

**Lone Warrior 209****January – March 2020**

<b>“Ill Met By Moonlight” (or The ‘Black Spot’ Returns)</b>	<b>Steve Turner</b>	<b>3</b>
<b>M.U.Sk in Space</b>	<b>Kevin White</b>	<b>9</b>
<b>Victory in the Pacific 2.0</b>	<b>George Arnold</b>	<b>12</b>
<b>A Solo Wargame Engine</b>	<b>Joao Lima</b>	<b>21</b>
<b>Sentinels of the Multiverse Game Review</b>	<b>Craig Dunglison</b>	<b>30</b>
<b>Lord of the Rings – a review</b>	<b>Rob Morgan</b>	<b>36</b>
<b>The Crusade of Nicopolis 1396</b>	<b>Robert Stevens</b>	<b>39</b>
<b>Bunker Hill Revisited</b>	<b>Marvin Scott</b>	<b>46</b>
<b>Ship Rules for the Middle Ages</b>	<b>Rob Morgan</b>	<b>49</b>
<b>Writing for Lone Warrior</b>	<b>Jonathan Aird</b>	<b>51</b>

**Lone Warrior 210****April – June 2020**

<b>An Affair of Honor</b>	<b>Marvin Scott</b>	<b>3</b>
<b>Escape From Colditz</b>	<b>Paul Le Long</b>	<b>5</b>
<b>Shields Up</b>	<b>Kevin White</b>	<b>11</b>
<b>Command and out of Control</b>	<b>George Arnold</b>	<b>14</b>
<b>Campaigns: Do I really need a map?</b>	<b>Kevin White</b>	<b>22</b>
<b>Traveller: Solo Role-Playing in the Far-Future Imperium</b>	<b>Preston Shah</b>	<b>26</b>
<b>American Civil War: A Solo Wargamer’s Perspective on Tactics</b>	<b>Graham Empson</b>	<b>31</b>
<b>Even More Mayhem</b>	<b>Kevin White</b>	<b>44</b>
<b>Writing for Lone Warrior</b>	<b>Mike Crane</b>	<b>49</b>

**Lone Warrior 211****July – September 2020**

<b>Who Would Hold a Crown?</b>	<b>Kevin White</b>	<b>3</b>
<b>Paperless (Almost) Campaign</b>	<b>Andrew Doig</b>	<b>12</b>
<b>Attack on the Paris Commune, 1871</b>	<b>Jim Rohrer</b>	<b>13</b>
<b>“Legendary Leagues” with the Game Marvel Legendary</b>	<b>Craig Dunglison</b>	<b>19</b>
<b>The Raid on Didyma</b>	<b>Peter R. Barkworth</b>	<b>22</b>
<b>My Favourite Books</b>	<b>Steve Turner</b>	<b>42</b>
<b>Fort Zinderneuf... The Loneliest Outpost in the Empire.</b>	<b>Rob Morgan</b>	<b>46</b>
<b>A Song of Frost and Shadow: Fantasy Skirmish Wargames</b>	<b>Paul Le Long</b>	<b>60</b>
<b>The Solo Wargamers Association: a Short History</b>	<b>Heath &amp; Empson</b>	<b>70</b>

**Lone Warrior 212****October – December 2020**

<b>The Spanish Ulcer: Napoleon Solo Squared</b>	<b>Kevin White</b>	<b>3</b>
<b>Lawrence of Arabia... ‘Seven Pillars of Wisdom’</b>	<b>Rob Morgan</b>	<b>9</b>
<b>Savage Tales of Imaginary Heroes &amp; Villains</b>	<b>Steve Turner</b>	<b>12</b>
<b>My Approach to playing Solo Battles</b>	<b>Brian Cameron</b>	<b>21</b>
<b>First Battle of Barcelona (1898)</b>	<b>Jim Rohrer</b>	<b>26</b>
<b>The Three Holy Grails of Solo Wargaming</b>	<b>Russell Parkin</b>	<b>30</b>
<b>Combat Actions of Soviet Forces in the Republic of Afghanistan</b>	<b>Rob Morgan</b>	<b>39</b>
<b>Something Old, Something Newer: Revisiting Some Rule Sets</b>	<b>George Arnold</b>	<b>45</b>
<b>Kriegsspiel</b>	<b>Paul Le Long</b>	<b>53</b>
<b>Encounters at Ambler Views 2<sup>nd</sup> to 13<sup>th</sup> June, 1864</b>	<b>Graham Empson</b>	<b>57</b>
<b>Darts in Warfare in the Ancient and Medieval Worlds</b>	<b>Rob Morgan</b>	<b>79</b>

<b>The Devil in the Details – Playing Solo Battles</b>	<b>Brian Cameron</b>	<b>3</b>
<b>“Solo Wargaming: Its Place in the Modern World”</b>	<b>Rob Morgan</b>	<b>17</b>
<b>Chess Boards and War Games?</b>	<b>Rob Morgan</b>	<b>18</b>
<b>Hnefatafl...Solo Thoughts on “The Viking Game” and its Board</b>	<b>Rob Morgan</b>	<b>24</b>
<b>Wargame Campaigns: Transferring the map to the table</b>	<b>Paul Wisken</b>	<b>26</b>
<b>Burn It Down!</b>	<b>Jim Rohrer</b>	<b>30</b>
<b>Discovering a New Wargaming Period</b>	<b>Steve Turner</b>	<b>39</b>
<b>A play-test using Triumph Rules</b>	<b>George Arnold</b>	<b>43</b>
<b>The SWA and Me</b>	<b>Graham Empson</b>	<b>53</b>
<b>A Review of Ambush</b>	<b>Graham Empson</b>	<b>55</b>
<b>My Most Useful Books</b>	<b>Rob Morgan</b>	<b>58</b>
<b>Scale Considerations for the Novice</b>	<b>Jim Rohrer</b>	<b>63</b>
<b>Editorial</b>	<b>Rich Barbuto</b>	<b>64</b>