

## Welcome to the 10mm Rules Directory!

One of the most common questions asked by existing and new 10mm gamers is 'What rules can be used for this period?' so we thought it would be a good idea to put together a handy list of the various rules available for gaming with 10mm miniatures.

We've got rules covering all of the usual periods, from skirmish games right up to big table setups with large armies, including computer based games as well.

If there are any rules that you think should be added to the Directory, drop us an email through the Contact page of our website here: <https://pendraken.co.uk/ContactUs/>

As we release revised directories, any new rulesets added since the previous edition will have the following marked on their entry:

**New  
Addition!**

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Before we get into the Directory, it's worth running through some basic guidelines for using rulesets with 10mm miniatures!

Firstly, 10mm figures can be used with most wargames rules with little or no changes required. An easy option with imperial measurements is to simply swap them for the metric equivalent, so a 1" move becomes a 1cm move (mirroring the switch from 25/28mm figures to 10mm instead).

Another area where changes may be useful is in the figure basing, where there are a number of options available:

**1. Use the same number of figures on the same size bases:**

This approach is often useful for skirmish games and the more open warfare of the 20th Century or later. The smaller figures work better with the ranges of weapons, improving the look of the game. It also often better represents the more open formations used.

**2. Use more figures on the same size bases:**

This approach is often used for earlier periods of massed warfare with more figures per base, allowing for more detailed formations and a greater impression of mass. It can be used in skirmish games with 2-3 x 10mm figures replacing 1 larger figure, upgrading a small skirmish to a large one. In 20th Century or later games it allows the numbers of figures to better represent the section or platoon the stand is representing.

**3. Use similar numbers of figures on smaller bases:**

This allows larger games to be played on the same table or smaller tables to be used. In most rules, when reducing the base size then the movement distances and weapons ranges should also be reduced proportionally. Common approaches are to halve base sizes and all distances or to use centimetres instead of inches.

## Ancients → Medieval

Age of Hannibal	
<b>Available from:</b>	Little Wars TV <a href="http://www.littlewarstv.com/age-of-hannibal.html">http://www.littlewarstv.com/age-of-hannibal.html</a>
<b>Period covered:</b>	Classical Ancients, from the Peloponnesian War to the Fall of Rome
<b>Scale designed for:</b>	6mm-15mm
<b>Tactical level:</b>	Army level, one heavy infantry base = 750-1000 men
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None, recommended basing is on 40mm squares.	

Ages of Conflict	
<b>Available from:</b>	Bad Goblin Games <a href="https://www.facebook.com/groups/AgesofConflict/">https://www.facebook.com/groups/AgesofConflict/</a>
<b>Period covered:</b>	Ancients / Medieval / Fantasy
<b>Scale designed for:</b>	6mm-15mm
<b>Tactical level:</b>	Each base represents one company, which are grouped into battalions. We have optional rules in which one base represents one battalion.
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None, weapons are scaled for 6 mm but you can easily just use 10 mm miniatures with the same ranges or modify them slightly for 10 mm.	

Armati II	
<b>Available from:</b>	Quantum/Caliver Books
<b>Period covered:</b>	Ancients / Medieval / Renaissance
<b>Scale designed for:</b>	6mm-28mm
<b>Tactical level:</b>	Army level
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None.	

## De Bellis Antiquitatis (DBA)

**Available from:** Wargames Research Group <http://www.wargamesresearchgroup.net/WRG.net/>

**Period covered:** Ancient & Medieval

**Scale designed for:** 15mm-28mm

**Tactical level:** Full armies

**What amendments/adaptations are required to play with 10mm miniatures?**

Additonal figures per base to give a massed effect.

## Dux Bellorum

**Available from:** Osprey <https://ospreypublishing.com/store/osprey-games/osprey-wargames>

**Period covered:** Dark Ages – Early Medieval

**Scale designed for:** 10mm-28mm

**Tactical level:** Small armies of 5-12 bases, where each base = 1 warband. No set scale, but 1 base = approx 50 warriors

**What amendments/adaptations are required to play with 10mm miniatures?**

None, basing is flexible.

## FAVSTVS FVRIVS

**Available from:** Ganesha Games <http://www.ganeshagames.net/>

**Period covered:** Chariot racing

**Scale designed for:** Any

**Tactical level:** One chariot per base, 3-8 chariots per race

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## For Lords To-morrow is a Busy Day

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** Wars of the Roses

**Scale designed for:** 6mm-25mm

**Tactical level:** Army level battles between York & Lancaster

### What amendments/adaptations are required to play with 10mm miniatures?

None, designed for 10mm.

### Further Info?

Mini-Campaign system included to give battles a context but there is a system to fight one-off battles.

## Hail Caesar

**Available from:** Warlord Games <https://store.warlordgames.com/>

**Period covered:** Ancient – Medieval

**Scale designed for:** 28mm

**Tactical level:** Variable sizes armies of c.12+ units where each unit can be one or more bases of figures

### What amendments/adaptations are required to play with 10mm miniatures?

Convert inches to cm for all game measurements. Basing is flexible, 80mm-120mm frontage per unit with more figures on the bases works perfectly.

**New  
Addition!**

## Impetus II

**Available from:** Dadi & Piombo <http://www.dadiepiombo.it/english-impetus.html>

**Period covered:** Ancient – Medieval

**Scale designed for:** 6mm-28mm

**Tactical level:** Army level battles.

### What amendments/adaptations are required to play with 10mm miniatures?

None, all measurements are done in base multiples.

## L'Art de la Guerre

**Available from:** Northstar <https://www.northstarfigures.com/list.php?man=179&page=1>

**Period covered:** Ancient – Late Medieval

**Scale designed for:** 6mm-28mm

**Tactical level:** Armies of 16-28 bases.

**What amendments/adaptations are required to play with 10mm miniatures?**

None, basing is flexible.

## Lion Rampant

**Available from:** Osprey Publishing <https://ospreypublishing.com>

**Period covered:** Medieval

**Scale designed for:** 10mm-28mm

**Tactical level:** Options available, mainly 1:1

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Lord and Lands

**Available from:** Lulu <http://www.lulu.com/shop/craig-armstrong/lord-and-lands/paperback/product-22880944.html>

**Period covered:** Fantasy / Ancients / Dark Ages / Samurai

**Scale designed for:** 6mm-10mm

**Tactical level:**

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Macedon, Rome and Hellas

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Ancients (500BC-500AD)

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Milites Mundi

**Available from:** Gripping Beast [https://www.grippingbeast.co.uk/Milites\\_Mundi\\_Rulebook--product--5969.html](https://www.grippingbeast.co.uk/Milites_Mundi_Rulebook--product--5969.html)

**Period covered:** Ancient - Medieval

**Scale designed for:** 6mm-10mm

**Tactical level:** 1 base = 300-500 men

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Soldiers of God

**Available from:** Artorus Games / Northstar <https://www.northstarfigures.com/prod.php?prod=7591>

**Period covered:** Medieval - Crusades

**Scale designed for:** Any

**Tactical level:** Full army divided into three battle divisions of individual units.

**What amendments/adaptations are required to play with 10mm miniatures?**

None, only requirements are number of bases (1-4) and roughly matching frontage. Distances are in 'paces' which can be designated by the player, with some suggestions for different scales including 10mm.

## Sword and Spear

**Available from:** Great Escape Games <http://www.greatescapegames.co.uk/sword-spear>

**Period covered:** Ancient – Medieval

**Scale designed for:** 2mm upwards

**Tactical level:** Army - A base can represent 1000 (Light Infantry) to 2000 (Heavy infantry)

**What amendments/adaptations are required to play with 10mm miniatures?**

None required, base size is up to the players.

## The Age of Heroes

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Ancients (Biblical-500BC)

**Scale designed for:** X

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## To Me!

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Dark Ages - Medieval

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## To The Strongest!

**Available from:** Big Red Bat <https://bigredbatshop.co.uk/pages/about-to-the-strongest>

**Period covered:** Ancients - Medieval

**Scale designed for:** 2mm-54mm

**Tactical level:** TtS! is a grid-based, card-driven rule set. Units represent formations of 250-1500 men and are grouped into commands of perhaps 3-5 units each.

### What amendments/adaptations are required to play with 10mm miniatures?

None, except that you might want to use mini playing cards or chits from a draw-bag if you are using a small grid.

### Further Info?

Basing does not need to be uniform, but two opposing armies do need to agree on a grid size for their units to fit into. Most popular for 10mm would be 60, 80, or 100mm grid squares.

## Renaissance → 17<sup>th</sup> Century

Armati II	
<b>Available from:</b>	Quantum/Caliver Books
<b>Period covered:</b>	Ancients / Medieval / Renaissance
<b>Scale designed for:</b>	6mm-28mm
<b>Tactical level:</b>	Army level
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None.	

**New  
Addition!**

Baroque	
<b>Available from:</b>	Dadi & Piombo <a href="http://www.dadiepiombo.it/english-impetus.html">http://www.dadiepiombo.it/english-impetus.html</a>
<b>Period covered:</b>	1550-1700
<b>Scale designed for:</b>	6mm-28mm
<b>Tactical level:</b>	Army level battles.
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None, all measurements are done in base multiples.	

Dell-arte Della Guerra	
<b>Available from:</b>	Real Time Wargames <a href="https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames">https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames</a>
<b>Period covered:</b>	1470-1490 Italy
<b>Scale designed for:</b>	6mm-15mm
<b>Tactical level:</b>	Army level battles between Milan, Florence, Papacy, Venice and Naples and France!
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None, designed for 10mm.	
<b>Further Info?</b>	
Full Campaign and Army level rules for battles in Renaissance Italy, but there is a system for fighting random one-off battles.	

## For King & Parliament

<b>Available from:</b>	BigRedBat	<a href="https://bigredbatshop.co.uk/">https://bigredbatshop.co.uk/</a>
<b>Period covered:</b>	English Civil War (Wars of the Three Kingdoms)	
<b>Scale designed for:</b>	6mm-54mm	
<b>Tactical level:</b>	Each unit is a batallia of foot or regiment of horse. These can contain any number of bases.	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		
<b>Further Info?</b>		
The game is played on an unobtrusive grid, and therefore involves no measuring, so no need to change the rules for different figure scales. The grid size can be modified to suit table/ battle size.		

## Gunpowder Revolution

<b>Available from:</b>	Computer Strategies Pty	<a href="http://computerstrategies.bigpondhosting.com/">http://computerstrategies.bigpondhosting.com/</a>
<b>Period covered:</b>	Renaissance Europe and Turkish Wars	
<b>Scale designed for:</b>	x	
<b>Tactical level:</b>	Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		
<b>Further Info?</b>		
Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.		

## In Deo Veritas

<b>Available from:</b>	Helion	<a href="#">x</a>
<b>Period covered:</b>	17 <sup>th</sup> Century	
<b>Scale designed for:</b>	6mm-15mm	
<b>Tactical level:</b>	Units are usually 1000 strong for the infantry (but larger for tercios and smaller for companies, such as detached musketeers). Cavalry is mainly 500 strong (with smaller units for dragoons, etc)	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		

## Irregular Wars (Conflict at World's End)

<b>Available from:</b>	Amazon / Vexilia Ltd / Wargame Vault	<a href="https://www.vexillia.com/common/shop_books.html#t-0">https://www.vexillia.com/common/shop_books.html#t-0</a>
<b>Period covered:</b>	1500-1700 (Fringes of the European World - Britain and Ireland), New World, East Indies and the Eurasian Steppe.	
<b>Scale designed for:</b>	15mm	
<b>Tactical level:</b>	Each "Lord" will command between 5 and 16 companies representing 80 - 150 men (or a far smaller contingent of specialists)	

### What amendments/adaptations are required to play with 10mm miniatures?

Put about 50% extra figures on each stand compared to the 15mm recommendations.

## Liber Militum: Tercios

<b>Available from:</b>	El Kraken / Tercios Miniatures	<a href="https://terciosminiatures.com/">https://terciosminiatures.com/</a>
<b>Period covered:</b>	Thirty Years War & English Civil War	
<b>Scale designed for:</b>	15mm-28mm	
<b>Tactical level:</b>	One base = one regiment	

### What amendments/adaptations are required to play with 10mm miniatures?

Slight adjustments to base sizes.

## Pike and Shotte

<b>Available from:</b>	Warlord Games	<a href="https://store.warlordgames.com/">https://store.warlordgames.com/</a>
<b>Period covered:</b>	1500-1700	
<b>Scale designed for:</b>	28mm	
<b>Tactical level:</b>	A unit is a regiment or equivalent	

### What amendments/adaptations are required to play with 10mm miniatures?

None, use same unit frontages but with more figures on the base.

## The Great Captains

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** 1650-Pre-Napoleonic

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## The Pikeman's Lament

**Available from:** Osprey Publishing <https://ospreypublishing.com>

**Period covered:** Pike & Shot

**Scale designed for:** 10mm-28mm

**Tactical level:** Options available, mainly 1:1

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## This War Without an Enemy

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1642-1646 (ECW)

**Scale designed for:** 6mm-15mm

**Tactical level:** Smaller battles of the Civil War

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

Full Campaign and Battlefield rules for battles in Worcestershire, but there is a system for fighting random one-off battles.

## Tilly's Very Bad Day

<b>Available from:</b>	Steven Thomas	<a href="https://balagan.info/version-2-of-tillys-very-bad-day">https://balagan.info/version-2-of-tillys-very-bad-day</a>
<b>Period covered:</b>	Thirty Years War	
<b>Scale designed for:</b>	Any, measurements are dependent on base sizes.	
<b>Tactical level:</b>	Units (one base each) represent brigades of 1-2000 pike and shot, or about half the number of mounted. Battles accommodate up to 24 brigades comfortably.	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None, standardize your basing scheme with your opponent.		

## Twilight of the Divine Right

<b>Available from:</b>	The Pike and Shot Society	<a href="https://www.pikeandshotsociety.org/">https://www.pikeandshotsociety.org/</a>
<b>Period covered:</b>	1618-1680	
<b>Scale designed for:</b>	Any	
<b>Tactical level:</b>	Armies	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		
<b>Further Info?</b>		
Scenario books are also available and more planned.		

## Twilight of the Sun King

<b>Available from:</b>	The Pike and Shot Society	<a href="https://www.pikeandshotsociety.org/">https://www.pikeandshotsociety.org/</a>
<b>Period covered:</b>	1680-1720	
<b>Scale designed for:</b>	Any	
<b>Tactical level:</b>	Armies	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		
<b>Further Info?</b>		
Scenario books are also available and more planned.		

## Warr Without an Enemy

**Available from:** Wyre Forest Gamers <https://www.wfgamers.org.uk/WWAE>

**Period covered:** English Civil War

**Scale designed for:** Any

**Tactical level:** Brigade or Division

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## 18<sup>th</sup> Century → Napoleonic

### Black Powder

**Available from:** Warlord Games <https://store.warlordgames.com/>

**Period covered:** 1700-1900

**Scale designed for:** 28mm

**Tactical level:** Units are battalions of infantry and regiments of cavalry.

#### What amendments/adaptations are required to play with 10mm miniatures?

The rules are flexible about basing, but feature large movement distances and do recommend unit frontages. Adjust the distances to your own scale and choose a basing system that reflects this.

### De Bellis Napoleonicis (DBN)

**Available from:** KISR Publications <http://www.dbnwargaming.co.uk/>

**Period covered:** Napoleonic

**Scale designed for:** 15mm

**Tactical level:** Corps, one base = one brigade

#### What amendments/adaptations are required to play with 10mm miniatures?

None, just add more figures to the base.

### Game of Kings

**Available from:** Tim Spanton <https://timpanton.blogspot.com/2018/06/game-of-kings-wargaming-rules-for.html>

**Period covered:** Mid-18<sup>th</sup> Century central Europe

**Scale designed for:** 10mm

**Tactical level:** Army. Two bases = one battalion of foot or squadron of horse; each battalion/squadron normally represents several real-life ones

#### What amendments/adaptations are required to play with 10mm miniatures?

None.

## General d'Armee

**Available from:** Reisswitz Press <https://toofatlardies.co.uk/product/general-darmee-rules-advanced-order/>

**Period covered:** 1797-1815

**Scale designed for:** 15mm-28mm

**Tactical level:** Grouped into Brigades and divisions for a reasonably large game, flexible figure scale.

### What amendments/adaptations are required to play with 10mm miniatures?

Use 10mm move rates and ranges, ie cm's and 50:1 scale for infantry, 40:1 for cavalry, 1 gun model = 2 real guns.

## Glory & Honour!

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1756-1763

**Scale designed for:** 6mm-15mm

**Tactical level:** Army level battles between Prussia and Austria, Franco-Imperialist or Russia

### What amendments/adaptations are required to play with 10mm miniatures?

None, designed for 10mm.

### Further Info?

Map Campaign system included to give battles a context but there is a system to fight one-off battles.

## Honours of War

**Available from:** Osprey Publishing <https://ospreypublishing.com>

**Period covered:** Seven Years War

**Scale designed for:** 6mm-28mm

**Tactical level:** Infantry battalions, cavalry regiments and artillery batteries organised in brigades or as independent units

### What amendments/adaptations are required to play with 10mm miniatures?

Little or none at all, depending on your existing collection. Quick Reference Sheets are provided for all scales. Basing is relatively flexible; ideally all standard size cavalry and infantry units should have roughly the same frontage and allow you to form line, march column and, in the case of cavalry, double line.

### Further Info?

Match your preferred frontage for your standard infantry/cavalry units with the maximum "muskets only" range to determine which scale QRS to use. It is therefore possible to have figures in one scale and a QRS for another scale.

## Iron Duke

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Napoleonics / American War of Independence / War of 1812

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Malbrough s'en va-t-en Guerre

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** War of Spanish Succession (1701-1714)

**Scale designed for:** 6mm-15mm

**Tactical level:** Army level battles between Anglo-Allied and Franco-Bavarian Armies

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

Campaign system using playing cards included to give battles a context plus a system to fight one-off battles.

## Maurice

**Available from:** Sam Mustafa <https://sammustafa.com/product/maurice-pdf/>

**Period covered:** 18<sup>th</sup> Century

**Scale designed for:** 15mm-28mm

**Tactical level:** Full armies (10 to 15 units per side)

**What amendments/adaptations are required to play with 10mm miniatures?**

Basing can be used as is but change all movement and firing distances to centimetres.

**New  
Addition!**

## Over the Hills

**Available from:** Stand To Games <https://standtogames.co.uk/shop/ols/products/over-the-hills-2-rules>

**Period covered:** Napoleonic

**Scale designed for:** 6mm-28mm

**Tactical level:** Divisional or Corps level games.

**What amendments/adaptations are required to play with 10mm miniatures?**

Use half measurements for bases and movement.

**Further Info?**

Scenario book available for the Peninsular Wars.

## Piquet Field of Battle

**Available from:** Brent Oman <http://piquetwargames.blogspot.com/>

**Period covered:** Horse & Musket (1642-1900)

**Scale designed for:** 6mm-28mm

**Tactical level:** 1" = 25 yards, with 1 Cav Unit = 1 Regt (400 to 600 men), 1 Art Unit = 1 Battery (6 to 8 guns)

**What amendments/adaptations are required to play with 10mm miniatures?**

Use centimetres instead of inches.

**Further Info?**

Ideal for solo games due to the card driven mechanic.

## The Great Captains

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** 1650-Pre-Napoleonic

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Twilight of the Soldier Kings

**Available from:** Wyre Historic Books <https://www.wyrehistoricbooks.co.uk/home>

**Period covered:** 1730-1780

**Scale designed for:** Any

**Tactical level:** Armies

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Scenario books are also available and more planned.

## Twilight of the Sun King

**Available from:** The Pike and Shot Society <https://www.pikeandshotsociety.org/>

**Period covered:** 1680-1720

**Scale designed for:** Any

**Tactical level:** Armies

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Volley & Bayonet

**Available from:** Frank Chadwick <http://www.testofbattle.com>

**Period covered:** 1700-1890

**Scale designed for:** 15mm-54mm

**Tactical level:** Each unit is a brigade, but variants go as small as a unit as a wing of a battalion

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

The rules are supported with a number of scenario books for the Jacobite rebellion, Seven Years War, Napoleonic Wars, American Civil War, Spanish American War. Unofficial variants are available for most of the colonial wars of the 19th century.

## World Turned Upside Down

<b>Available from:</b>	Real Time Wargames	<a href="https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames">https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames</a>
<b>Period covered:</b>	1776-1783	
<b>Scale designed for:</b>	6mm-15mm	
<b>Tactical level:</b>	Army level battles between Britain and the American Rebels and their French Allies.	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	None, designed for 10mm.	
<b>Further Info?</b>	Map Campaign system included to give battles a context but there is a system to fight one-off battles.	

## 19<sup>th</sup> Century → Colonial Era

1871		
<b>Available from:</b>	Caliver Books	<a href="https://www.caliverbooks.com/index.php">https://www.caliverbooks.com/index.php</a>
<b>Period covered:</b>	Franco-Prussian War	
<b>Scale designed for:</b>	6mm-15mm	
<b>Tactical level:</b>		
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		

Black Powder		
<b>Available from:</b>	Warlord Games	<a href="https://store.warlordgames.com/">https://store.warlordgames.com/</a>
<b>Period covered:</b>	1700-1900	
<b>Scale designed for:</b>	28mm	
<b>Tactical level:</b>	Units are battalions of infantry and regiments of cavalry.	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
The rules are flexible about basing, but feature large movement distances and do recommend unit frontages. Adjust the distances to your own scale and choose a basing system that reflects this.		

Blood & Sand		
<b>Available from:</b>	Real Time Wargames	<a href="https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames">https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames</a>
<b>Period covered:</b>	Sudan Wars	
<b>Scale designed for:</b>	6mm-15mm	
<b>Tactical level:</b>	Imperial columns of a few thousand men take on the ferocious Mahdists	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None, designed for 10mm.		
<b>Further Info?</b>		
Mini-Campaign system included to give battles a context.		

## Bloody Big Battles!

<b>Available from:</b>	Skirmish Campaigns	<a href="https://www.skirmishcampaigns.com/index.htm">https://www.skirmishcampaigns.com/index.htm</a>
<b>Period covered:</b>	19 <sup>th</sup> Century (French Revolution to 1914)	
<b>Scale designed for:</b>	2mm-10mm, works fine with 15mm	
<b>Tactical level:</b>	Entire battle (~20,000-200,000 a side) on a 6'x4' table. A 1" base typically represents 1,000-2,000 men but can be more.	

### What amendments/adaptations are required to play with 10mm miniatures?

None.

### Further Info?

Rulebook includes 9 Franco-Prussian War scenarios. Campaign volumes available: 'Bloody Big European Battles!' has 16 scenarios from Crimean War through to Greco-Turkish War 1897; 'Bloody Big Balkan Battles!', scenarios for Balkan Wars 1912-1913.

## By Jingo

<b>Available from:</b>	Real Time Wargames	<a href="https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames">https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames</a>
<b>Period covered:</b>	2 <sup>nd</sup> Anglo-Boer War	
<b>Scale designed for:</b>	6mm-15mm	
<b>Tactical level:</b>	Army of Boer commando leaders of a few thousand attempt to stop a Division or so of Imperialists.	

### What amendments/adaptations are required to play with 10mm miniatures?

None, designed for 10mm.

### Further Info?

Novel battlefield system for the non-played British.

## Regimental Fire & Fury

<b>Available from:</b>	Fire & Fury	<a href="http://www.fireandfury.com/">http://www.fireandfury.com/</a>
<b>Period covered:</b>	ACW	
<b>Scale designed for:</b>	15mm	
<b>Tactical level:</b>	Several regiments	

### What amendments/adaptations are required to play with 10mm miniatures?

None, more figures per stand.

## Imperial Slendour

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Colonial

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Mit Blut und Eisen

**Available from:** Wyre Forest Gamers <https://www.wfgamers.org.uk/FUFF>

**Period covered:** 1840-1880

**Scale designed for:** Any scale

**Tactical level:** Corps or armies

**What amendments/adaptations are required to play with 10mm miniatures?**

None

**Further Info?**

A system inspired by the Fire and Fury rules for large battles in the period. Scenarios are online.

## Paris, the City of Light

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1870-1871

**Scale designed for:** 6mm-15mm

**Tactical level:** Corps and Army level battles between The Confederation and Republican Armies of France

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

Map Campaign system included to give battles a context, but there is a system to fight one-off battles.

## Pickett's Charge

**Available from:** Reisswitz Press <https://toofatlardies.co.uk/product-category/reisswitz-press/>

**Period covered:** ACW

**Scale designed for:** 15mm-28mm

**Tactical level:** Brigade

**What amendments/adaptations are required to play with 10mm miniatures?**

Use 15mm scale distances for 10mm miniatures.

## Piquet Field of Battle

**Available from:** Brent Oman <http://piquetwargames.blogspot.com/>

**Period covered:** Horse & Musket (1642-1900)

**Scale designed for:** 6mm-28mm

**Tactical level:** 1" = 25 yards, with 1 Cav Unit = 1 Regt (400 to 600 men), 1 Art Unit = 1 Battery (6 to 8 guns)

**What amendments/adaptations are required to play with 10mm miniatures?**

Use centimetres instead of inches.

**Further Info?**

Ideal for solo games due to the card driven mechanic.

## Rally Once More!

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** American Civil War

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Rebels and Patriots

**Available from:** Osprey Publishing <https://ospreypublishing.com>

**Period covered:** North America: Colonies to Civil War

**Scale designed for:** 10mm-28mm

**Tactical level:** Options available, mainly 1:1

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Stonewall Jackson's Shenandoah Valley Campaign

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1861-1862

**Scale designed for:** 6mm-20mm

**Tactical level:** Divisional level battles and above between Jackson's Army of the Valley and up to 6 Union Generals

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

Map Campaign system included to give battles a context, but there is a system to fight one-off battles.

## The Great Powers

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** 19<sup>th</sup> Century Europe

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## The Men Who Would Be Kings

**Available from:** Osprey Publishing <https://ospreypublishing.com>

**Period covered:** Colonial

**Scale designed for:** 10mm-28mm

**Tactical level:** Options available, mainly 1:1

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## To the Last Gaiter Button

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1870

**Scale designed for:** 6mm-15mm

**Tactical level:** Corps and Army level battles between The Confederation and Imperial French Army of Napoleon III

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

Map Campaign system included to give battles a context, but there is a system to fight one-off battles.

## Trapped Like a Fox

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1866

**Scale designed for:** 6mm-15mm

**Tactical level:** Corps and Army level battles between The Prussia or Italy and Austria and her Allies

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

3 Map Campaign system (Western Theatre, Bohemia and Italy) included to give battles a context, but there is a system to fight one-off battles.

## Volley & Bayonet

**Available from:** Frank Chadwick <http://www.testofbattle.com>

**Period covered:** 1700-1890

**Scale designed for:** 15mm-54mm

**Tactical level:** Each unit is a brigade, but variants go as small as a unit as a wing of a battalion

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

### Further Info?

The rules are supported with a number of scenario books for the Jacobite rebellion, Seven Years War, Napoleonic Wars, American Civil War, Spanish American War. Unofficial variants are available for most of the colonial wars of the 19th century.

## WWI → WWII

<b>A Fistful of TOW's 3</b>		
<b>Available from:</b>	A Fistful of Games	<a href="http://fft3.com/">http://fft3.com/</a>
<b>Period covered:</b>	Tank combat (1939-2015)	
<b>Scale designed for:</b>	3mm / 6mm / 10mm / 15mm	
<b>Tactical level:</b>	Battalion/brigade/regiment level, one stand equals an infantry platoon or 4-6 vehicles (occasionally 3 vehicles)	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
No modifications needed at all. One of the authors plays with 10mm.		
<b>Further Info?</b>		
Contains unit data for 1939 - 2015 and associated army lists for historical and hypothetical conflicts in the period.		

**New  
Addition!**

<b>Battlegroup</b>		
<b>Available from:</b>	Plastic Soldier Company	<a href="https://www.theplasticsoldiercompany.co.uk/">https://www.theplasticsoldiercompany.co.uk/</a>
<b>Period covered:</b>	WWII	
<b>Scale designed for:</b>	10mm-28mm	
<b>Tactical level:</b>	???	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		

<b>Blitzkrieg Commander IV</b>		
<b>Available from:</b>	Pendraken Miniatures	<a href="https://www.pendraken.co.uk/blitzkrieg-commander-530-c.asp">https://www.pendraken.co.uk/blitzkrieg-commander-530-c.asp</a>
<b>Period covered:</b>	WWII	
<b>Scale designed for:</b>	10mm	
<b>Tactical level:</b>	One base = one platoon	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None, designed for 10mm.		

## Bloody Big Battles!

<b>Available from:</b>	Skirmish Campaigns	<a href="https://www.skirmishcampaigns.com/index.htm">https://www.skirmishcampaigns.com/index.htm</a>
<b>Period covered:</b>	19 <sup>th</sup> Century (French Revolution to 1914)	
<b>Scale designed for:</b>	2mm-10mm, works fine with 15mm	
<b>Tactical level:</b>	Entire battle (~20,000-200,000 a side) on a 6'x4' table. A 1" base typically represents 1,000-2,000 men but can be more.	

### What amendments/adaptations are required to play with 10mm miniatures?

None.

### Further Info?

Rulebook includes 9 Franco-Prussian War scenarios. Campaign volumes available: 'Bloody Big European Battles!' has 16 scenarios from Crimean War through to Greco-Turkish War 1897; 'Bloody Big Balkan Battles!', scenarios for Balkan Wars 1912-1913.

## Bolt Action

<b>Available from:</b>	Warlord Games	<a href="https://www.warlordgames.com/">https://www.warlordgames.com/</a>
<b>Period covered:</b>	WWII	
<b>Scale designed for:</b>	28mm	
<b>Tactical level:</b>	Skirmish	

### What amendments/adaptations are required to play with 10mm miniatures?

Use centimeters instead of inches.

## Chain of Command

<b>Available from:</b>	Too Fat Lardies	<a href="https://toofatlardies.co.uk/">https://toofatlardies.co.uk/</a>
<b>Period covered:</b>	WWII	
<b>Scale designed for:</b>	15mm-28mm	
<b>Tactical level:</b>	Skirmish, one base = one man	

### What amendments/adaptations are required to play with 10mm miniatures?

None.

## Clash of Ideologies v.7

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Interwar (1918-1939)

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Combat HQ

**Available from:** Wargames Design [wargamesdesign.com](http://wargamesdesign.com)

**Period covered:** WWII

**Scale designed for:** 2mm - 28mm

**Tactical level:** 1 model/base = 1 platoon, so Battalion Plus to Brigade level

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Crossfire

**Available from:** Quantum/On Military Matters <https://crossfire.wargaming.info/>

**Period covered:** WWII

**Scale designed for:** 6mm - 28mm

**Tactical level:** Company (each unit is a squad)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## De Bellis WWI (DBWWI)

**Available from:** KISR Publications <http://www.dbnwargaming.co.uk/>

**Period covered:** WWI Middle East

**Scale designed for:** 10mm

**Tactical level:** Corps, one base = one brigade

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

## Fireball Forward

**Available from:** Brigade Games [http://brigadegames.3dcartstores.com/Fireball-Forward\\_c\\_559.html](http://brigadegames.3dcartstores.com/Fireball-Forward_c_559.html)

**Period covered:** WWII

**Scale designed for:** 15mm-20mm

**Tactical level:** Company

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Flames of War

**Available from:** Battlefront Miniatures <https://www.flamesofwar.com/>

**Period covered:** WWII

**Scale designed for:** 15mm

**Tactical level:** Company level

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Home Before the Leaves Fall

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1914

**Scale designed for:** 6mm-10mm

**Tactical level:** Corps and Army Level rules for fighting the opening battles between Anglo-Belgium-French Armies and Imperial Germany.

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

Map Campaign system included to give battles a context, but there is a system to fight one-off battles.

## I Ain't Been Shot Mum!

**Available from:** Too Fat Lardies <https://toofatlardies.co.uk/>

**Period covered:** WWII

**Scale designed for:** 6mm-28mm

**Tactical level:** The system does not use a point-based method for constructing opposing forces, so most games are designed to be scenario driven

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## If the Lord Spares Us

**Available from:** Too Fat Lardies <https://toofatlardies.co.uk/>

**Period covered:** WWI

**Scale designed for:** 15mm-28mm

**Tactical level:** Brigade or Divisional games with multi-stand companies being the manoeuvre unit

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Designed for fighting actions in the Middle East during the Great War, these rules cover Gallipoli, Palestine, Mesopotamia, Africa and the more mobile periods in Europe.

## Iron Tigers

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** WWII

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Panzertruppe

**Available from:** Chris Pagano <https://www.wargamevault.com/m/product/208044>

**Period covered:** WWII

**Scale designed for:** 6mm-10mm

**Tactical level:** Vehicles are 1:1, one base of infantry = one half squad

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Playing Leapfrog

**Available from:** Real Time Wargames <https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames>

**Period covered:** 1915-1918

**Scale designed for:** 6mm-10mm

**Tactical level:** Corps Level rules for British offensives on the Western Front at a number of key phases of WWI

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**Further Info?**

Each player is either a Divisional Commander or the Corps commander trying to break the deadlock of Trench warfare. Either fight the six phases or fight one-off battles.

## Rommel

**Available from:** Sam Mustafa <https://sammustafa.com/>

**Period covered:** WWII

**Scale designed for:** 6mm

**Tactical level:** One base = one company, battalion for artillery

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## The Desert Column

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** WWI

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

### Further Info?

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Post-War → Modern

<b>A Fistful of TOW's 3</b>		
<b>Available from:</b>	A Fistful of Games	<a href="http://fft3.com/">http://fft3.com/</a>
<b>Period covered:</b>	Tank combat (1939-2015)	
<b>Scale designed for:</b>	3mm / 6mm / 10mm / 15mm	
<b>Tactical level:</b>	Battalion/brigade/regiment level, one stand equals an infantry platoon or 4-6 vehicles (occasionally 3 vehicles)	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
No modifications needed at all. One of the authors plays with 10mm.		
<b>Further Info?</b>		
Contains unit data for 1939 through 2015 and associated army lists for many historical and hypothetical conflicts in the period.		

<b>AK47</b>		
<b>Available from:</b>	Peter Pig	<a href="https://www.peterpig.co.uk/">https://www.peterpig.co.uk/</a>
<b>Period covered:</b>	Post-War Africa to Modern Bush Wars	
<b>Scale designed for:</b>	15mm	
<b>Tactical level:</b>	Skirmish	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None.		

<b>Cold War Commander</b>		
<b>Available from:</b>	Pendracken Miniatures	<a href="https://www.wargamevault.com/product/210575/Cold-War-Commander">https://www.wargamevault.com/product/210575/Cold-War-Commander</a>
<b>Period covered:</b>	Post-WWII – 1990	
<b>Scale designed for:</b>	10mm	
<b>Tactical level:</b>	One base = one platoon	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>		
None, designed for 10mm.		

## Desert Whirlwind

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Post-WWII to the Fall of Baghdad

**Scale designed for:** x

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Hind & Seek

**Available from:** Ostfront Publishing <http://www.ostfrontpublishing.com/games/hindandseek/>

**Period covered:** 1980's Asymmetric warfare in Afghanistan

**Scale designed for:** 6mm

**Tactical level:** Company

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Sabre Squadron

**Available from:** Bernnewode <http://www.sabresquadron.com/products.html>

**Period covered:** Modern

**Scale designed for:** 6mm-15mm

**Tactical level:** Company - Battalion

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**New  
Addition!**

## Seven Days to the Rhine

**Available from:** Plastic Soldier Company <https://www.theplasticsoldiercompany.co.uk/>

**Period covered:** Modern

**Scale designed for:** 10mm-28mm

**Tactical level:** ???

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

## Fantasy

Dragon Rampant	
<b>Available from:</b>	Osprey Publishing <a href="https://ospreypublishing.com">https://ospreypublishing.com</a>
<b>Period covered:</b>	Fantasy
<b>Scale designed for:</b>	10mm-28mm
<b>Tactical level:</b>	Options available, mainly 1:1
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None.	

Kings of War	
<b>Available from:</b>	Mantic Games <a href="https://www.manticgames.com/games/kings-of-war/">https://www.manticgames.com/games/kings-of-war/</a>
<b>Period covered:</b>	Fantasy
<b>Scale designed for:</b>	28mm
<b>Tactical level:</b>	Options available, mainly 1:1
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
The only changes needed would be to switch from inches to centimeters, and reduce the base sizes by 50%, so an infantry regiment would be 100x40mm in the 28mm version but would be reduced to 50x20mm in 10mm.	

Lord and Lands	
<b>Available from:</b>	Lulu <a href="http://www.lulu.com/shop/craig-armstrong/lord-and-lands/paperback/product-22880944.html">http://www.lulu.com/shop/craig-armstrong/lord-and-lands/paperback/product-22880944.html</a>
<b>Period covered:</b>	Fantasy / Ancients / Dark Ages / Samurai
<b>Scale designed for:</b>	6mm-10mm
<b>Tactical level:</b>	
<b>What amendments/adaptations are required to play with 10mm miniatures?</b>	
None.	

## Skull Cleaver

**Available from:** Computer Strategies Pty <http://computerstrategies.bigpondhosting.com/>

**Period covered:** Fantasy

**Scale designed for:** Any

**Tactical level:** Any level, from 1:1 skirmishing to Brigade level at 1:20. Input the necessary information (ratio of figures to men, ground scale etc.)

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

Computer moderated rules so no charts and also no dice required. Will run on any Windows based PC including tablets and requires input to the computer before the game and interaction with it during the game.

## Sword and Spear Fantasy

**Available from:** Great Escape Games <http://www.greatescapegames.co.uk/sword-spear>

**Period covered:** Ancient – Medieval

**Scale designed for:** 2mm upwards

**Tactical level:** Army - A base can represent 1000 (Light Infantry) to 2000 (Heavy infantry)

**What amendments/adaptations are required to play with 10mm miniatures?**

None required, base size is up to the players.

## Warband

**Available from:** Pendraken Miniatures <https://pendraken.co.uk/rules/warband/>

**Period covered:** Fantasy

**Scale designed for:** 10mm

**Tactical level:** 1 base/unit = 1 regiment, roughly 10 units make up an army.

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

**New  
Addition!**

## Warhammer Fantasy Battles

**Available from:** Out of Print

**Period covered:** Fantasy

**Scale designed for:** 28mm

**Tactical level:** Rules allow for skirmish or massed battles at a ratio of 1:1 or greater.

**What amendments/adaptations are required to play with 10mm miniatures?**

Halve the base sizes and change inches to centimetres.

## Warmaster

**Available from:** Out of Print

**Period covered:** Fantasy

**Scale designed for:** 10mm

**Tactical level:** 3 bases = 1 regiment

**What amendments/adaptations are required to play with 10mm miniatures?**

None, designed for 10mm.

## Warmaster Revolution

**Available from:** Warmaster Revolution <https://www.wm-revolution.com/articles/download.html>

**Period covered:** Fantasy

**Scale designed for:** 10mm

**Tactical level:** 3 bases = 1 regiment

**What amendments/adaptations are required to play with 10mm miniatures?**

None.

**Further Info?**

This is the original Warmaster rules with additions/alterations made by the French and Czech Warmaster communities to incorporate elements from Warmaster Ancients rules, as well as a few other changes to aid game balancing.

## Sci-Fi

Future War Commander		
Available from:	Pendraken Miniatures	<a href="https://www.wargamevault.com/product/210577/Future-War-Commander">https://www.wargamevault.com/product/210577/Future-War-Commander</a>
Period covered:	Sci-Fi	
Scale designed for:	10mm	
Tactical level:	One base = one platoon	
What amendments/adaptations are required to play with 10mm miniatures?		
None.		