

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!**

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

| Ages of Conflict | |
|--|---|
| Available from: | Bad Goblin Games https://www.facebook.com/groups/AgesofConflict/ |
| Period covered: | Ancients / Medieval / Fantasy |
| Scale designed for: | 6mm-15mm |
| Tactical level: | Each base represents one company, which are grouped into battalions. We have optional rules in which one base represents one battalion. |
| What amendments/adaptations are required to play with 10mm miniatures? | |
| 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 | |
|---|-----------------------------------|
| Available from: | Quantum/Caliver Books |
| Period covered: | Ancients / Medieval / Renaissance |
| Scale designed for: | 6mm-28mm |
| Tactical level: | Army level |
| What amendments/adaptations are required to play with 10mm miniatures? | |
| 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

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 → 17th Century

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

**New
Addition!**

| Baroque | |
|---|---|
| Available from: | Dadi & Piombo http://www.dadiepiombo.it/english-impetus.html |
| Period covered: | 1550-1700 |
| 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. | |

| Dell-arte Della Guerra | |
|---|--|
| Available from: | Real Time Wargames https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames |
| Period covered: | 1470-1490 Italy |
| Scale designed for: | 6mm-15mm |
| Tactical level: | Army level battles between Milan, Florence, Papacy, Venice and Naples and France! |
| What amendments/adaptations are required to play with 10mm miniatures? | |
| None, designed for 10mm. | |
| Further Info? | |
| 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

| | | |
|---|---|---|
| Available from: | BigRedBat | https://bigredbatshop.co.uk/ |
| Period covered: | English Civil War (Wars of the Three Kingdoms) | |
| Scale designed for: | 6mm-54mm | |
| Tactical level: | Each unit is a batallia of foot or regiment of horse. These can contain any number of bases. | |
| What amendments/adaptations are required to play with 10mm miniatures? | None. | |
| Further Info? | 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

| | | |
|---|---|---|
| Available from: | Computer Strategies Pty | http://computerstrategies.bigpondhosting.com/ |
| Period covered: | Renaissance Europe and Turkish Wars | |
| 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. | |

In Deo Veritas

| | | |
|---|---|-------------------|
| Available from: | Helion | x |
| Period covered: | 17 th Century | |
| Scale designed for: | 6mm-15mm | |
| Tactical level: | 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) | |
| What amendments/adaptations are required to play with 10mm miniatures? | None. | |

Irregular Wars (Conflict at World's End)

| | | |
|----------------------------|--|---|
| Available from: | Amazon / Vexilia Ltd / Wargame Vault | https://www.vexillia.com/common/shop_books.html#t-0 |
| Period covered: | 1500-1700 (Fringes of the European World - Britain and Ireland), New World, East Indies and the Eurasian Steppe. | |
| Scale designed for: | 15mm | |
| Tactical level: | 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

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

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

Slight adjustments to base sizes.

Pike and Shotte

| | | |
|----------------------------|------------------------------------|---|
| Available from: | Warlord Games | https://store.warlordgames.com/ |
| Period covered: | 1500-1700 | |
| Scale designed for: | 28mm | |
| Tactical level: | 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

Available from: Steven Thomas <https://balagan.info/version-2-of-tillys-very-bad-day>

Period covered: Thirty Years War

Scale designed for: Any, measurements are dependent on base sizes.

Tactical level: 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.

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

None, standardize your basing scheme with your opponent.

Twilight of the Divine Right

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

Period covered: 1618-1680

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.

Further Info?

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.

18th 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-18th 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: 18th 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

| | | |
|---|--|---|
| Available from: | Real Time Wargames | https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames |
| Period covered: | 1776-1783 | |
| Scale designed for: | 6mm-15mm | |
| Tactical level: | Army level battles between Britain and the American Rebels and their French Allies. | |
| 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. | |

19th Century → Colonial Era

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

| 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. | | |

| Blood & Sand | | |
|---|---|---|
| Available from: | Real Time Wargames | https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames |
| Period covered: | Sudan Wars | |
| Scale designed for: | 6mm-15mm | |
| Tactical level: | Imperial columns of a few thousand men take on the ferocious Mahdists | |
| 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. | | |

Bloody Big Battles!

| | | |
|----------------------------|--|---|
| Available from: | Skirmish Campaigns | https://www.skirmishcampaigns.com/index.htm |
| Period covered: | 19 th Century (French Revolution to 1914) | |
| Scale designed for: | 2mm-10mm, works fine with 15mm | |
| Tactical level: | 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

| | | |
|----------------------------|---|---|
| Available from: | Real Time Wargames | https://www.wargamevault.com/browse/pub/11644/Real-Time-Wargames |
| Period covered: | 2 nd Anglo-Boer War | |
| Scale designed for: | 6mm-15mm | |
| Tactical level: | 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

| | | |
|----------------------------|-------------------|---|
| Available from: | Fire & Fury | http://www.fireandfury.com/ |
| Period covered: | ACW | |
| Scale designed for: | 15mm | |
| Tactical level: | 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: 19th 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

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

**New
Addition!**

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

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

Bloody Big Battles!

| | | |
|----------------------------|--|---|
| Available from: | Skirmish Campaigns | https://www.skirmishcampaigns.com/index.htm |
| Period covered: | 19 th Century (French Revolution to 1914) | |
| Scale designed for: | 2mm-10mm, works fine with 15mm | |
| Tactical level: | 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

| | | |
|----------------------------|---------------|---|
| Available from: | Warlord Games | https://www.warlordgames.com/ |
| Period covered: | WWII | |
| Scale designed for: | 28mm | |
| Tactical level: | Skirmish | |

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

Use centimeters instead of inches.

Chain of Command

| | | |
|----------------------------|------------------------------|---|
| Available from: | Too Fat Lardies | https://toofatlardies.co.uk/ |
| Period covered: | WWII | |
| Scale designed for: | 15mm-28mm | |
| Tactical level: | 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

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

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

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

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

| Cold War Commander | | |
|---|------------------------|---|
| Available from: | Pendracken Miniatures | https://www.wargamevault.com/product/210575/Cold-War-Commander |
| Period covered: | Post-WWII – 1990 | |
| Scale designed for: | 10mm | |
| Tactical level: | One base = one platoon | |
| What amendments/adaptations are required to play with 10mm miniatures? | | |
| 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 | |
|---|---|
| Available from: | Osprey Publishing https://ospreypublishing.com |
| Period covered: | Fantasy |
| Scale designed for: | 10mm-28mm |
| Tactical level: | Options available, mainly 1:1 |
| What amendments/adaptations are required to play with 10mm miniatures? | |
| None. | |

| Kings of War | |
|---|--|
| Available from: | Mantic Games https://www.manticgames.com/games/kings-of-war/ |
| Period covered: | Fantasy |
| Scale designed for: | 28mm |
| Tactical level: | Options available, mainly 1:1 |
| What amendments/adaptations are required to play with 10mm miniatures? | |
| 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 | |
|---|--|
| 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. | |

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 | https://www.wargamevault.com/product/210577/Future-War-Commander |
| 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. | | |