRINCE AUGUST





651 Barbarians (Vikings)

652 Men of the city



653 Dwarves

654 Wood elves



655 Orcs

656 Troll and Goblins



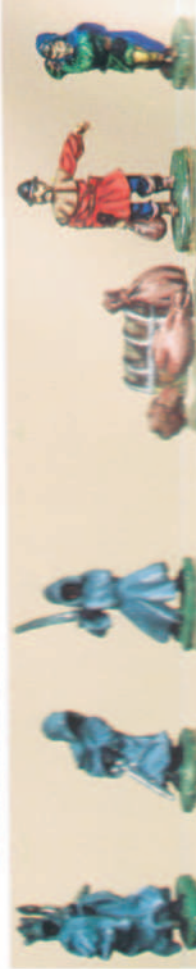
657 Wizards

658 Armoured Dwarves



659 Armoured Orcs

660 Female Adventurers



661 Wraiths

662 Hirelings and Treasures

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 13

WAR GAMING
page 10

ADVENTURE GAMING
page 14

TOY SOLDIERS
page 5

INTRODUCTION

Today more and more people are looking for a hobby to fill increasing leisure time. Whether you are young or old, Prince August can offer you a hobby giving you many hours of fun and satisfaction. It won't cost you the earth either. You can start for a small amount of money and gradually build up as you become more advanced.

On the following pages you will find information about how to use our products. It is not meant to be a comprehensive handbook, merely a help to get you started and to enjoy a fascinating hobby.

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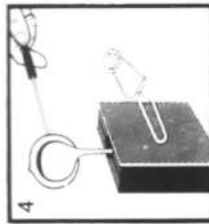
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HOW TO CAST

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



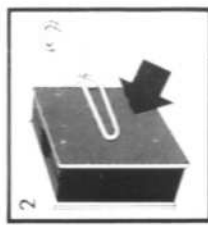
3. Melting. Heat the metal on stove. Dip a used match into the metal for about 5 seconds to test the temperature. Slight smoking of the match indicates correct temperature. Excessive smoking indicates over heated metal which makes bad castings and damages the mould.



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.



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 (see arrow). For large and long moulds use two clamps, one at each end of the mould. Or use two Prince August rubber bands.



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 13.

Metal Information

The metal we supply is Model Metal and it is sold in 125g ingots. It is an alloy of tin/lead/bismuth. It is designed to give very crisp castings even for the beginner. The low melting point makes it possible to melt on any domestic cooker. Other low melting point alloys can be used in our moulds, a list of which is given on page 15.

SAFETY

Casting is not recommended for very young children. The hazard could be compared with making a cup of tea. A child who is able to do this safely could also cast with Modelmetal. However we recommend all parents to supervise at the beginning.

Modelmetal contains 50% lead. This is metallic

lead and should not be mixed up with lead combinations found in petrol and paint. For normal use Modelmetal is harmless. Do not give soldiers to children under 3 years of age. Do not overheat the metal by leaving a ladle unattended for a long period. Do not cool moulds or metal with water.

PAINTING HINTS

You need: Sablehair brush no. 00 or Prince August Superdetail, cheap brush no. 2, hobbypaints i.e. Molak/Humbrol/Pactra, 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



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

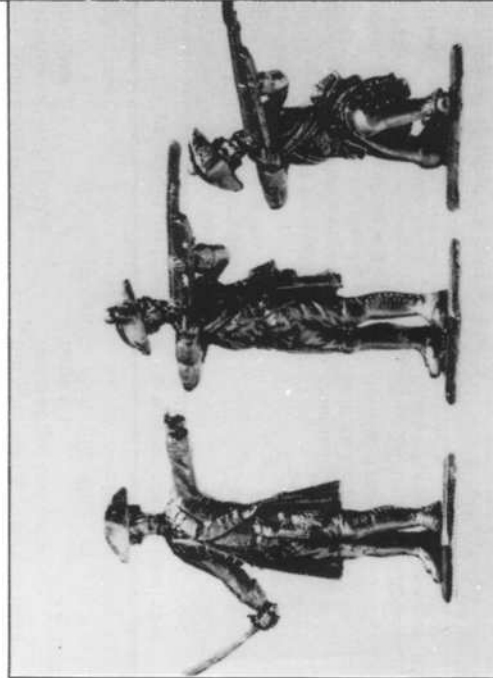


2. Prime the figure with matt white paint using an old brush. This brings up the details and allows the top coat to be applied more evenly. Leave to dry.



3. Paint the figure using a no. 00 brush. For best paint control, use only the tip of the brush for each stroke. 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 towards mid brown.) 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 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.

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 or two. You'll be pleasantly surprised!



PAINTING YOUR WARGAME FIGURES

Every wargamer develops his own painting techniques. The following is merely a guide upon

which to base your style. One point to remember — painting a unit or regiment is not like painting a single figure. Rather than painting them one by one, you should have a system using

one colour at a time, i.e. paint all faces and hands first before moving on to the next colour. Some turpentine or a substitute is needed for cleaning brushes, as are some old rags. Pieces of card or similar are also useful for mixing paints on. Lightly glueing the bases of larger figures onto cotton reels makes a very useful stand while painting them and prevents you smudging the paint as it dries. Of course, painting is not everyone's cup of tea, and initially at least, results may be not all you expect. But don't worry, you will improve and the detail of Prince August Castings is such that you will find it much easier than you expect when you actually sit down to paint that splendid regiment!

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 7 L 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.

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. 9312+9615
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. (You can read more about this battle on page 6.)

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

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, illustrated on the front cover. It is designed to suit a bookcase preferably lit from above. If your bookcase or shelf has different measurements to those recommended, adjust accordingly.

40 mm TOY SOLDIERS

This range is our largest and the obvious choice for a beginner particularly for our younger enthusiasts. See cover for selection nos. 11-70. 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.

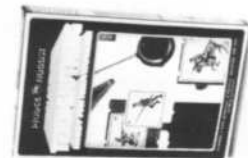
STARTER KITS

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 Modelmetal, bag of talcum, mould of a footsoldier.



KIT 1200

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



KIT 1300

Contains: ladle, 2 clamps, 2 hardboards, 375 g Modelmetal, 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, 41, 48, 49, 51-57,
60-65, 71-72.

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.

RECREATING BATTLES WITH TOY SOLDIERS

The following collections give you an idea how to build up a large battle step by step. During this period certain basic formation was used in battle which was common throughout different countries.



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.



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. 36 Rider and Horse — you need 2
- No. 37 Rider and Horse — you need 2
- No. 38 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.

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

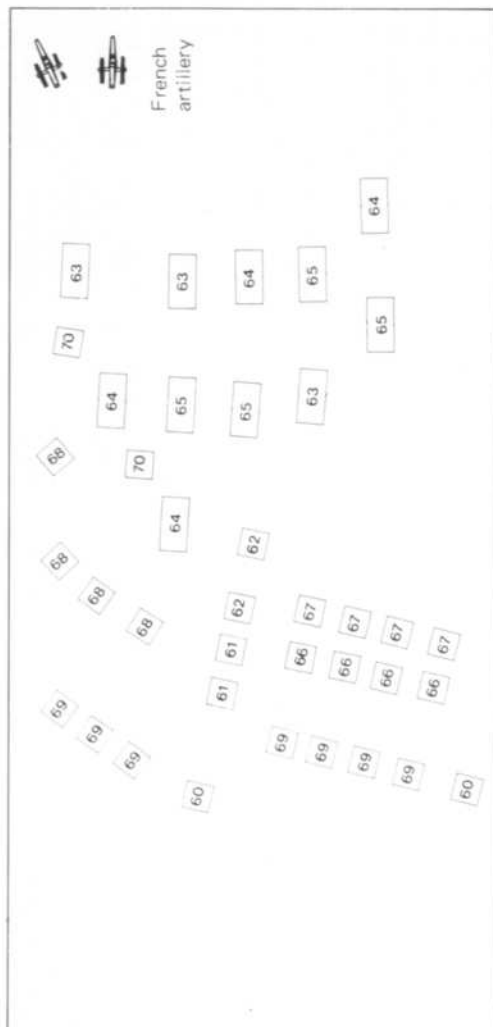
Paint your artillery crew as English using colour illustration from mould no. 15.



THE BIG BATTLE

Of course you can fight a battle before you get all these figures together, but even from your first mould you can create opposing sides. So

you can have plenty of fun while you are building up your troops for the big battle. For this you can build a landscape using techniques described on page 4.



BATTLE OF ROSSBACH 1757

The battle of Rossbach was fought on November 5 1757 between the Prussian army of Frederick The Great and the combined armies of France and the German Empire under Soubise.

When the allied commanders noticed the Prussians moving back from their previous positions to behind a hill, they mistakenly believed they were retreating even before the battle was begun, and recklessly advanced to overtake and destroy them. The Prussians realising the allies error, prepared their cavalry and artillery just out of sight of the allies over the hill crest. As the Franco-German army surged up the hill, they

were suddenly met by the Prussian cavalry at full gallop and together with the roar of artillery fire, were thrown into complete disarray. Despite valiant attempts by the French cavalry to halt the now advancing Prussian infantry and rank their own troops, the battle was lost and Prussia won the day.

You can make this battle from the plan above. It depicts one of the attempts by the French cavalry to stem the Prussian advance. With their standards flying and drums beating, the Prussian infantry is dauntless. Led by their officers and N.C.O.'s they repayed the enemy and snatched victory from defeat.

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.



KIT 12005 Contains: ladle, clamps, 2 hardboards, container of talcum, 125 g Modelmetal moulds of British Footguard/ Scots Grey and horse.



531-536.



518-523.

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.



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.

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.

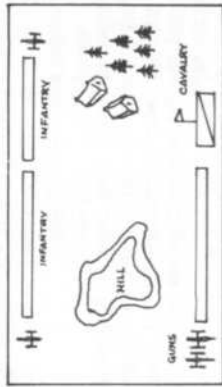
BASING AND MOUNTING YOUR FIGURES

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 war game 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 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.

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 DIE THROW

- 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:-

DEDUCTION FROM THE DIE THROW

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

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.

FANTASY WARGAMING

Fantasy wargaming is basically similar to the normal wargame in that you organise your figures into units or regiments. A regiment may be between five and fifty figures strong and should be the same sort of troops throughout, e.g. unarmoured bowmen, spear armed and shielded but unarmoured orcs, or a regiment of armoured dwarves. You can mix figures with different weapons and armour if you like - but this makes combat much more difficult to work out, so I never do. Units between ten and twenty-four figures look nicest!

Movement is much the same also, except you have more to remember depending on the number of types you use.

INFANTRY	MOVEMENT
Orc	4" (102mm)
Armoured Orc	3" (77mm)
Dwarf Armoured or not	3 1/2" (90mm)
Man	4" (102mm)
Armoured man	3" (77mm)
Elf	4 1/2" (115mm)
Armoured elf	4" (102mm)
Troll	6" (153mm)
Skeleton	4 1/2" (115mm)
Wraith	4" (102mm)

CAVALRY

Models mounted on some form of creature, be it horse, wolf or another are referred to as cavalry. Horses move 8", wolves 9".

BASES

The basing of regiments is the same as for the standard wargame apart from the dimensions which are as follows:

	FRONT	SIDE
Small Goblin	15mm	15mm
Dwarf, Goblin, Man, Elf.	20mm	20mm
Orc & Hobgoblin	25mm	25mm
Cavalry	25mm	40mm

Large monsters and other creatures should be mounted on a base size to suit them. Human sized monsters should be given human sized bases.

So far, so good. But since we're playing Fantasy gaming, magic and spells, wizards and enchantment have their roles to play. There isn't possibly the space in this short article to introduce you into the world of sorcery and spellbinding and the outcome they could have on some underworld battlefield.

For example, a wizard on the side of your army could cause the shattering of objects by throwing pebbles in front of him which he carries in a sack. This sets up a vibration, which one game move later, causes the object in its path to shatter. Should

WEAPON RANGES

	Short Range	Long Range
Orc/Goblin Bow	0	8"
Orc/Goblin Bow	Short Range	Long Range
Infantry Bow	0 - 8"	8 - 16"
Long Bow	0 - 12"	12 - 24"
Elf Bow	0 - 16"	16 - 32"
Crossbow	0 - 16"	16 - 32"
Sling	0 - 18"	-
Javelin	0 - 3"	4 - 6"
Dart, spear, Axe, Hammer	0 - 1"	1 - 3"
Stones	0 - 1"	1 - 3"

enemy troops be scaling your walls, or bombarding them with war machines, your wizard could destroy their ladders or catapults with his shatter spell. As your wizard increases in power, fireballs, missibility, and immunity to weapons are only a few of the tricks he carries up his sleeve. Quite a handy fellow to have around!

Some suggested reading to whet your appetite would be: 'Warhammer' - the Mass Combat Fantasy Role-playing Game by the Games Workshop Ltd., London. This is readily available through good hobby and toyshops everywhere.

I would like to thank the above publisher for the assistance this game has provided in attempting to set out a simple introduction to start you on a game which could last you - and all your family - the rest of your lives!



40mm Toy Soldiers

25mm BATTLE OF WATERLOO



507 French Trooper & horse no. 511



508 French Trooper & horse no. 512



509 English Trooper & horse no. 513



510 English Trooper & horse no. 511



514 French Trooper & horse no. 511



515 Scots Grey & horse no. 513



516 French Trooper & horse no. 511



518 French Gribeauval 12 and 8 pdr cannon



519

French Artillerymen



520

French Artillerymen



521

English Artillerymen



522

English Artillerymen



531 France: Grenadiers of imperial guard



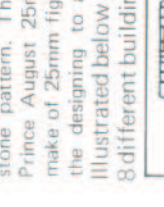
533 Gr. Britain: 1st foot guard



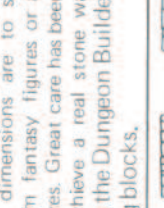
532 France: Grenadiers line infantry



534 Gr. Britain: 42nd Highlanders



535 Prussia: Grenadiers of guard infantry



536 Netherlands: 36th Chasseurs

DUNGEON BUILDER GIVE YOUR HORRORS A HOME

The Dungeon Builder System has been designed to give more pleasure to your adventure games by adding more realism and visual excitement. Instead of having to draw your own dungeon layout or use two dimensional card symbols, Dungeon Builder allows you to make your dungeon for real with all the creaking doors, dark passages, secret rooms etc. you could wish for.

Another important feature of this system is the low cost. The moulds are inexpensive and use casting plaster, a very economical material.

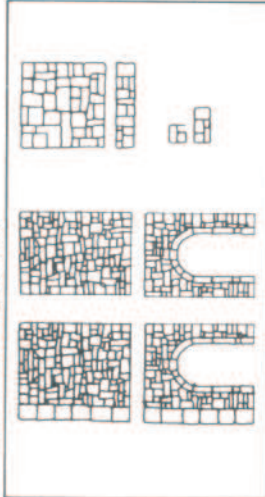
ECONOMY

You use casting plaster for the walls and floor. Out of one pack of plaster you will get approx. 28 wall sections or 42 floor sections. The moulds are so easy to use that anyone with normal handiness can cast perfect pieces. It will only take you a couple of evenings to produce enough pieces for an exciting dungeon. The only pieces which need to be glued is the large floor section, so you can use the walls for many adventures.



NATURAL STONE

The walls are 8mm thick and have a double sided stone pattern. The dimensions are to scale with Prince August 25mm fantasy figures or any other make of 25mm figures. Great care has been taken in the designing to achieve a real stone wall effect. Illustrated below is the Dungeon Builder systems 8 different building blocks.



FLEXIBLE

The system has been designed to be infinitely flexible. You can make it as small or large as you wish. And having made it and used it for one adventure you can rearrange it in minutes to make a new dungeon.

The secret behind the system is the thickness and pattern of the floor. The large floor sections are glued down on a piece of board. Between every

section you insert a long and a small floor section thus forming a grid system. During the game you create the walls by pulling up the inserted floor sections and in their place put down the wall sections. Whether it is a cell or a banquet hall you can create it in seconds with a Dungeon Builder System.



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 trapdoor for metalcasting.

No. 632 — Dungeon Builder Plaster

Contains: 750 grams fine casting plaster.

ADVENTURE GAMING

Adventure gaming is probably the most unusual and the most fascinating hobby ever invented. It started about ten years ago and has been growing so fast since that it is virtually a cult in America, and is hugely popular in the U.K.

It is a game of fantasy, originally inspired by such stories as the "Hobbit" and "The Lord of the Rings" by Tolkien. It is a game where you create your own world and people with it, whatever creatures you wish: a world of evil wizards, of dwarfs and kindly elves, fearful monsters, dragons who guard fabulous treasure, castles and deep dungeons whose depths may conceal coifers of gold, or deadly enemies. You do not play on a board like conventional games, nor do you play against

other players. All players invent their own characters, maybe a warrior, or a magician (magic really works here!) and join forces to find treasure, or rescue a princess, or over-throw a dark lord. The possibilities are limited only by the extent to which your imagination can stretch.

If you would like to journey to unknown lands, maybe find a magic sword, and fight single handed against a horde of orcs, or outwit a cunning wizard and maybe solve the cryptic clues on an ancient treasure map, then try adventure gaming. Prince August carries a constantly increasing range of fantasy moulds, providing you with the characters you might like to be or to meet in the adventure of your choice.

STARTER KIT

You can start this hobby by buying one or more moulds of your choice and casting tool kit no. 1400 or the complete kit no. 11006. All you need with these kits is a domestic cooker, pliers and a small knife or file, which we assume you have already.



KIT 1400

1 Ladle, 2 Clamps, 6 Hardboards, 1 Bag of Talcum, 1 Modelmetal 75g



KIT 11006

1 Ladle, 3 Rubber Bands, 2 Hardboards, 1 Bag of Talcum, 1 Modelmetal 75g, 1 Mould of three figures.



MOULDS

Each pack contains 1 mould for three figures and colour illustrations. With first mould you need hardboards which are supplied in the kits or accessory pack no. 2051.

IN ADVENTURE GAMING ANYTHING CAN HAPPEN

As the party entered the room through the black door, the flickering light from their torches lit up the interior, it was a large room full of old furniture and dusty old books on shelves, cobwebs were thick and black and the room smelt horribly damp. Odo the thief immediately began checking the floor for trapdoors and treasure.

"Shut the door", called the Wizard "Ogrim the dwarf, those noises outside tell me that we are not alone in this Dungeon".

Oriana whose little chaplet of elvish silver glimmered luminously in the dim light moved cautiously to a curtain at the far corner of the room; drawing it open she revealed a small door. "It's locked", she called having tried the handle. "I'll try it", Odo said, having found no trapdoors or loot.

"If you can't manage it thief", said Alfhere the warrior grimly, "then my axe will oblige".

As Odo tried to pick the lock the dwarf who was acting as lookout called from the end of the room.

Do you want to carry on? Use your fantasy.

There are many guide books, and rules available to teach you fantasy games, ask at your local Hobby Shop for details.

Recommended lists of Books and Games:

The Hobbit / The Lord of the Rings

— JRR Tolkien

Dicing with Dragons — Ian Livingstone

Adventure Games: TM

Dungeons and Dragons — T S R

Tunnels and Trolls — Flying Buffalo

54 mm COLLECTING

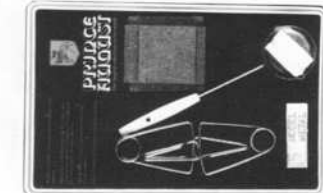
Collecting 54 mm soldiers is a hobby we can recommend to anyone who wants to relax in their own home with an interesting pastime. You may think that the pieces look too small and complicated but you will be surprised how your patience develops as you become absorbed by the soothing effect of this hobby. 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.

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 Epoxy 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.

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

COLLECTION 1

Unit in combat

- No 402 — you need 6
- No 403 — you need 1
- No 405 — you need 6
- No 408 — you need 6
- No 409 — you need 6



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



HOW TO MAKE CONVERSIONS

Most of the figures in the 54 mm Prussian series can quite easily be converted into soldiers of other types and countries of the same period. All the figures in the series come with separate heads and weapons; a feature which makes converting much easier.

The basic tools needed to convert a figure are a file, a craft knife, some modelling putty and glue. You may also need some books on 18th century soldiers and uniforms.

Most foot soldiers in 18th century Europe were dressed in fairly similar uniforms and armed very much alike. The main difference between one country and another being the uniform colours and small details such as buttons and lace

pattern on the front of the coat.

A British musketeer for instance would not have differed greatly from a Prussian and making a conversion from one to another is fairly straightforward. Firstly select a Prussian figure and a head with bicorne hat. With a file and a craft knife, remove the badge on the cartouche and the lace details on the coat front. Also cut away the pom-pom from the hat. Fill in the button-slits with a little putty. A small bow can be cut from paper or plastic and glued to the front left of the bicorne hat. The figure is then assembled in the usual way and painted in the colours of a British musketeer.

Recommended reading:

Uniforms of The Seven Years War by John Mollo
The Lace Wars by L. & F. Funcken.

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.

You may start this hobby with a casting tool kit no. 1400 and the mould of your choice.



105



106



107



108



101



102



103



104



303



301



302



109



203



204



208



205



207



202



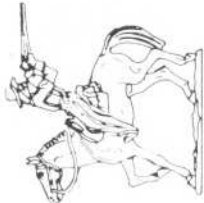
209



201



206



211



210



214

PRINCE AUGUST MASTERS COMPETITION

PRINCE AUGUST MASTERS COMPETITION

One of the results of the newly established Club 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 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 April, 1984. There is a second competition with closing date 31st January, 1985.

Competition Rules.

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.

Entry Form.

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

Empty class no.....

Team entry no. of participants.....

Telephone.....

Name of your.....

local shop

Category of Competitor	Age Max.	Diorama Class	Garnes 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	8	£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

If you need more space use a separate paper

[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		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		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		- 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
Smoke coming from mould while pouring		- 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		- 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		- 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 <i>figure</i>, 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		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		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.
- 2049** Accessory pack for long moulds. Contains 2 boards, talcum, 4 rubber bands, modelmetal.
- 2050** Paper flags 6 additional flags for mould no 412
- 2051** Set of boards for all sizes of moulds.

UPDATED CONTACT INFO:
www.princeaugust.ie
info@princeaugust.ie



667 Mounted Warrior & horse



668 Mounted goblins & wolf
Available May '84



671 Skeleton Rider & horse
Available May '84



663 Cavemen



664 Undead Warriors



665 Hobgoblins



666 Skeleton Fighters



670 Heroes and Fighters
Available May '84



669 Barbarians (anglo-saxons)
Available May '84

