



irregular

Summer Issue 2020

magazine

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Reality's Edge

Dreadball Extreme
Bandai Space Marine

Painting Wood
Painting Nurgle

Plus Reviews, and much, much more



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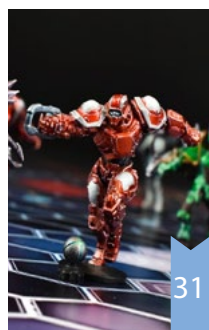
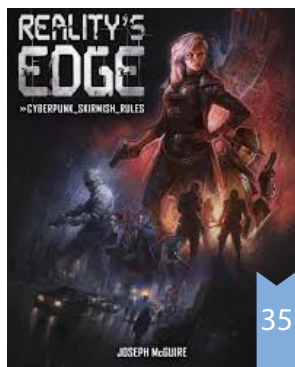
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Summer Issue 2020

Editorial

Jason Hubbard

It's been a strange few months, I've been stuck at home since end of March. I was furloughed by my company and as I write this editorial I'm still in that position, whereas Alex has been working from home. I've kept myself busy by painting some of my back log and up to this point I've managed to paint 93 28mm miniatures, 3 pieces of scenery and all of the Germany infantry from the Flames of War starter set 'Hit the Beach'.

It's been quite an unsettling and strange year so far, conventions across the world have been cancelled. Here in the UK the two biggest gaming events of the year both Salute and UK Games Expo were cancelled, though UKGE are planning a virtual show later this year. So as a result of these cancellations we've seen a rise in virtual shows, some have been ok, some poor and some good, but they really aren't a patch on a real live event such as UKGE.

Lockdown meant that many companies shut their doors for a period of time which meant getting hold of hobby supplies became difficult, especially trying to get your hands on some Nuln Oil wash, that suddenly became like gold dust. Fortunately for me I had two large pots of the stuff, though I have finished one pot and slowly working through pot number two.

One big announcement from the industry was by Games Workshop when they revealed a new edition of Warhammer 40,000, now in its ninth edition of the game. They also announced new look Necrons which look like a massive improvement on previous designs. They also showed off some new Primaris Assault Marines at the same time. This suggest that the starter set for 9th edition will be Space Marines Vs Necrons.

Lockdown has meant that most of us haven't been able to game during this period, so with social distancing looking to be a new normal then solo gaming may be an option. So with this in mind we decided to take a look at the idea of solo gaming.

Well that's all folks.....see you next time, and stay safe.

Jason

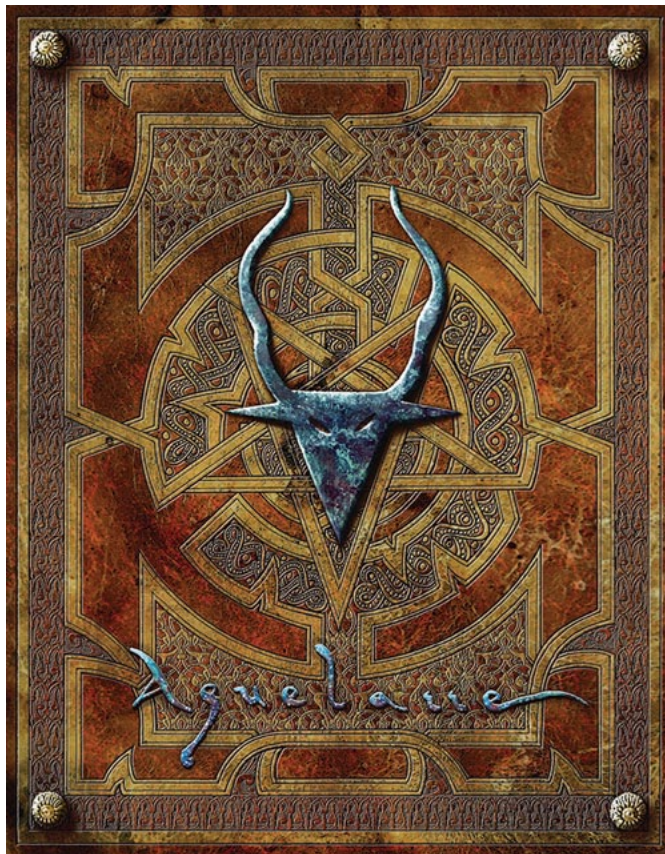


Announcing Aquelarre

The “best RPG not available in English”, now available in English!

Aquelarre (“Coven”) has been described as the “best RPG not available in English”. And now, almost 25 years since it was first released in Spain, Aquelarre is available for English-speaking gamers!

Originally from Spanish publisher Nosolorol, Chaosium is distributing Aquelarre after Nocturnal Media’s successful Kickstarter. The English edition is a gloriously illustrated complete roleplaying game, which comes with a selection of supplements and gaming aids for long-term play.



Game and Setting

Aquelarre offers everything you expect to find in a fantasy RPG: character creation, game system and magic system. It also includes detailed information about the medieval Iberian setting, the cosmology of angels and demons, and a bestiary.

Player characters in Aquelarre begin life in one of five kingdoms that dominated the Iberian Peninsula during the Middle Ages—Castilla, Aragón, Granada, Navarra, or Portugal. Based on their region, characters may be of various cultures—Arabian, Basque,



Castilian, Catalan, Jewish, Muslim, and many more. Social position (from nobility to slave) and father’s occupation affect their capabilities, including profession. Of course, personal characteristics play their part, too. One such is the Rationality/Irrationality rating,

which determines how attuned a character is with the Irrational world, how capable with magic, and how susceptible to it. Rituals of faith depend upon a high Rationality instead. Advantages and Disadvantages help to round characters out.

The game system itself relies mainly on percentile rolls against either characteristic ratings or skills based on those (and on character experience). As might be expected from a game that has thrived for several decades now, rules for combat, weapons, and healing are all nicely detailed, with options to suit a variety of playing styles.

Aquelarre also includes considerable detail about medieval life in Iberia, from daily business to social mores to fairy tales, besides the expected focus on angels and demons.



Nordic telecom company Telia & Riot Games to team up



Together with DreamHack and one of the largest game companies in the world Riot Games, Telia Company establishes League of Legends Nordics with national series and several international components. The extensive collaboration will kick off this summer, as the first Telia Esports Series games of League of Legends will be played in June 2020.

Esports is growing fast globally and League of Legends, which is a multiplayer online battle arena video game, is the world's most watched esport. Telia Company is now teaming up with Riot Games, the company that created League of Legends, and DreamHack which is the largest gaming lifestyle festival, to create a Nordic League of Legends regional competition series.

"Esports is one of the fastest-growing sports in the world. Together with Riot Games, we want to make the Nordic countries a significant part of the global esports ecosystem and provide the players and viewers with world-class esports content and experiences. Only our imagination is the limit in our co-operation," rejoices Telia Finland's CEO Heli Partanen.

The co-operation with Riot Games makes it possible for Telia Esports Series to expand beyond Finland to Sweden, Norway and Denmark. All countries will have their own national leagues with gamecasts always done in the native languages of each country. The best two teams from the Telia-produced national leagues will progress to the Telia Masters tournament, from where the best teams will advance to the Northern League of Legends

Championship (NLC). If successful, the teams can even play their way to the European league.

Riot Games already has League of Legends leagues in North America, Europe, China and Korea. The new Nordic series will be a part of a huge international gaming and League of Legends ecosystem.

The world's most popular PC game

Dubbed the most popular PC game in the world, League of Legends is a so-called battle arena game, or MOBA, where two teams of five people face each other on the game arena. The goal is to destroy the opponent's base while defending your team's starting point. This autumn, League of Legends turned 10 years.

"The new competitive gaming ecosystem, that we will create together with Telia and Dreamhack, will allow highly talented, competitive players from across the region to flourish on home soil. It will also create a pathway for amateur players to join the professional ranks and give League fans an opportunity to get behind the best players that the region has to offer, engaging with broadcasts and possible local events", says Mo Fadl, Head of Publishing Nordics at Riot Games.

The first Telia Esports Series games of League of Legends will be played in June.

Agents of Concordia RPG



Agents of Concordia, a brand new RPG from Strange-wood Studios which sees you travel between worlds in a fantastic action-mystery-fantasy mashup which had a hugely successful Kickstarter in 2018.

Agents of Concordia is a complete action/mystery/fantasy RPG, presented in a beautiful high quality format with a serviceable page-count of 188.

Take the role of an Agent traveling between worlds in this Action - Mystery - Fantasy RPG set in the 1960s you never knew existed.

Each player takes the part of a Special Agent, working within the Concordia Central Intelligence (the C.C.I.), charged with the safety of the multiverse. As a team, players will investigate different occurrences, try to thwart schemes, and stop threats against the habited worlds. With a myriad of species, working with equal parts technology and mysticism, the Agents of Concordia are like nothing you've ever seen.

The rules for the game are easy to learn and support a lot of stunts, high-octane action, and dynamic character progression.

- **Multiple Worlds:** With a large number of different worlds in the Concord, there are no limits to the variation of missions and adversaries.
- **Science Fantasy:** Play as a 9' Ogre Investigator or a 3' Marmoseti Locksmith. Use mysticism and rituals as well as guns and lab-equipment. Travel by gate or aether-fueled rocket car.
- **Story-driven rules:** Created to be streamlined and fast-paced, the game system is easy to learn and adaptive to all situations. The game is designed to



keep page-flipping to a minimum during game sessions, for maximum velocity roleplaying action.

- **Veterancy system:** The veterancy system lets you level up in different situations. If your character is involved in a lot of heists, she will soon be a heist specialist, no matter her additional occupation.

Agents of Concordia is available in print and PDF on Modiphius.net and in PDF only on DriveThruRPG.com.

Although the print book is not expected to ship until June due to the current lockdown, you will receive a FREE PDF straight away. PDF purchasers on Modiphius.net will receive a discount code which can be offset against the price of a future print product. DriveThruRPG buyers should contact support@modiphius.com for a similar offer. Now on with the exciting details

Increased Gaming Helps Reduce Lockdown Anxiety

While much of the UK was in lockdown, a new survey commissioned by cybersecurity expert, BullGuard, has revealed that gamers took advantage of the social isolation to up their game time, and by doing so, 49% are alleviating lockdown anxiety, 84% are understandably relieving their boredom, while 60% are battling it out online to help block out the current situation.

BullGuard partnered with system and gaming rig builder, Chillblast, to survey over 1,000 Gamers[1] about their gaming habits during the coronavirus lockdown. Not surprisingly, it was discovered that rather than succumb to boredom and stress, gamers have increased their time online and feel better for it. 84% say their gaming has increased due to lockdown with a whopping 27% gaming for an extra five or more hours a day. Extra time spent online has proven to be a boon for gamers with nearly half (43%) of respondents being able to improve their gaming skills. Given increased gaming time, you might think gamers' families would have something to say about the increased hours spent in front of a screen - but over three quarters (77%) of respondents said they live with partners and family who have no issues with their lockdown gaming habits.

"It's great to see how gaming across the board is helping people deal with the lockdown. As a society we have more awareness about mental health and so it is heartening to see how gaming is helping with a sense of wellbeing. The results underline how gaming can play a major role to encourage many to follow the WHO's health guidelines during the Covid-19 pandemic, as demonstrated by the gaming industry's #PlayApartTogether campaign, which has been hailed on Twitter by Ray Chambers, the WHO's Ambassador for Global Strategy," said Ben Miles, Managing Director at Chillblast

Not only did respondents admit to spending more time on their consoles/PCs, 73% said they were spending more money on gaming too, with 16.6% even admitting to spending an additional £100 plus a month on in-game purchases, new games, hardware or other related items.

The survey further revealed that 84% of gamers are using antivirus protection and that 79% are not turning off their antivirus when gaming. This is an encouraging point because cybercriminals have unleashed a near tsunami of malware, taking advantage of the Covid-19 pandemic and the additional time that gamers are spending online due to the lockdown.

Paul Lipman, CEO at BullGuard said: "It's incredibly positive to see that 84% of gamers are using antivirus, enabling them to stay one step ahead of cybercriminals who are taking advantage of the pandemic. The survey however revealed that over 20% of respondents either do not have any AV or turn it off whilst gaming. This is because gamers notoriously believe that AV slows down frame rates, however, thanks to advanced software, this is not always the case. Antivirus can now include features like BullGuard's patent-pending Game Booster, which not only protects gamers online, but has proven to deliver optimal performance."



Although the survey revealed that additional gaming has helped with overall mental wellbeing, it also revealed that some crucial day-to-day routines may have slipped, with 1 in 5 admitting to missing showers, 29% not going outside for over three days and 16% even admitting to skipping cleaning their teeth. "The survey results demonstrate that gamers really are savvy all-rounders. They're looking after their mental health, keeping themselves safe from cybercriminals and the increase in cyberattacks, as well as taking the Government's crucial advice, which is to: Stay Home, Protect the NHS and Save Lives," Lipman concluded



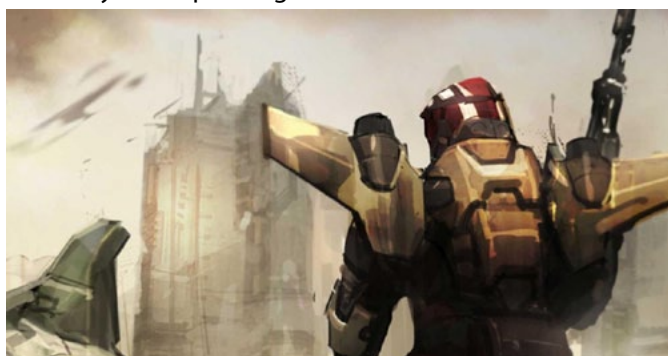
Infinity Mercenaries Sourcebook

Infinity Mercenaries sourcebook in PDF, for freelance warriors looking to make a big impact in Corvus Belli's sci-fi PRG! has been released by Mordiphus

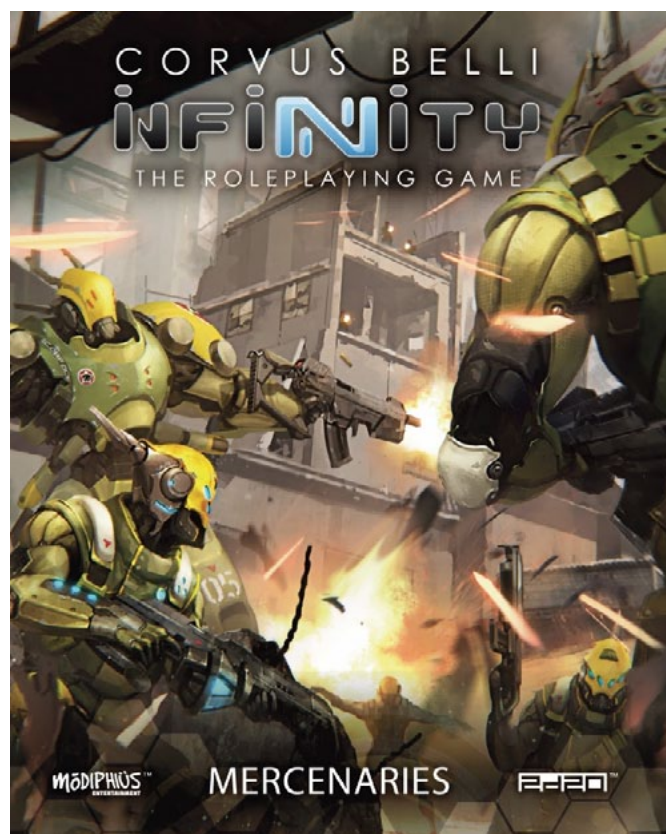
WAR! WHAT IS IT GOOD FOR? CASH, CASH MONEY!

Soldiers of fortune, bodyguards, pirates, cut-throats, and heroes. The worst villains and the greatest heroes of the G5 can all be found in this great melting pot of freelancing warriors. From the flickering bulbs of Novyy Bangkok's fighting pits to the luxuriant skyscrapers of San Pietro, there is always someone willing to pay for their problems to be met with belt-fed subtlety and under-barrel discretion. Lone wolves, invisible techno-pirates, and even squads of murdering reavers, the mercenaries of the Human Sphere follow age-old traditions and work for the highest bidder, adapting and using all the latest technologies. Strangers to the ideals of patriotic love or loyalty, hard cash—or even better, solid quantronic credit accounts!—is the way to their hearts, and even more cash is the key to their loyalty.

From the construction of the first orbital elevator to the ongoing conflict in Paradiso, many factions have turned to mercenaries for cost-effective violence and intimidation. Whether escorting doctors and refugees out of Ghezirah, providing close protection for paranoid executives across Neoterra, or brutally resolving a miner's strike in Human's Edge, the mercenaries of the Human Sphere will take your money and get the job done. Never have mercenaries been in higher demand thanks to the political situation in the various theatres of the Sphere, and both Hypercorps and G5 governments employ the services of these soldiers for hire. Sometimes in the open, sometimes undercover, it seems these lords of war are a necessity in the power games of the future.

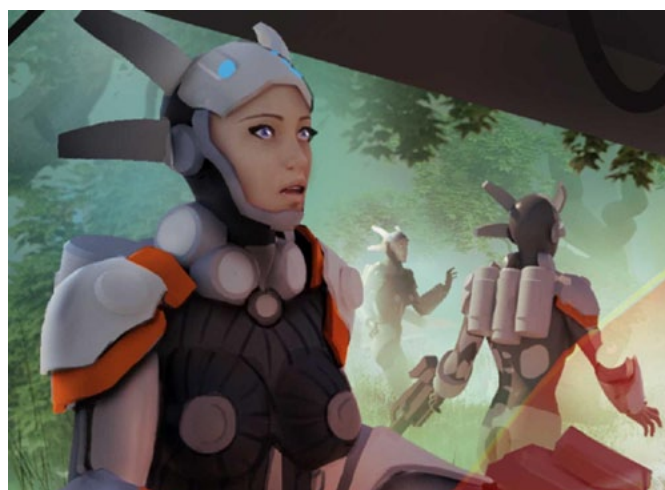


But the life of a merc isn't all bullets, venture onto the War Market where the cold and pragmatic business of war has never been so civilized. Meet Free Company Captains and review their units according to their performance both in the battle and in Maya. Your preferred company may be cost effective, but are they giving their extra with the WarCors and livestreams? Because in the Human Sphere, everything is about how good you look to the public!



The 114-page full colour Mercenaries Sourcebook includes:

- Information on six of the major mercenary companies in the Human Sphere plus independent units such as the glamorous Foreign Company, the despicable Ikari, the discreet Spiral Corps, and the formidable Dahshat Company.
- Rules and guidelines to develop your own career in the War Market, plus Lifepaths for Warmongers, Wardrivers, Recruiters, Arms Dealers, and others.
- Weapons, equipment, and vehicles to kit your up-and-coming mercenary troops in order to fulfil their latest contract including antitank weapons, supplies, enhancement drugs, and pulpibeer!
- Detailed rules on how to create your own Free Company and play a campaign focused on mercenaries.



Global Video Games Sales Jumped 63% in March



The coronavirus outbreak hit the entertainment industry hard, causing enormous losses for the companies operating in this branch. However, as millions of people started spending more time indoors and online, the last few months have witnessed a surge in video gaming.

According to data gathered by GoldenCasinoNews, from March 16th to March 22nd, the global video games sales jumped 63%, with a total of 4.3 million games sold worldwide. At the same time, like-for-like game sales rose by 44% globally.

Digital Games Spending Hit an All-Time-High

Between March 16th and March 22nd, the global console games sales surged by 155%, revealed the Statista data. The Superdata survey also showed that global premium console spending hit \$1.5bn in March.



With an 82% jump in week-on-week sales, physical games ranked as the second-most wanted type of video game in March. Statistics show that between March 16th and March 22nd, nearly 1.6 million titles were sold all around the world. This increase was partially due to the release of new titles Animal Crossing: New Horizons and DOOM: Eternal.



However, even without the latest titles, physical game sales still increased by 10.8% compared to the previous week.

Statistics show that digital games recorded a 52.9% increase in week-on-week sales in March, with more than 2.7 million games downloaded across 50 markets. Moreover, Superdata figures revealed that global digital games hit \$10bn in March, the highest monthly profit ever.

US Gamers Spent 45% Time More on Gaming in March

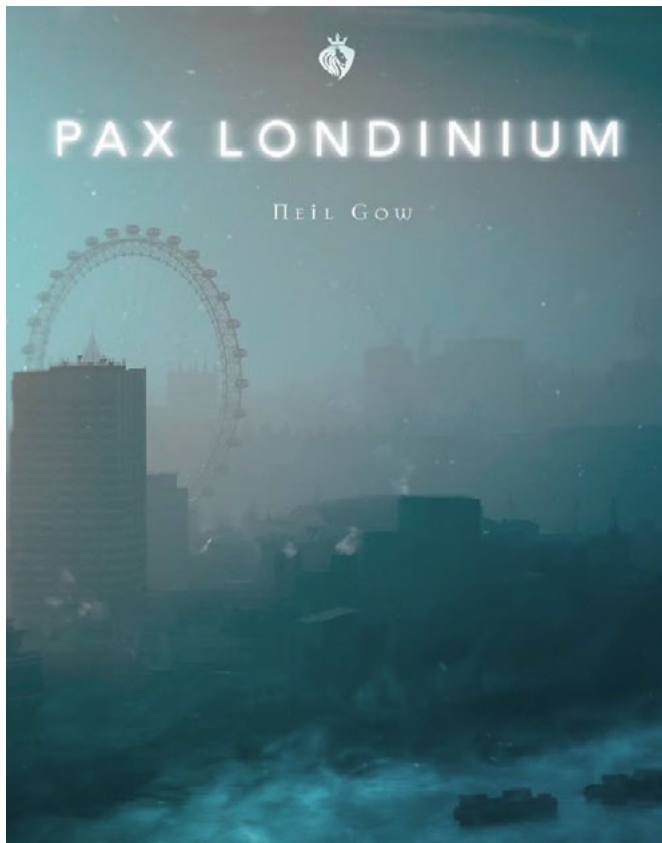
Besides spending more money on video games, the Statista data also showed gamers around the world spend more time on gaming during the coronavirus lockdown. With a 45% increase in time spent on gaming in March, the United States ranked as the leading country globally. Also, a recent survey, conducted in the United States in April, showed that one in five respondents expect to spend more on gaming due to the coronavirus outbreak.

French gamers ranked second with a 38% increase in time spent playing video games. The United Kingdom and Germany follow with a 29% and 20% increase, respectively.

Pax Londinium a major new adventure for Liminal RPG

Pax Londinium a major new adventure for the acclaimed Liminal RPG which brings dark fantasy to a modern-day UK setting.

You've witnessed the Hidden World, how it touches the landscape and cities of the United Kingdom. Now it is time to plunge deep into the heart of London and explore its diverse culture and historical strangeness.



Within these pages, meet the hidden who dwell in London's forgotten places; an ancient vampire, fae courts and ghost realms, a statuesque dragon, the pig-headed lady, and many more beings both malevolent and benign, all intertwined with everyday people and places. But no matter what you do, do not breach the Pax Londinium over the Thames.



Pax Londinium is a sourcebook for Liminal.

- Liminal is a self-contained roleplaying game about those on the borders of the everyday and magical worlds in the modern-day United Kingdom.
- 90-page full colour PDF, Royal size
- Liminal uses its own system, based on rolling 2d6 and adding character skills, with the option to spend Will to boost results.

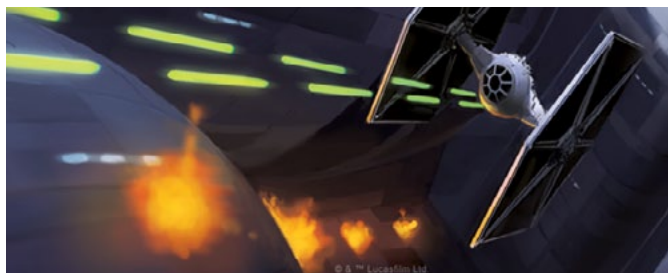


Announcing an Open Alpha for Star Wars: X-Wing Solo Rules

The starfighter battles of Star Wars™: X-Wing can range from small skirmishes between a few ships to epic battles involving multiple squadrons and capital ships. In all these battles, at least two players come together to play out these tense engagements with iconic ships from across the Star Wars™ saga.

Now, FFG are working on an entirely new way to play out the space battles of the Star Wars galaxy, and we need your help! Fantasy Flight Games is happy to announce an open alpha for X-Wing Solo Play!

This new game mode gives you the chance to test your skills against a dynamic and unpredictable automated opponent whose behavior is dictated by simple rules using components found in the X-Wing Core Set. As these rules are still being developed, we need your help to test them. Throughout the development process, Fantasy Flight ask for your feedback using Google Forms.



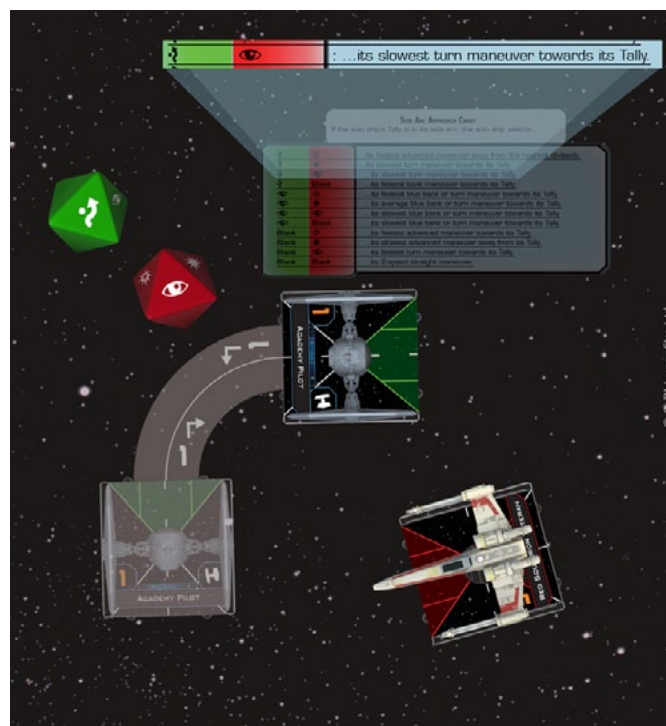
In addition to its approach, this die roll also determines a solo ship's attitude for the upcoming engagement. Ships can have an offensive, balanced, or defensive attitude and, ultimately, this attitude will be used to establish what actions and abilities a ship uses. For example, if no enemy ship is in its firing arc, a ship taking an offensive attitude will use its action to perform a boost, barrel roll, or rotate action that puts an enemy ship in its firing arc.

While the Solo rules can be used to play standard games of X-Wing, we recommend that you begin with an introductory scenario to get yourself acclimated to the rules. In this scenario, players take control of two sturdy ships such as T-65 X-Wings—one piloted by the highest initiative non-limited pilot and the other with the lowest initiative non-limited pilot—and begin play on one edge of a standard 3'x3' play area.

Initially opposing you are two patrolling ships such as TIE/In Fighters placed at one of two randomly determined hyperspace markers. As the rounds progress, these patrol ships are aided by additional patrol ships and, eventually, more powerful reinforcement ships.

SIDE ARC APPROACH CHART		
If the solo ship's Tally is in its side arc, the solo ship selects...		
1	1	...its fastest advanced maneuver away from the nearest obstacle.
2	2	...its slowest turn maneuver towards its Tally.
3	3	...its slowest turn maneuver towards its Tally.
4	4	...its slowest turn maneuver towards its Tally.
5	Blank	...its fastest bank maneuver towards its Tally.
6	6	...its fastest blue bank or turn maneuver towards its Tally.
7	7	...its average blue bank or turn maneuver towards its Tally.
8	8	...its slowest blue bank or turn maneuver towards its Tally.
9	Blank	...its slowest blue bank or turn maneuver towards its Tally.
10	Blank	...its fastest advanced maneuver towards its Tally.
11	Blank	...its slowest advanced maneuver away from its Tally.
12	Blank	...its fastest turn maneuver towards its Tally.
13	Blank	...its 2-speed straight maneuver.

If you can survive these waves and destroy the enemy ships, you win!



Fire Support

Most ships should be able to use these rules to function completely without player input. But we know that complicated situations can arise, usually due to a special ability or upgrade effect. Guidelines are included in these rules should these situations arise in your games, but we also want to hear from you. After your first game, you can contact us using this Google Form to provide your feedback. We look forward to hearing from you!

To get started, download the X-Wing Solo Play rules here! As always, full game rules and other support materials can be found on our Star Wars: X-Wing page. Good luck and have fun flying solo!

WIZARDS DIGITAL CLUB SUPPORT PROGRAM



WotC have created a digital club kit to support our organizers that want to use virtual Magic and D&D play as an enrichment activity to stay connected with their communities during the COVID-19 pandemic. These digital kits are available to qualifying organizers in the U.S. and Canada only.

WHY DO THESE KITS EXIST?

We've been supporting enrichment organizations for the past few years with physical kits, and these kits are meant to serve as a replacement for those during this time when we can't gather at a school, library, community center, or other places where gaming is used as an enrichment program. We recognize that organizers at these places are looking for ways to stay connected with their communities, and hope that these digital kits inspire great virtual play opportunities.

WHO QUALIFIES FOR THE KIT?

If you're an organizer representing an enrichment organization within the U.S. or Canada, such as a school, library, community center, scout troop, you qualify to receive this kit. You must be employed by or be an official volunteer for the organization, must represent the



organization's gaming programming, and must be age 18 or over. Note that we do not send kits to a network of organizations; each individual unit of an organization must apply for their own kit. Wizards of the Coast may verify your relationship with the organization. Supplies of kits are limited.

WHAT'S IN THE KIT?

The digital club activity kit contains the following items:

- A welcome note with information on resources available to engage your community with Magic and D&D
- 30 codes for 3 free booster packs on Magic Arena (redeemable one per account)
- A key code to unlock one legendary bundle on D&D Beyond (should be redeemed by the D&D organizer)

HOW DO I GET THIS KIT?

Submit a request for the kit by heading to the customer service request portal, [located here](#).

Click on "sign-in" at the top navigation of the page. If you don't have a Wizards account, create one by clicking on "register" on the Wizards account sign-in page. (Once you have a Wizards account, you'll be able to submit customer service requests.)

On the customer service request portal, under "What would you like to contact us about?" select "Activity Kit." Fill out the remainder of the form, including your organization's information. That's it!

A customer service member will respond to your request with the kit materials in a timely manner, usually a few business days.

MTG - 2020 BANNED AND RESTRICTED ANNOUNCEMENT

COMPANION RULES CHANGE

While Magic rules changes aren't normally a part of the banned and restricted list updates, in this case, we're introducing a change to the companion mechanic that is motivated by game balance and metagame share across play environments. Effective with this update, the companion mechanic (and all cards featuring it) will now work differently from before. The new version of the mechanic will work as follows:

Once per game, any time you could cast a sorcery (during your main phase when the stack is empty), you can pay 3 generic mana to put your companion from your sideboard into your hand. This is a special action, not an activated ability. It happens immediately and can't be responded to. It can't be countered or stopped by cards like Phyrexian Revoker.

Our reason for making this change is based on metagame data and play rates of companion decks across all formats, and on player feedback on repetitive gameplay patterns. As a group, decks using companions have too high of win rates and metagame share in Standard, Pioneer, and Modern, and have already necessitated bans in Legacy and Vintage. This trend represents a long-term problem for the health and diversity of all formats. Rather than go down the path of making several individual adjustments to the banned list for each format, we feel the better solution is to reduce the advantage gained from using a companion across the board.



The result we intend is to reduce the metagame share of companion decks while still capturing the spirit of the mechanic's design and still having companions be worth building around in many cases. We expect that this new version of the companion mechanic will result in a deck-building challenge and means of self-expression that some players can opt into, rather than being a huge part of the competitive metagame.

We discussed several alternative rules changes but ultimately settled on this one, as it best mitigates the potential for repetitive gameplay and provides a wider window of interaction. By charging additional mana, playing a companion becomes less efficient relative to playing the other cards the player has drawn. In this way, players are more likely to cast their other spells before their companion, resulting in more divergent game paths. Next, this additional mana will often slow the companion down by a turn, allowing the opponent to interact with it while in the companion player's hand or otherwise giving the opponent an additional turn to plan ahead before the companion hits the battlefield.



It's rare that we use a rules change to address metagame balance, and this isn't something we have plans to do in the future. In this case, the issue wasn't with one individual card but rather the companions as a group. We believe this solution is preferable to potentially needing to make multiple bans across different formats over time.



STANDARD

Over the course of the last several weeks, Fires of Invention decks have risen to have a dominant win rate and metagame presence in Standard, achieving a 55% win rate and having even or favorable matchups against each of the other top ten archetypes. This indicates that metagame forces alone aren't sufficient to keep the deck in check.

In addition, as we craft and test future environments, we've found the card Fires of Invention to be a significant design and balance constraint. Because of the flexible nature of the cost reduction effect, Fires of Invention decks would continue to gain power as new high-mana-cost spells are added to the environment. As new sets have been released, we've seen the win rates of Fires of Invention decks increase compared to past Standard metagame environments.

Because of the Fires of Invention deck's current high win rate and metagame share, and the risks and design constraints it poses to the environment going forward, Fires of Invention is banned in Standard.

Next, recently we've seen a rise in archetypes that use either Lukka, Coppercoat Outcast or Winota, Joiner of Forces to put Agent of Treachery directly into play. While part of the design intent of these cards was to provide creative ways to deploy powerful high-mana-cost creatures, we've observed that using them to play an early Agent of Treachery can be uniquely frustrating to play against and difficult to come back from.

The effect of stealing any lands or key cards, when at a high play rate, reduces diversity in the metagame. Decks built around unique permanents or big creatures have less chances to succeed when opponents can steal their key cards without specific deck-building intent. Therefore, in order to allow for more comeback potential

against Lukka and Winota decks, and to promote deck-building diversity in Standard, Agent of Treachery is banned.

HISTORIC

For similar reasons as in Standard, we're choosing to suspend Fires of Invention and Agent of Treachery in Historic. As we continue to watch Historic grow and monitor the evolution of the metagame, we will in the future reevaluate whether it's appropriate to unsuspend each of these cards or whether these suspensions will become bans.

MTG ARENA PLAYER COLLECTIONS

Players who have Fires of Invention and/or Agent of Treachery as a part of their in-game collection on MTG Arena prior to the game update on June 4 will receive an equal number of rare Wildcards added to their collection as part of the update. Players will receive an in-game notification when the ban takes effect.

Players can still redeem Wildcards for Fires of Invention and/or Agent of Treachery for play in formats where the card is legal, such as Brawl or friendly Direct Challenge matches. There will be an additional confirmation messaging when crafting these cards to remind players that these cards are currently banned in Standard.

Players will not be receiving Wildcards as a result of the companion rules change, as these cards are still playable in both Standard and Historic.

PACK COLLATION

We will be adjusting the Throne of Eldraine and Core Set 2020 pack collation to change the rate in which Fires of Invention and Agent of Treachery appear in booster packs. After the June 4 game update, players will only receive copies of these cards if they have collected playsets of every other Standard-legal rare card available in the respective boosters.

These changes will not impact the collation of cards in Limited boosters used in Throne of Eldraine or Core Set 2020 Sealed and Draft events (cards will still appear at their original distribution rate).

There are no changes to pack collation as part of the companion rules change.

INDIVIDUAL CARD REWARDS (ICRS)

Fires of Invention and Agent of Treachery will be removed from Standard ICRs. As a note, these cards are currently not available as Historic ICRs. Companion cards will still be obtainable as ICRs.

Irregular Magazine Podcast Project



This year we've finally bitten the bullet and decided to produce a regular podcast. Both myself and Alex have talked about producing a podcast for some time and decided that as it the magazine's tenth anniversary that we would start it this year.

The first episode is an introduction about me and Alex and how Irregular magazine came about. We talk about some of the changes that the magazine has seen in the hobby over the last ten years and why we still play with toy soldiers.



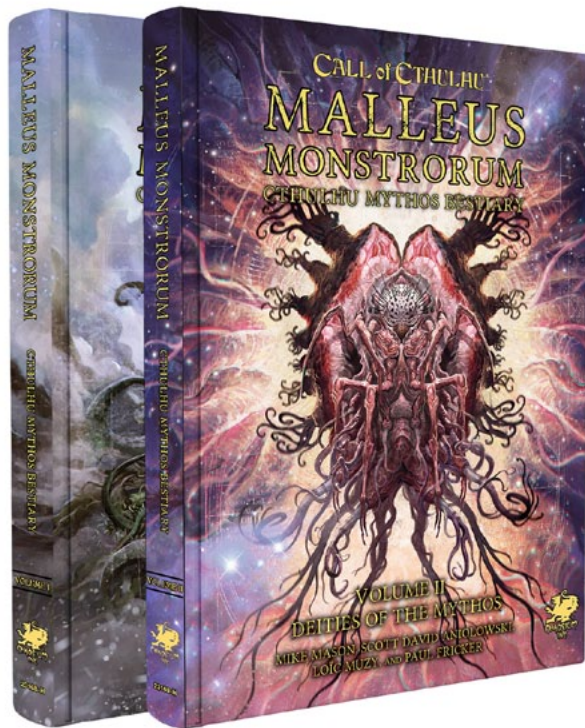
We plan to cover numerous topics related to the hobby that will include television, film and gaming. We plan to release one episode every week onto our YouTube channel, each episode will be hosted by me and Alex and may also include guests. Most shows will be around 30-60 minutes long, where we chat about the topic of the week.

We are also considering recording a separate podcast during our painting sessions where we discuss a wide variety of subjects, from painting through to modern warfare (well old war stories from me and a couple of other who served in the military).

We may even record some RPG specials of local groups playing a weekly RPG session. All of these will be showcased on our YouTube channel.

youtube.com/irregularmagazine

Announcing the Malleus Monstrorum



Cthulhu Mythos Bestiary for the Call of Cthulhu RPG

Here, shall you know the terrors of the void, the nightmare bringers, and the unspeakable lurkers...

THE MALLEUS MONSTRORUM - Cthulhu Mythos Bestiary is out now in PDF!

Weighing in at 480 pages, the new Malleus Monstrorum will be coming out as a two volume hardcover slipcase set in October! Purchasing the PDF direct from Chaosium.com gets the purchaser the full price of the PDF off the cost of the slipcase set when it is released.



Volume I Monsters of the Mythos - 216 pages
Volume II Deities of the Mythos - 264 pages

This two-volume collection is packed with ideas, concepts, and insights to immerse Call of Cthulhu scenarios and campaigns deep in the heart of the Cthulhu Mythos. With lore and statistics updated and revised for Call of Cthulhu 7th edition, and all brought to startling life by the illustrations of expert artist Loïc Muzy.



A cavalcade of monsters and god-like alien intelligences beyond human understanding, all vividly detailed and portrayed. With over 250 entries to inspire countless adventures.



A Game of Thrones: The Board Game – Digital Edition



A game is about to begin, and you will need to either play or die... Will you gain victory through clever strategic planning or masterful diplomacy and thus spread your influence throughout the lands?



A Game of Thrones: The Board Game – Digital Edition, the digital adaptation of its eponym board game from Fantasy Flight Games will be launching in Q3 of 2020 to Steam. Based on the best-selling A Song of Ice and Fire series of fantasy novels by George R.R. Martin, A Game of Thrones: The Board Game is one of the top-selling strategy board games and part of the 150 top-rated titles of all time on BoardGameGeek.



A Game of Thrones: The Board Game – Digital Edition allows up to six players to compete for the Iron Throne in each match, be it all a single person against 5 AI, or 6 humans fighting for the right to sit upon the throne... With a slew of social features that will have you interacting with your opponents, engaging gameplay mechanics, and an ELO rating and leader-board system, you will want to fight endlessly to claim the place at the top!

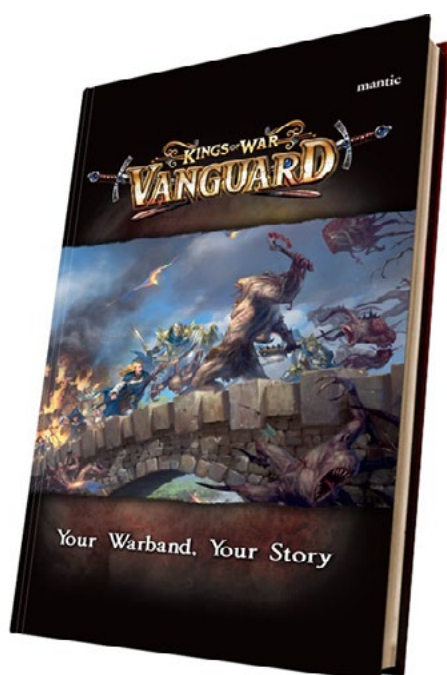
Remember... When you play the game of thrones, you win or you die...

Vanguard 2-Player Starter Set



2 Player starter sets are great value. For one price, you and a friend can get into a game quickly and easily. They're a great way to get going on a game and already start with a good foundation for a force. However, each starter is different, so it's good to know what you're gonna get. In this post, Mantic goes inside their Kings of War: Vanguard 2 Player Starter Set and shows you just what you will find.

First up, it's worth saying that Vanguard was designed to be the perfect entry into the Kings of War universe because the model count is much smaller, which means it's much easier to get everything painted ready to play. Plus, before you know it, you've actually got the start of a Kings of War army with the heroes from your Vanguard warband ready to play a part in the bigger army.



Mass battle games are really the pinnacle of wargaming. The sight of hundreds of figures all lined up on a 6x4 gaming table is a real spectacle. And if you tune into Ronnie's Big Kings of War Game this Saturday, you'll see just how awesome that can look.

So What's inside the box

First up, you've got the hardback rulebook. This contains all the rules, starter warbands, 12 scenarios and, most importantly, rules for playing a campaign. Going through a campaign is definitely one of the most exciting elements of Vanguard. You can watch as your warband grows, learns new skills and then sob when your favourite commander gets killed in a lucky strike from an enemy grunt. With the two-player set, you and a friend can start a campaign that lasts for weeks and weeks!

Another important element are the Power Dice! These play a crucial role in Vanguard because they're used to trigger your warband's special abilities or the skills of individual characters. Because they play such a crucial part in the game, we've made sure you get two sets.



Talking of dice, you'll also get some D8s – so get ready to board the exploding 8 train!

Then we come onto the warbands – arguably the most exciting bit! There are two warbands in the set, the heroic (well, depends who you talk to) Basileans and the evil Nightstalkers.

You get a mix of grunts, some warriors, support models and a commander. It's worth noting the

commanders are resin, while the elites are PVC plastic and the grunts are hard plastic.

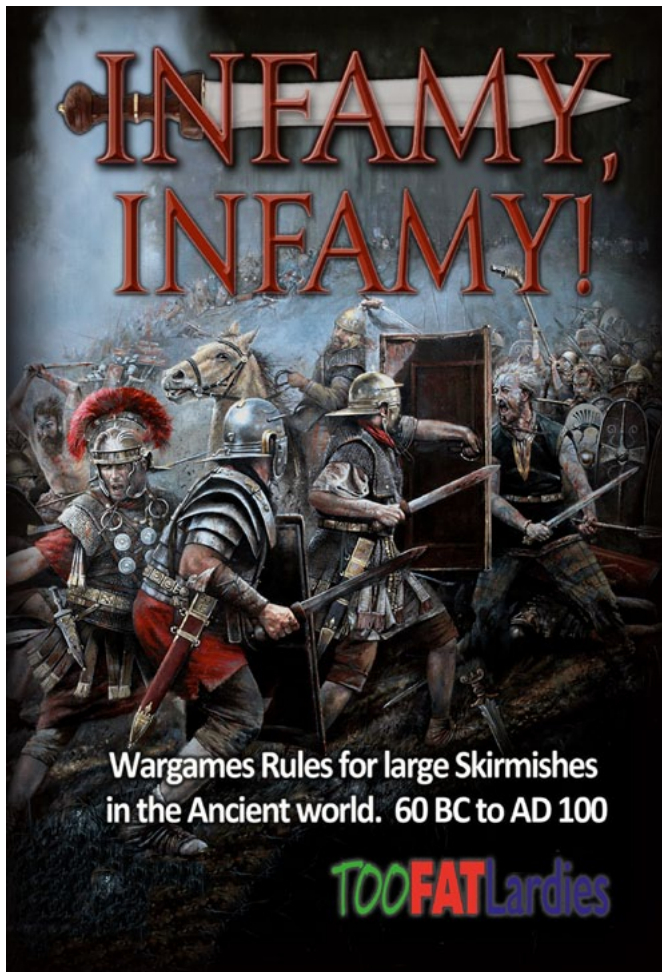


Each warband comes to around 175pts (depending on your list) and by the time you've added equipment (which is all listed in the rulebook), you're well on your way to 200pts, which is the standard game size in Vanguard. Of course, you can start off slightly smaller with a 100pt or 150pt warband, as you get to grips with the rules.

Then we come to arguably the most exciting element of the whole set – an official Mantic tape measure. Oh yes, you can be the envy of your friends with this little beauty. And you don't even have to only use it for Vanguard! Got some shelves to put up? MANTIC TAPE MEASURE! Laying a new patio? MANTIC TAPE MEASURE! Putting up your signed picture of Ronnie? MANTIC TAPE MEASURE! Want to look cool among some builders? MANTIC TAPE MEASURE! That's right folks, you don't have to only use the tape measure to play Vanguard.



Infamy, Infamy they've got it Infamy



Infamy, Infamy! will be released in just two weeks time on Monday the 29th of June, That's great news for everyone who has been following the development of these groundbreaking large skirmish rules, but especially so for our customers in the United States where the prompt release means that we will. just beat the new considerable rise in postal charges to the USA for all advanced order.

So, what is available?

Infamy, Infamy! has four component options, as follows:

The main rules: Infamy, Infamy! is a game that will, ultimately, be divided into three parts. This is the first rule book which covers Rome's conflicts with the western barbarian between 60 BC and AD 100. Covered in the rules are lists for Late Republican forces that can be used for Caesar and his campaigns in Gaul and Britannia and against the German tribes raiding across the Rhine.

The Early Imperial Roman lists are perfect for the conquest of Britannia under Claudius and the continuing campaigns through to Agricola's conquest of the

North and beyond. The British lists cover the period from Caesar's invasions through to Mons Graupius, including lists for Boudicca's revolt. Gallic lists cover the classic period of conquest of the Gallic Wars with the Belgea and Aquitani represented and make every effort to reflect the more advanced culture of the Gauls.

The Germans, on the other hand, are the ultimate Barbarians, with lists for the tribes of the Rhineland and those of the dark forests of Germania Magna and for the Batavian Revolt.



The Infamy Cards: The Infamy Cards are actually two card decks in one. Firstly the Game Deck which is used to determine the run of play in each turn. It includes Leader Cards to indicate which of your forces main characters is activated and also the Signal Cards which determine what reservoir of command is available. Then we have the Infamy Deck. These are the cards that control the political machinations of the period. How will your cause be affected by treachery or by unexpected friends? The Infamy Deck adds much of the period character that makes Infamy, Infamy! feel like an account from the ancient histories.



The Poker Chips: Some (heretical?) players prefer poker chips to Cards, so we have produced a set of MDF poker chips that replace the Game Deck. These are provided in two 'sprues' for easy painting. Spray one set red and the other blue and you're ready to go, or take a bit more time and turn these into a piece of art in their own right. Either way they come shrink wrapped. Please note, these DO NOT replace the Infamy Deck.



Infamy Token Set: The perfect token set to accompany the rules. This provides tokens to show when your Romans are in close order, when they have shields braced or when they are defending against missiles or in Testudo. It shows when the Barbarians are in shield-wall and tracks ammunition usage for those troops who don't have an unlimited supply. Essentially, it's the complete kit for tracking what your troops are doing.

For Advanced Order we are offering three bundles. These are as follows:

The 'They've Got it ALL Infamy' Bundle! This is the Rule Book, free PDF of the rules, Infamy Cards, Poker Chips and Token Set. This is available for £42.00

The 'The Big Infamy' Bundle. This is the Rule Book, free PDF of the rules, Infamy Cards and Token Set. This set is available for £38.50

The 'The Basic Infamy' Bundle. This is the Rule Book, free PDF of the rules and Infamy Cards. This set is available for £34.00

PLEASE BE AWARE. The PDF will be emailed to you on the day the rules are released.

Why can't you buy the rule book on its own or additional token sets? The rule book on its own is not the complete game. You do need the minimum of the Infamy Cards to play, so whilst we will be selling the rules separately after the 1st of July, we are focusing at this stage on the advanced order bundles. The processing of thousands of orders is a laborious one

that is much simplified if we keep it to the key bundles that are available. What's more, these bundles offer superb value for money and are prices that we cannot maintain after the release day.

As for additional token sets and Poker Chips, we honestly don't think you need them. The number of tokens in the set is pretty much double what we used in ANY game at playtest stage, and we played plenty of them. Again with Poker Chips. We never used anywhere near all of the Chips in the set. So the bundles have been designed to provide all that we think is required.

But these great deals aren't all. Too Fat Lardies will be entering everyone who places an order for the Advanced Order Bundles into a raffle for a high quality print of the original cover artwork, a superb oil painting entitled "Breaking the Line AD 73" by internationally renowned military artist Chris Collingwood. It represents a battle as Pettilius Cerialis campaigned in northern Britain against the Brigantes, Parisi or Carveti and was spotted by one of our playtesters who instantly said that it summed up the game completely. We agreed and talks with Chris secured us the image for the rule cover. Valued at over £100, this print is one of a series of TEN commissioned by the artist and signed by him. A truly superb prize to be won.

But that's not all. We will be announcing some more great prizes in the run up to toe launch, so keep an eye on Facebook and Twitter as well as here for announcements.

<http://toofatlardies.co.uk/>



Ed's Challenge

Jason Hubbard



Well I've been stuck at home since the end of March, which has meant I've managed to get plethora of miniatures painted. On the 28mm side of things I've painted 97 miniatures along with built and painted 6 pieces of terrain and finally built the Stoic Arms by 4Ground. I've also finished all my 28mm Bolt Action tanks, a couple of vehicles for Team Yankee and the German infantry from the Flames of War starter box, Hit the Beach.

I've managed to be quite productive hobby wise managing to plow through quite a lot of miniatures, yet I still have a massive grey army in boxes and draws. This has made me consider slimming down some of the grey army.

Bolt Action

For starters I finally finished off all the tanks that I had built, and part painted which was quite satisfying to have those on the shelf all finished ready to go on the battlefield. I've also managed to get some infantry painted which includes some German infantry as well as some British Desert War SAS. I've still have several miniatures to paint for the British Desert War force, and my Late War Germans.



Also, in a box waiting to be built is a box of Perry Miniatures US infantry, the aim of this box is to be used for Korea and Late WW2. I made a stock take of my Bolt Action forces a few weeks back to work out what I had and also to discover what I needed for each force. My US force needs a couple of vehicles and I'm planning to pick up a Sherman and a Greyhound. The Brits need a couple of LRDG vehicles, and I may get another Bren Gun carrier.

One of the units I did paint up recently was a platoon of Chindits from Warlord, these are all metal single piece miniatures, being British infantry they're not too

difficult to paint up quick and easily, due to the limited colour palette. My plan is to use them as Brits fighting in Korea, these will be attached to my US force.

Sigmar

Under Sigmar includes miniatures for Warcry, Shade-spire and Mordhiem as these are the three games I currently play. I've managed to paint up two Shade-spire warbands, the first was the Skaven warband; Spiteclaw's Swarm. I painted these in a dirty look as I wanted them to look like they live underground. The second warband I painted up was Garrek's Reavers, these are really nice minis and I found them quite easy



and quick to paint up. I'm quite happy with the end result and plan to use them in all three games I play. I also managed to finish the Sigmar miniatures I was painting with metallics and contrast paint. This was mainly an experimentation exploring how well contrast, ashes and glazes would work over a shiny metallic paint. Some paints worked really well such as Contrast Blood Angels Red, it gave it a metallic red colour much like you see on cars. Other colours didn't work at all. One of those was Ultramarine Blue contrast. I was hoping to get a similar result as I got using the red, but the end result was disappointing. Especially when you compare them to some miniatures, I painted last year mixing blue and metallic paint the old-fashioned way building up thin layers of silver mixed with blue.



Walking Dead

I've finally managed to paint all the zombies from the starter set and all my objective markers, this means I finally have a fully painted core set of a game... Yes I have finally finished painting a core set lol. This means I now have only a few miniatures to paint for my Walking Dead collection. Once these are done, I'll need to start on the miniatures from the other Walking Dead game I have, No Sanctuary. I have the core set and the What Lies Ahead expansion. These are truer scale whereas miniatures compared to Mantic's Walking Dead are slightly heroic scale. The other difference is the miniatures from No Sanctuary are based on the TV series characters rather than the comics.



Reality's Edge

I recently picked up a copy of the new Sci-Fi skirmish game by Osprey Miniatures Reality's Edge and being really excited by this game I promptly rummaged

through my boxes of minis looking for suitable miniatures to use. I came across three I quite liked two of which are by Studio McVey, from the Sedition Wars range.

So, coupled together with a couple a miniatures I painted some time ago I now have a small starting faction ready to play with. I now need to source another faction/war band so I can introduce the game to friends and try to persuade Coco to have a go at playing the game. Fortunately, I don't need to find terrain to play, as I have a couple of scenery packs for Infinity in card. These will be ideal for playing Reality's Edge.

SPQR/Mortal Gods

So far, I've painted on a few models for these games, which includes a Roman Centurion and the Macedonian Royal Guard command group.



The plan is to start painting the rest of the miniatures I've built so far, along with the Macedonian Heroes set from Warlord.

Warhammer 40K

Now after I quit playing 40K when it was in 6th edition, I did say I wouldn't return to the game and I had no intention of doing so until they announced 9th Edition a couple of weeks back. Now I've no intention of building a massive army like I did in the past. My plan is to build 500-750-point force, as I really don't want to play big games that take hours.



The fact the new edition will have a mode of play called Crusade, which will allow you play anything from a combat patrol scale game right up to a massive Armageddon sized battle appeals to me. I have a 500-point Eldar force that is part built, and I've dug that out and started building units ready for painting. I also have a small Dark Eldar force, that's currently about 350-400 points that's also part built and I'll take this up to 750.

I'm also interested in building a Death Guard force of 500-point force as well, with this in mind I painted a Myphitic Bight-Hauler that I had in preparation for this. I've included a short article/tutorial on how I painted this in this issue.



I also had some Primaris Marines I need to finish painting for my Kill Team warband and so these are currently on the painting desk as I write. I had decided to paint them up as Ultra Marines as I've never painted this colour scheme previously.



Fantasy Minatures

I've managed to paint a few random fantasy miniatures just to break up the task of painting warbands and groups of miniatures. One of these was a Giant miniature I picked up at last years UKGE for £3 (which is about \$4) a bargain. I the giant is a boardgame piece from Dungeons and Dragons Assault of the Dragons. Painted up he's not a bad miniature and will work well in games such as Frostgrave.



Terrain Project

My plan when I was first sent home on furlough from my job was to start my terrain project, but this ground to a halt once I realised I didn't have enough basing material and other bits and pieces to start on the modular boards. So, with that in mind I made to decision to build and paint some of the buildings I have instead, so at least I've made a start on the project.



I had three buildings from Renedra which includes the large rural barn, these were quickly built and painted. I've also built a couple of the MDF buildings I have but as yet I've not undercoated them mainly due to the weather taking a turn for the worse, which has prevented me from spray painting them.

I plan to paint up the Terracotta figures I have which I plan to use as old ruins on the board. So, I'll paint these up ready to go onto the board. I also have a couple of other bits and pieces that I plan to use as part of the ruins, and these will also be painted up in preparation.

Once I start the process of building the modular board tiles I'll write up some articles and tutorials describing the build process.



Warhammer 40,000 9th Edition

Recently Games Workshop announced a new edition of their flagship

game Warhammer 40,000, now in its 9th incarnation. 40K is a game I haven't played since 6th edition, even though I did recently purchase 8th edition, but I haven't played a game yet with this rule set.



WARHAMMERTM

40,000

So, what can we expect in the new edition?

One thing that isn't changing are the turn mechanics, those are staying the same. I was expecting them to use something similar to the turn mechanics utilised by Age of Sigmar, but they are staying the same. You will be able to use command points to put any of your units into reserve. This will give you the tactical option of bringing on troops from your own table edge or any other edge as the game progresses.

Terrain rules have been altered to be more interactive which have been designed to be simple and concise as possible. One problem that's been fixed is fighting on or in a multilevel building previously as large miniature such as a Carnifex couldn't engage with an enemy on a 2nd or 3rd level, it can now. This was



always a contentious issue before because logic said a large miniature should be able to reach a 2nd level to engage in combat. Terrain will also block line of sight more than previous editions. They've also differentiated between terrain types such as woods, swamps, bunkers, buildings. This should make games feel remarkably different depending on the terrain you have on the table.

Missions have been balanced more and suited to armies of all sizes. There is also a new mode of play called Crusade, which is intended for narrative style of play. This is the mode I'm more interested in as it's been designed to work with smaller armies. I don't plan to build one big 40K army but instead build several small 500-750-point armies.

The board size will determine the type of crusade game you play, for instance a larger board will require a large army, this does mean you won't necessarily require a 6x4 metre gaming table to play a game of 40k.

It's been designed to allow you to capture all of those epic cinematic stories that occur with units and individuals during the course of play. You're able to inter a character into a dreadnought. Crusades will be balanced so that a player can use a crusade army against anyone they wish to battle. The basics of the Crusade system will be incorporated into core rulebook, and then it'll be expanded upon in the Codices. You can literally start off as a combat patrol and slowly build your army in size. There will also be missions that will be specific suited to a combat patrol. Specific missions can provide a particular benefit, like assassinating a target may make a unit better once they become a Veteran.

Chainswords are getting an upgrade, so that a chain sword in the hands of a Space Marine will be more effective than in the hands of a mere mortal, which make sense as a Marine being bigger and stronger would be able to inflict more damage.

Overwatch is going to change. Assault armies will be able to catch a break against armies being able to flat-out fall back.



We also saw images of new miniature releases as well which included Primaris Assault Marines, these look very nice and I'm now starting to believe eventually that all marines will become Primaris. This edition may see a lot of marine players dumping marines on eBay as they replace them with Primaris versions. The big news miniature wise are the all new Necrons, they've been a complete make over, which include new looking weapons. Personally, I prefer the new versions compared with previous necron models.



This also means that the starter box for 9th edition is very likely to be Space Marines vs Necrons. As I write this article there has yet been no release date for 9th edition rules or the new starter set, though I suspect by the time we publish this issue then an announcement may have been made in regard to this.

I'm looking forward to playing the Crusade mode of play, and building and painting 40K armies, something I've not done for a while.



IN THE BOX
INDOMITUS
#NEW40K



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Mantic Freebies

Over the past few weeks, Mantic have been working really hard to keep you entertained and busy during the outbreak. They've had blogs, hobby updates, deals and lots of freebies from the Mantic website. They realise it's been a while since Mantic started giving away lots of cool stuff and you may have missed something.

This is a round-up of all the freebies you can currently download from the Mantic website - just to make sure you don't miss a thing.

KINGS OF WAR: THIRD EDITION RULES

Want to learn how to play the world's best mass fantasy battle game? The free Kings of War: Third Edition rules give you the basics to learn the rules and start battling. Plus, combined with EasyArmy, you can try out a number of different factions before moving onto the full rules.



VANGUARD FREE RULES AND WARBANDS

As always, the core rules for Vanguard are free to download from the website. But we've also updated the free warbands document to include ALL the available warband cards, including the recently released Abyssal Dwarfs.



THE WALKING DEAD: NO-ONE STANDS ALONE SOLO PLAY EXPANSION

Need to test how you'll survive in the inevitable Walker apocalypse but can't get to your local gaming club? The excellent No-one Stands Alone expansion gives you solo play rules for playing All Out War against AI-controlled rivals. It's a totally new way to play and perfect for lockdown life.



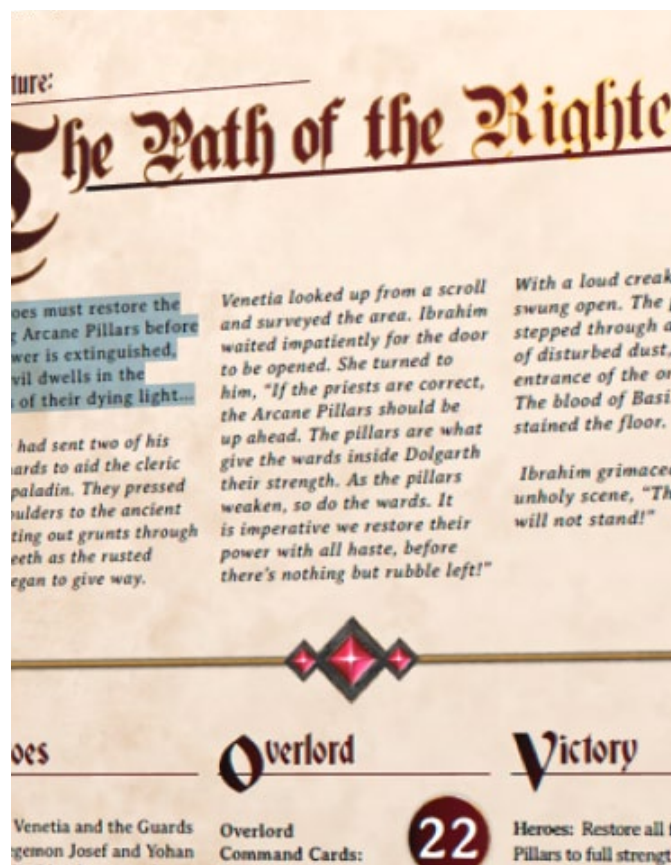
DUNGEON SAGA ADVENTURE GAME BOOK

There's plenty more solo play action in Dungeon Saga: Rise of the Shadow King. In this digital adventure game book YOU are the hero! Choose your actions and see if you can survive against the mysterious Shadow King.



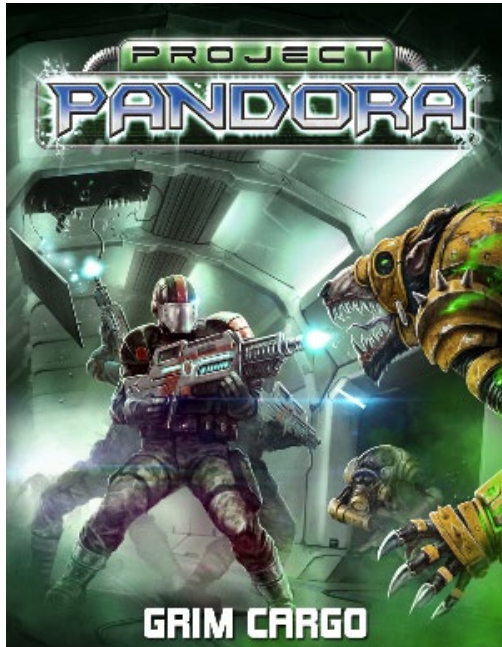
DUNGEON SAGA: THE PATH OF THE RIGHTEOUS BONUS QUEST

Talking of Dungeon Saga, we recently added a bonus, downloadable mission to the website too. In this extra adventure for Dungeon Saga: The Dwarf King's Quest, the Heroes must restore the decaying Arcane Pillars before their power is extinguished, but an evil dwells in the shadows of their dying light.



STAR SAGA: PROJECT PANDORA

From dungeons to space now, with Project Pandora: Grim Cargo. We've uploaded an entirely new adventure for Star Saga. This takes the original Project Pandora rules and updates them for use in Star Saga. You can't play solo but it's a great two-player versus game.



FIRST STRIKE NOVEL

If you want to spend some time reading, rather than gaming, then we can highly recommend Christopher Verspeak's First Strike. A group of stranded GCPS troopers must fend off a Veer-myn assault in this action-packed book. A great read and bound to make you want to start a Veer-myn army.



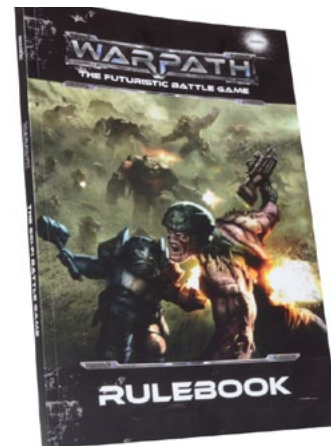
DEADZONE: NEXUS PSI EXPANSION

While we're (sort of) on the subject of Deadzones, make sure you check out the Nexus Psi expansion for our sci-fi skirmish game. Nexus Psi offers solo play rules against hordes of Plague zombies and a special campaign designed for playing on your own. Perfect if you're social distancing.



WARPATH DIGITAL RULEBOOK

If you fancy something a bit bigger, then the complete digital version of the Warpath rulebook is the thing for you. Fight epic battles on a massive scale. Get yourself a new army project by reading about the different forces fighting for supremacy in the GCPS.



HISTORIC DREDBALL MATCH

Recreate one of the most infamous matches in Dread-Ball history. This downloadable match report tells the notorious clash between the All-Stars and Tree Sharks. Can you do better than the original coaches? Download now and find out.

<https://www.manticgames.com/mantic-games-free-rules>

CAESAR'S GREAT SUCCESS: SUSTAINING THE ROMAN ARMY ON CAMPAIGN

Author: Alexander Merrow, Agostino Von Hassell & Gregory Starace

Publisher: Frontline Books

REVIEW BY JASON HUBBARD

Perhaps the greatest testimony to Caesar's logistical genius is the paucity of evidence that any soldier under his command ever complained about his diet or rations. They complained about everything else: long marches, time away from home, cold and wet Gallic weather. But they didn't complain about food.

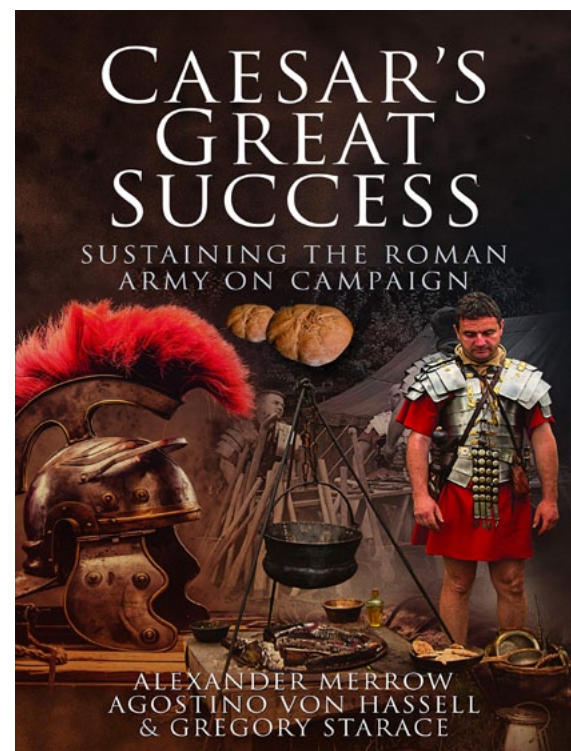
This is a study regarding the logistics of maintaining an army on campaign in ancient times. An army even in modern times can only operate as well as its logistics can supply it. An army needs to be fed and supplied, one thing a commander does not need is a mutinous army because it can't be supplied correctly.

In Caesar's time an army was limited in size due to the difficulties of logistics. The Romans had developed quite sophisticated system of supply that allowed them to maintain a large army in the field. This allowed them to conquer much of the known world two thousand years ago.

The authors examine in great detail the first fully developed logistical system, which was a fore runner of today's military logistical systems. They have examined the ability of the Romans to transport military good across land, sea and along rivers, including how they managed to distribute these supplies to various locations through the use of operational bases.

The food that was consumed by the Roman troops whilst on campaign either through foraging locally or supplied through the logistical chain are also investigated. The book also contains arrange of original recipes that allows the reader to experience what soldiers of that period ate.

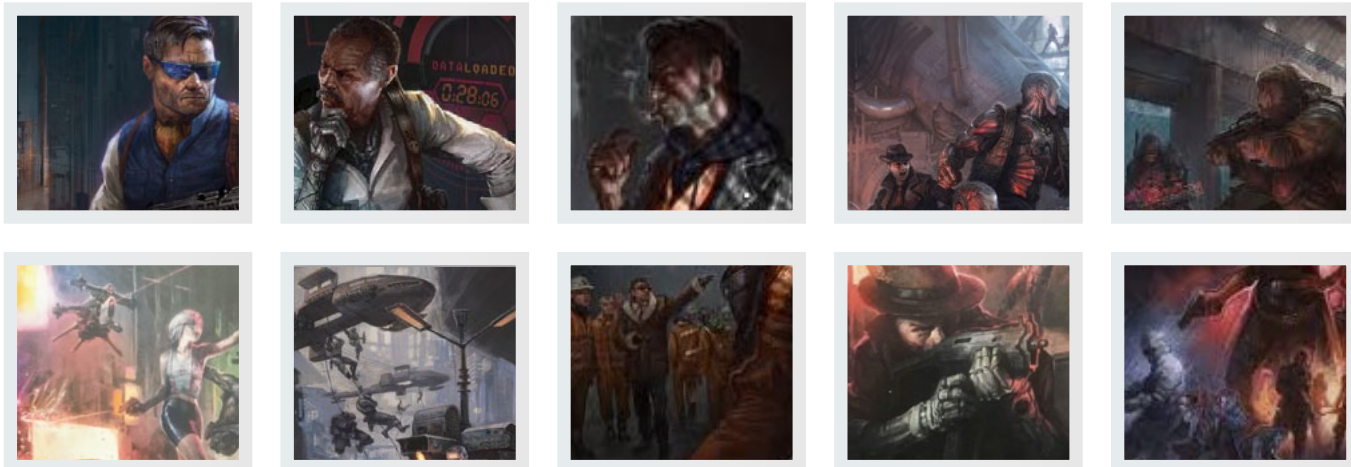
I found the book an enjoyable read, especially because it isn't the normal type of research regarding the Roman military. It helps to explains one of the elements of why the Romans were so successful. Adding the recipes helps to make this a fascinating read.



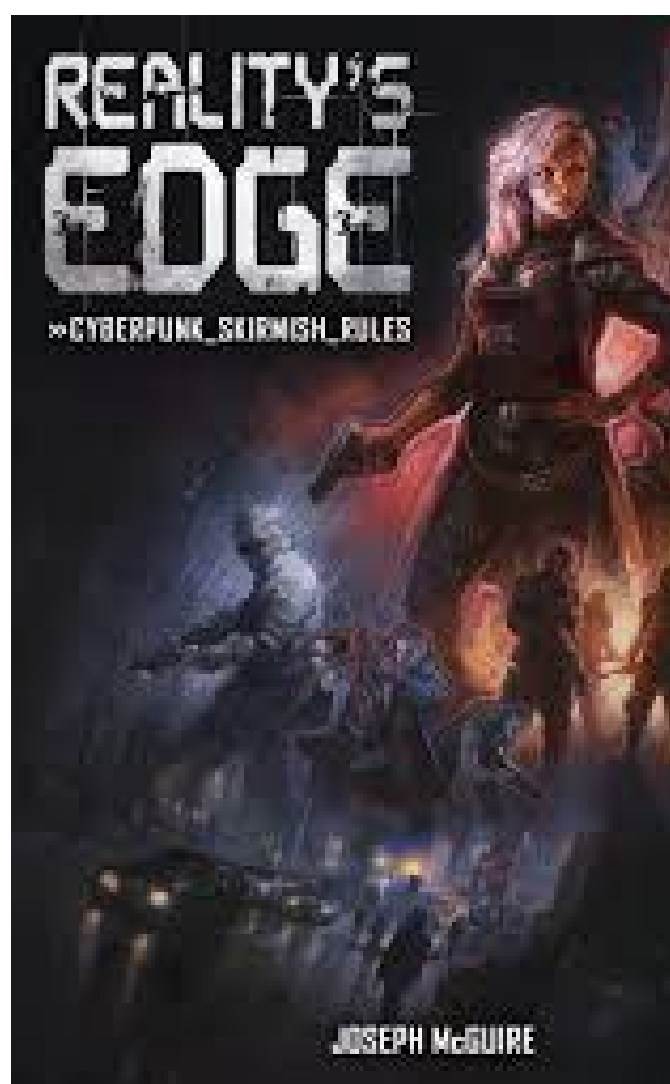
It also shows the reader why the Romans were more successful than anyone else during this period of history. One of the insights I gained from this book was the weight of the equipment and food a Legionnaire was expected to carry whilst marching.

This is especially surprising when you consider that after marching each day, they were either expected to construct a fortified camp or enter battle. This makes you realise why the Roman Legionaries were highly formidable.

I highly recommended anyone with an interest in Roman Military history. It's especially going to appeal to re-enactors as well as military historians. As a wargamer I found it useful in helping me develop campaign rules and guidelines for this period. If this doesn't entice you to read this book then maybe trying the recipes contained might just be the pull to get you reading this great volume.



Reality's Edge



Reality's Edge, is a skirmish wargame set in a dystopian cyber punk setting. Players take the role of a shadow runners, basically mercenary hackers who lead a small band of operatives, each with specialist skills and abilities, all looking to drag themselves out of the slums. These are in turn backed by Shadow backers, who have their own agendas and designs.

The shadow runners will accept jobs/tasks from unknown clients for profit, glory and street cred.

Battles take part in the city commonly known as the sprawl, but players must at all times be aware of locals and the constant threat from cyberspace. Hacking is an essential element of the game, that comes from robots, AI machines, other hackers, drones and data nodes.

Running a campaign within the world of Reality's Edge as it will allow you to earn experience and better equipment which includes advanced weaponry, synthetics, biological enhancements and much more. This is a hardback book published by Osprey, it's nicely laid out with some great artwork littered throughout,



something we've come to expect from Osprey. The game can be played as either one off scenario or as a long running campaign. I feel it works best in a campaign style of playing, as you can slowly build your band of operatives up with more advanced weapons, better equipment and more operatives to draw on.

The book is well laid out making it a very easy read. What did surprise me was the lack of images of miniatures and terrain, something you normally expect to see in a modern rule set. Which is a good thing in my opinion as it allows you to re-create the world/setting the way you envisage it. At 320 pages its rammed full of information which includes the black-market list of all the possible weapons, apps, equipment and items for sale, each of which includes a short description. There are a number of scenarios included in the book to try, but it is quite quick and easy to modify these or create your own.

Campaigns are the best way to enjoy this game. It will allow you to slowly build your crew but remember

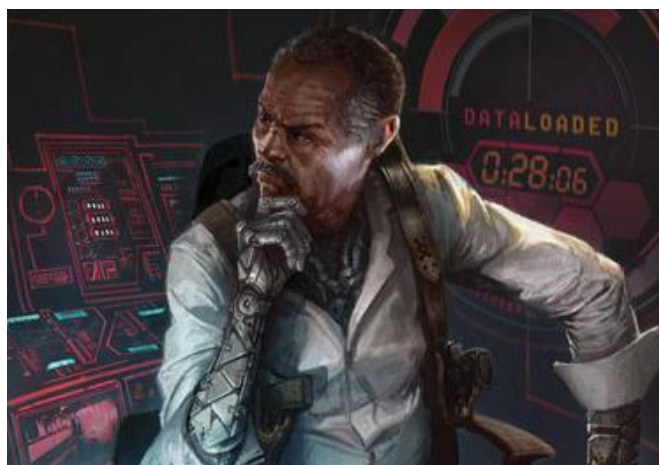


operatives can ditch your crew if things have a tendency to wrong regularly. Everything costs hard cold cash including fixing injuries. Captured operatives can be bailed or left to rot in jail, though it's better to bail them out otherwise it'll affect the crew's morale, and low morale is the quickest way for operatives to leave.



The mechanics are really well thought out and are

based the authors other ruleset 'This is not a Test'. Though this version of the rules adds more depth to roster generation and equipment options. Fundamentally this is a quick, simple set of rules that's easy to learn, fun to play armed with a touch of role play. I like the fact that this game isn't tied to a miniature line and I'm free to use whatever minis I want.



Fortunately, there is a plethora of options out there in the marketplace for both miniatures and terrain. For my first crew I've picked up a couple of minis from Studio McVey, one from Infinity and another from a game now lost to the world called Rezolution. Players are free to choose from a wide of manufacturers miniature ranges that could include Corvis Beli Infinity, GW's Necromunda, Star Wars Legion, Hasslefree, Foundry and Artizan just to name a few. This is the same for terrain as well, in the last few years the range of Sci-Fi buildings and scatter terrain has grown giving us a wide range to choose from.





I've been looking for a generic Sci-Fi/Cyber punk game for a while now. I did think I'd done that when I picked up another rules set from Osprey called *Rogue Stars*, but though enjoyable wasn't perfect. *Reality's Edge* definitely hits the mark where *Rogue Stars* failed.

I would highly recommend this set of rules especially if you're looking for something completely different to the current crop of mainstream Sci-Fi games on the market. Anyone looking for a more narrative style game should also pick up a copy. Finally, if Cyberpunk is your thing then this will definitely hit the mark for you, as it has plenty to offer with cybernetics, hacking rules, high tech weapons and much more. It absolutely has an *Altered Carbon* and *Blade Runner* feel to the game.







Bandai Space Marine

Alex Garbett

"In the grim darkness of the far future there are now Action Figures!"

In 2019 Games Workshop in conjunction with Bandai showed off their first collaboration action figure, the Bandai Primaris Intercessor to rave feedback and excitement from wider community.

The figure went on pre-orders back in late 2019 to a limited 9000 unit run and just over 6 months later in 2020 they have finally shipped and arrived in the hands of eagerly awaiting fans.

I was fortunate to pre-order two figures for myself which arrived and have been pleasantly surprised by Games Workshop's first attempt at licensing an action figure produced with another manufacturer.

The figure itself is initially very light in weight adding to the hollow construction of the various armour parts



with the underlying skeletal figure frame to give the flexibility and pose ability of the figure.



As a downside though while poseable the figure does come with good albeit limited accessories in the form of 4 different hands, a Bolt Rifle and Combat Knife.

It would have been good to come with a sheath for the knife and possibly a Bolt Carbine or Bolt Pistol to complement the Rifle alone, but for a first pass on producing a figure and testing the market it's a steady choice.



The paint application is excellent and very crisp on the gold which complements the blue plastic and air-brushed back panel lines. There are a few areas where the clipping from the sprue have not been cleaned as well as they could have but overall its presented very well and certainly looks the part.



For a figure like this I would say the £75/\$100 price point is a little too high with the limited accessories included so far, so here is hoping they produce more accessories with each figure going forward.

I would like to see Games Workshop offer the same figure but as a blood angel next with perhaps a little sculpting or parts on top of the armour, then move to an Imperial/crimson fist following and work their way through the main chapters, as given the eBay prices and demand there is clearly a market for Warhammer figures and other licensed product.

All in it's a 4.0 out of 5 stars for me, again price, and lack of more accessories to balance the cost are the only detractors for myself but as a first pass at an action figure, not bad Games Workshop, not bad at all!

Enjoy



Dreadball - The Brutal Sci-Fi Sports Game

Jason Hubbard

Recently I picked up a copy of Dreadball Extreme board game from Mantic Games for a bargain price of £9.99 (approximately \$12.50), this also included a free copy of the players handbook as well. So, I've decided to carry out an unboxing.

So, what is Dreadball Extreme

DreadBall Xtreme is the underground sports game of the future and the follow-up to DreadBall: The Futuristic Sports Game. In this game, two teams battle it out on the pitch to outscore each other, with all-new twists: ... Best of all, Sponsors allow you to build entirely unique teams out of any player combination you like! Basically, if you're still unsure, think Blood Bowl with a Sci-Fi twist and it comes close.

DreadBall Xtreme plays very similarly to the original game. In fact, many of the actions and their resolution are the exact same.

Contents:

Rubber Gaming Mat
4 Strike posts
Obstacle Posts
2 Dreadballs

65 Page Rulebook
Special Move Card Deck
Sabotage Card Deck
Counters
14 Coloured Dice

Over 30 Miniatures



10 Convict Players
10 Asterian Players
9 Free Agents
12 Yellow Bases
12 Blue Bases



The game is supplied in a tightly packed box, the artwork on the front depicts a scene from a game between the two teams supplied with the starter box. The rear of the box provides some introductory information designed to sell the game to the potential purchaser, it also includes a list of the game's contents.

Once opened you're presented with a tightly packed inside full of goodies, on top is a flyer from Mantic, which we'll ignore. Next is the 65-page full colour



glossy rulebook, this is A4 in size and is nicely designed. The rules and information are presented in a clear and precise manner, making it quite easy to read.

The next item in the box are the counters, these are all on one page. This is a boon for me, as I can't stand



games which have been flooded with counters and small cardboard parts everywhere. These are made from a good quality stiff glossy card. They pop out from the card quite easily, as there's nothing worse than counters that need to be forced out potentially damaging them.



The next element of this game is the rubber mat, now this did surprise me as normally with these types of game the playing area is generally made from cardboard. So, receiving a rubberized mat in the box make this even more of a bargain.

Once the mat is taken out, what's below are the miniatures, dice and cards. All neatly packed into the plastic box insert.



You receive in a small bag of different coloured 6-sided dice, consisting of 4 red dice, 5 blue dice and 5 Yellow dice. There is also a sealed deck of cards which contains the Special Move cards and the Sabotage cards.



Next are two bags of easy to fit together obstacles and strike posts. These push together really easily and it's not necessary to glue them, but I intend to glue them myself. Both of these bags are stuffed with parts giving you quite good amount of terrain pieces to place on the gaming area.



Now we're down to the most important aspects of this starter box, the miniatures. First we'll look at the convict team, this consists of 10 one piece plastic miniatures. These are nicely sculpted, though is some cleaning to do on these, mostly mould lines.

The Convict team is sponsored by the Warden and is made up of hardened criminals. These players have all position available in their teams; Strikers, who handle the DreadBall with bonuses, Guards, the players that can damage all opponents with bonuses to their rolls, and finally Jacks, who are able play a little of both positions, but they don't have any bonuses.



The second team are the Asterians, these are quite slender looking aliens, very much like Elves in fantasy settings. There is some cleaning to be done on these models, and again its generally mould lines.



These are the more feral version of the Asterians from the Warpath universe and are sponsored by Blaine, a character that appears in all of Mantic Games' universes. The Kalyshi have only two positions, Strikers and Jacks. This team is a much faster and more agile team than the Convicts, but they're also less armored.

Finally, the last bunch of the miniatures are the Free agents and the two sponsors. The two sponsors are single piece miniatures, which will as with the other minis in the box need some minor cleaning. The Free Agents are a mix of different races from the Warpath Universe, all are again single piece miniatures.



I wasn't planning on picking this game up, though I had played Dreadball in the past and enjoyed the game, but when I saw the price, I decided to grab a copy.

So far, I'm very impressed with my first impressions of the game, and I'm expecting this to be as good as the original Dreadball game.

HISTORY BEHIND THE GAME OF THRONES

Author: David C Weinczok

Publisher: Pen and Sword

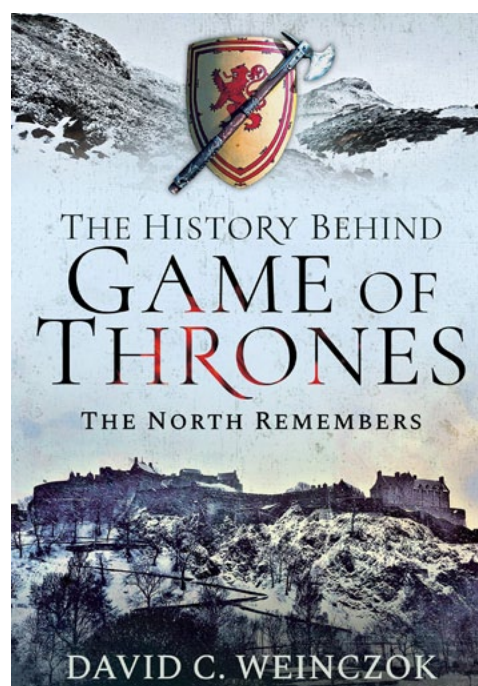
REVIEW BY JASON HUBBARD

Game of Thrones is a fantasy book series written by George RR Martin and was recently an award busting TV show as well. Yet behind this fantasy lies some historical facts that George drew on as inspiration for the novels. Author David Weinczok takes a look at the background of the North and draws attention to some of the parallels seen in the history of Scotland with those in the fictional world of Westeros. He uses the fictional realm as a driving force to understand the turbulent and defining moments in Scottish history.

He draws on a vast array of characters, events, places and themes from the history of Scotland that are echoed in Westeros. As the reader we are taken to the actual Castle where the real wedding actually took place. The fierce wild tribes beyond the great Roman wall will feel similar to readers of the novels or those who watched the TV series. By the end of the book we will have seen the parallels between the real and fictional world.

The author brings alive every page of the book with his style of writing, it is a good read especially for those who are fans of the novels and TV show. It is a fascinating insight into some of Scotland's vast history.

The author writes in a way that draws you in unlike a lot of historical non-fiction writers do and makes you want to know more.



This makes the book an easy read and not a typical stuffy historical book. This is definitely a must read for anyone who considers themselves to be a fan of Game of Thrones.

It will also appeal to those who game within the realm of Westeros but likewise it'll also appeal to anyone interested in using Scotland's historical background to inspire their gaming. This book will definitely inspire many gamers for campaign ideas, scenarios as well as possible characters to build an army around.

I enjoyed this book and found it an easy read. I've didn't know a great deal of knowledge regarding Scotland's history prior to reading this book beyond William Wallace, Robert the Bruce and Bonnie Prince Charlie. What this book gave me was a better insight to the history of Scotland and some of the people who helped shape it as a country.

Building the Stoic Arms

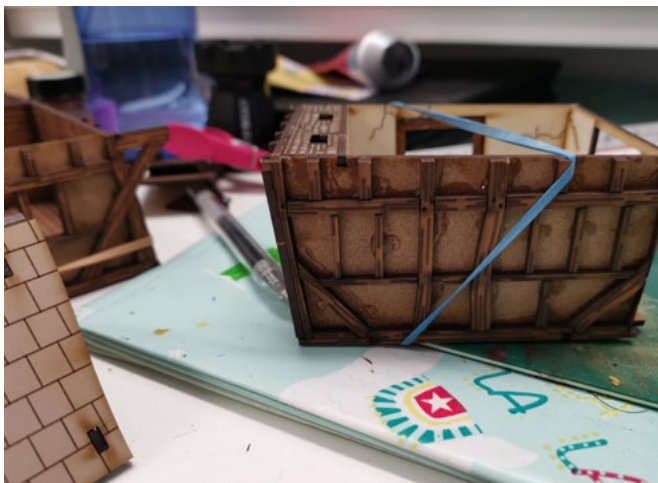
Jason Hubbard

A couple of years ago I was awarded the prize of the Stoic Arms by 4Ground on the Beasts of War (now On Tabletop) website.

I hadn't gotten around the building the terrain piece because I knew it was quite a large building, and up until recently I didn't have the space for it once built. It's made from MDF and is pre-coloured. All the roofs/floors are removable allowing you to place miniatures and game inside the building. Which makes a far more interesting gaming piece than you average scenic building.



I found this at time quite a difficult kit to build, and I consider myself to rather experienced at model making, having been doing this since the early 80's,





starting with Airfix 1/72 kits before graduating to war-gaming and 1/35 scale models.

Now you can build this either with a wood glue or as I did super glue, though if you're going to go down the superglue area you will get glue over your fingers. This will get rather dirty/discooured on your fingers from the MDF. It's quite a pain to remove dried superglue from your fingertips.

A top tip before starting is to make sure you have enough pegs and rubber bands as these will come in useful during the course of the build. I suggest that once you've built one part of the floors, then whilst it's drying make a start on the next floor. That way it won't take as long to build. Have more than one floor on the go at any one time to speed things up.



The instructions could be a little clearer in places as it was difficult to see from the small photos, they used to show you the step by step build.

This took me several hours over about 4 days to build, a lot of that time was waiting for glued parts to dry.



Many sections required to be left overnight for the glue to bond and dry. With it being such a large kit, this was what slowed the build down significantly.

Overall, I enjoyed to the process of building this kit, though at times it was a little frustrating, but the end result was worth it. It will definitely make a spectacular centre piece on any gaming table and could be used for both war-gaming and RPG.

I have to say thanks to both Beasts (On Tabletop) and 4Ground for giving this awesome terrain piece as a prize.



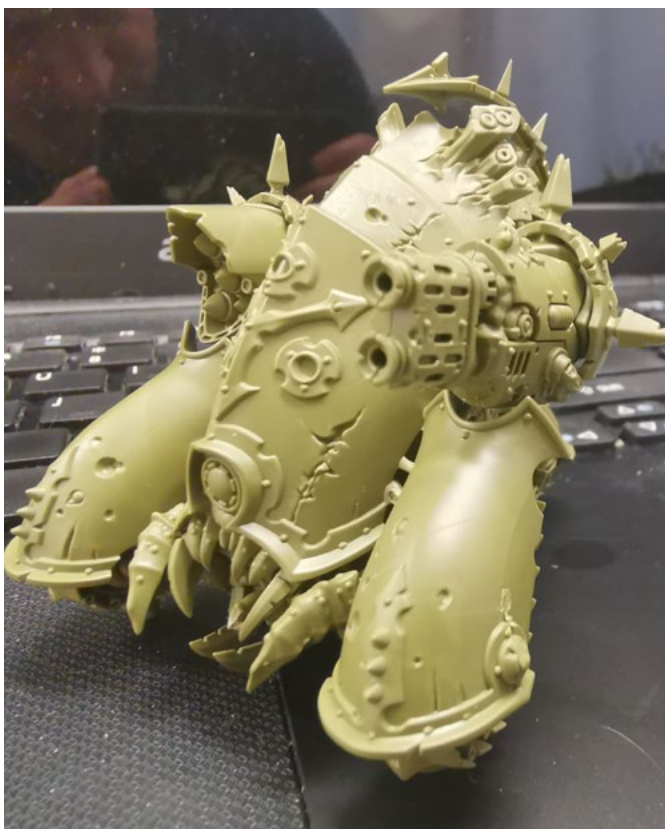


PAINTING THE DEATH GUARD MYPHITIC BLIGHT-HAULER

BY JASON HUBBARD

The Myphitic Blight-hauler is a light Daemon Engine that provides the Death Guard with heavy firepower wherever it is needed. Resembling a Bloat-drone that has been stripped of its turbines, this strange machine has heavy weapons mounted on its carapace, and its rusting armored plates can absorb impressive punishment – as can its blubbery exposed flesh-parts, which soak up appalling trauma.

This is one of the new easy build kits from Games Workshop, it was as it should be an easy kit to build. There was very little in the way of mould lines on the kit, so clean up was really quick and easy.



The first thing was to under coat using Games Workshop Wraithbone. I've stopped under coating in black these days and generally only undercoat in white, grey or Wraithbone.

Next was to paint the armour

Step 1; Base coat the armour with Death Guard Green by Games Workshop

Step 2: A coat of wash using Military Shader from Army Painter

Step 3: A thin coat of Death Guard Green in the areas where you don't want the shade showing.



Step 4: A 50/50 mix of Death Guard Green and Zamesi Desert from Games Workshop for mid tone

Step 5: A mix of 25/75 of Death Guard and Zamesi to start high lighting the raised areas.

Step 6: Additional shading in the cracks and along some of the edging with a purple wash, you can either use a pre made wash or pick a purple paint and make a thin wash with a medium.

Step 7: Using the Zamesi Desert with a small drop of Death Guard, probably a mix of 85/15 for edge high lighting and anywhere else you think its appropriate.



The metal edging was done using Leadbelcher and this was washed with Nuln Oil both paints are from Games Workshop.



The bronze metal was painted with Retributor Armour, and then was washed with Seraphim Sepia and Seleton Horde Contrast. At this point I started adding rust on the steel coloured metal, basically dab a dark brown on. I used Rhinox Hide from GW, once dried I stippled the brown with an orange, the orange was from Windsor and Newton. I then washed over this with a wash of brown to dull it down slightly,



The fangs/teeth where painted white and then washed with Skeleton Horde Contrast, and then Agrax Earthshade both are from Games Workshop.



The light and gums were painted with a Blood Angels Red Contrast from GW. The gums were too bright so this was toned down using Strong Tone wash from Army Painter. The gun was washed in Nuln Oil and the missiles on the other side were painted with a contrast red.



The fleshy parts were painted as follows

Step 1: A wash of Reikland Flesh shade from Games Workshop

Step 2: A coat of Carroburg Crimson from GW

Step 3: A coat of Druchii Violet from GW

Step 4: Raised areas were painted with a Red contrast

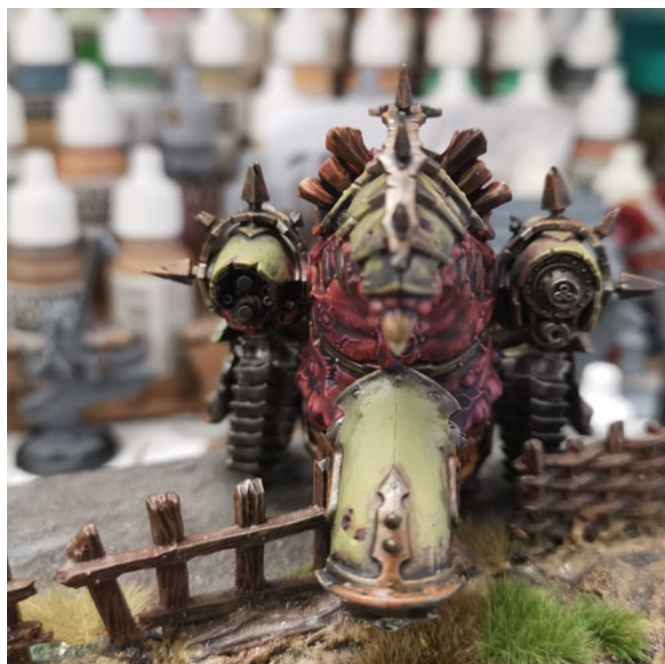
Step 5: A coat of 50/50 Mephiston Red and the Orange from Windsor and Newton



The weapon was painted with Lead Belcher and washed with Nuln Oil, then I washed the front of the gun with a thin coat of Sepia. The tentacles or whatever they are on the top of the vehicle were painted with a brown wash, then a red wash, followed with a purple wash. The tops were painted with a thin coat of green ink, with a final wash of Skeleton Horde Contrast.



The rest of the metal areas such as the tracks were painted with Lead Belcher, then washed with Nuln Oil followed by a wash of Agrax Earthshade. I then followed this up by picking out areas to paint in rust.





SAS; ACTION IN AFRICA (TERRORISTS, POACHERS & COLD WAR, C SQUADRON OPERATIONS 1968-1980)

Author: Michael Graham

Publisher: Pen and Sword

REVIEW BY JASON HUBBARD

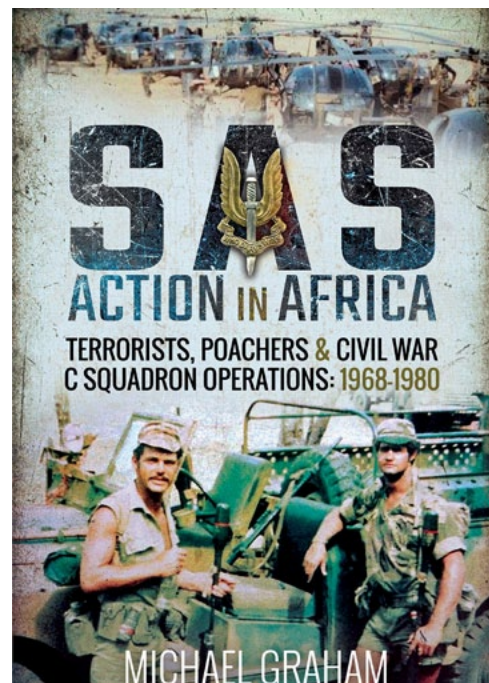
Just like Tango 1-1 this is another firsthand account of modern military operations seen through the eyes of a soldier, though this time the location is Africa and not Vietnam. The author who rose to 2iC of C squadron SAS tells the story of their daring and deadly operations in Southern Rhodesia, Zambia, Angola and Mozambique.

These included operations against communist backed terrorists, as well as anti-poaching operations against break away groups' intent on trading ivory and rhino horn on the black market. Not only did they have to battle terrorists and poachers, but the soldiers had to be weary of the local wildlife which could be just as dangerous as the men they were hunting down.

In the first operation in the book the author describes a situation where one of his team, Simms is severely injured after an encounter with a female elephant protecting her calf. The elephant manages to spear a tusk into the chest of Simms, fortunately missing his vital organs and after a stay in hospital manages to survive the encounter.

Just like Tango 1-1 I really enjoyed reading this book, Michael has a great talent of putting you the reader right in the African bush alongside him. Africa was a hot bed of Cold War proxy conflicts during this period in history that involved special forces, mercenaries and terrorists. Most of my knowledge about this chaotic period in Africa tends to be about the mercenary exploits, so reading about the operations conducted by the SAS was a real eye opener.

One of my favorite stories in this book, isn't about a military operation but about an incident that occurred when the author was on some R&R. An incident that involved Pig Dog (the New Zealander on the team) doing the Hakka to scare a lioness off



I can't wait to get my hands-on Michael's other book on the subject, as this has been a great read, highly detailed and very descriptive. Once I started reading this book

it was hard to put down. Anyone with an interest in the SAS won't be disappointed with this book. I think this book will appeal to anyone with an interest in special forces, modern military operations and African history.

Any wargamer who is considering starting a project or campaign set in Africa either during this period or more modern setting would do well from reading this book for some inspiration, especially for scenario ideas.

MACEDONIA HEROES FOR SPQR

Warlord Games
SPQR

JASON HUBBARD

This is the hero pack for Macedonia forces for the game published by Warlord Games. It's reasonably priced and containing two heroes on foot and two which are mounted.

They've been produced in the new plastic resin that Warlord have started using. I don't mind this material, but there are some issues with it, such as bent swords or parts that are bendy. This can easily be remedied by immersing into hot water and re-shaping the part before it cools down.

My other issue is the mould lines, they quite cumbersome to remove easily. Other than that, I quite like the material, it picks up the detail of the sculpt really well, producing a nice crisp miniature.



So, what's in the box?

For starters we have for miniatures, as I said before two of them are dismounted and the other two are mounted on horseback. Three of them are named heroes and we have; Hephaestion who is mounted, a young Alexander

who is also mounted and thirdly we have King Phillip II who is dismounted. The fourth miniature is a generic dismounted Macedonian hero.

As well as the miniatures we also get a metal lance for Young Alexander, and a metal spear for Philip. There are also the cards required to use these in games of SPQR.



Philip is a level 5 cavalry hero with a 150 Denarii pts cost, with the Almost Destined for Greatness rule, which whenever he loses a wound, roll a dice and ignore on a roll of 5.



Alexander is a level 6 cavalry hero and as such cost much more at 205 Denarii, he also has the Destined for greatness like Philip, but Alex ignores losing a wound on a 3 or more.

The sculpts themselves are really quite dynamic, including the horses, on all of the miniatures there is a

little flash that will need to be cleaned off, and there are some mould lines, but these are barely noticeable.

These will make great additions to anyone who's building a Macedonian force or SPQR or for Mortal Gods as they also work for that game as well.



Hephaestion is a level 4 cavalry hero with accost of 155 Denarii, as one of Alexander's closest allies he has the Loyal Protector skill which basically means if he's in 12 inches of any hero who is challenged he can be moved into contact and accept the challenge instead.



PAINING WOOD

JASON HUBBARD

A quick wood painting tutorial

I've started a 3-up Ninja Goblin which was originally sculpted by Sean Green, former Forgeworld sculptor. I had purchased this model around 2012, so I've had him a few years. During that time, I've moved around chasing work, so I never really had time or the space to build and paint this miniature, well that's the excuse I given myself and I'm sticking to it.

The base that comes with the mini is a large round resin with an effect sculpted on it, now I decided that I wanted a deep reddish colour wood.

Below is a simple step by step of how I achieved this.

Stage 1; I under coated the base with Wraithbone by Games Workshop



Stage 2/3

I decided that the first two coats would be Flesh Wash (which is more like an ink than a wash) by Games Workshop. Now this paint is no longer in production, so I'd recommend using an reddish ink by another company such as Vallejo or Army Painter. You could just use a dark brown ink/wash but remember to do two coats.



Stage 4/5

The next colour I used was Game Ink by Vallejo and again I painted two coats of this.

Stage 6/7

As you can see the first two paints, I've used have given it a rich dark work appearance, but I decided just to apply another colour, this time Seraphim Sepia by Games Workshop.



As an alternative you could use different paints, a suggestion would be the following

Dark Tone by Army Painter
Strong Tone by Army Painter
Agrax Earthshade
Other suggestions could be Reikland Fleshwash by GW and Lavado Sepia by Vallejo.



THE ROYAL NAVY IN THE NAPOLEONIC AGE

Author: Mark Jessop

Publisher: Pen and Sword

REVIEW BY JASON HUBBARD

In 1800 the newly formed United Kingdom of Great Britain and Ireland commenced life at war with France and her allies, remaining so until 1815.

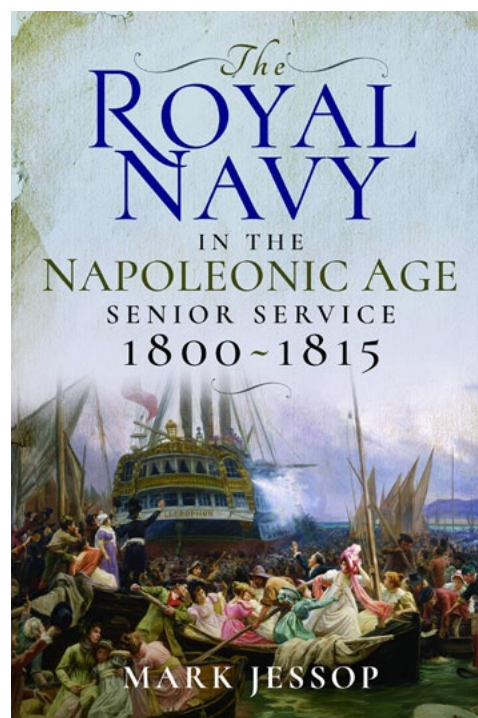
After 1812 the UK were also engaged in fighting a war in North America with the US. Fighting on several fronts meant those back home faced multiple hardships. Trade became precarious and citizens became weary of war especially as the threat of invasion loomed throughout this period.

Yet what stood in the way of Bonaparte was her majesty's Royal Navy. Most people are aware of Trafalgar in 1805 and its famous commander Lord Nelson. The author delves deeper and beyond than that nugget of history to when Britannia rules the waves. During this period Britain dominated the seas and helped the shores of Great Britain safe from invasion by Bonaparte's soldiers.

The author Mark Jessop takes the reader into areas of the Navy's history not normally covered by other historians. He manages to focus on ports like Plymouth demonstrating the impact of the war had on the major ports and its inhabitants. He starts each chapter with a fictional intro which gives us a view of the lower decks or the viewpoints of ordinary people had during the war.

The author has managed to mix both fiction and factual elements to provide the reader with a plethora of information and at the same time giving the reader a vivid

account of what life was like during this period of history. Though this approach to writing is unusual for modern history books I found the experience quite enjoyable, it's very similar to the way TV documentaries that make use of dramatic reconstruction in order to part information in a more palatable and colourful way. It's an effective method both in TV and this book as it brings the subject vividly to life.



The Napoleonic period is one of my favourite periods of history it's a subject I've always found interesting, but I've normally more interested in the Peninsula War. This book

made me want to learn more about the naval campaigns of the Napoleonic War. It also made me want to play naval wargames of this period.

This is a useful book for anyone wanting to learn more about the Royal Navy during this period in European history. I'd highly recommend it as a reference book for those who play naval wargames for this period or those such as myself thinking of starting gaming Napoleonic Naval games.

It was an enjoyable read especially with the added fictional elements, which I believe will appeal to many with a passing interest in the subject matter.

TANGO 1-1 (9TH INFANTRY DIVISION LRP IN THE VIETNAM DELTA)

Author: Jim Thayer

Publisher: Pen and Sword

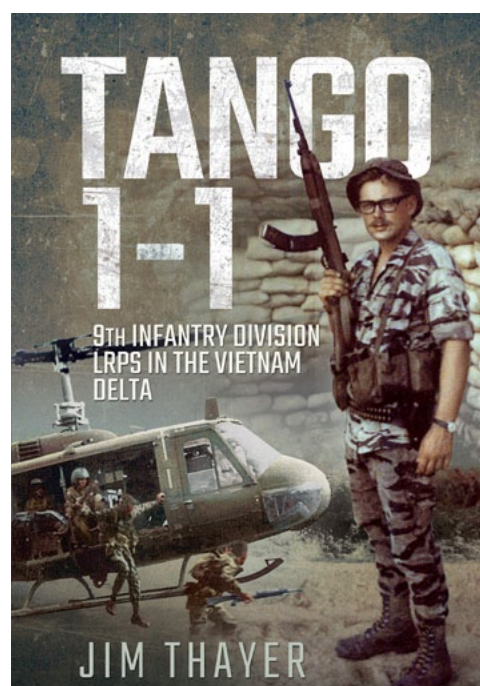
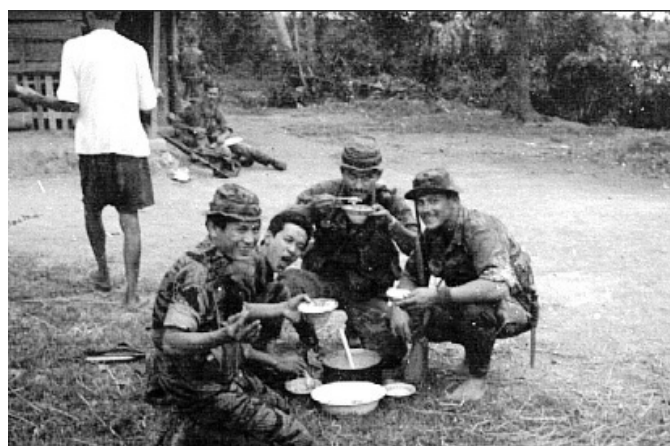
REVIEW BY JASON HUBBARD

The author Jim Thayer served in Vietnam as a member of the elite Long-Range Patrol as a Staff Sergeant, this book is a firsthand account of his experiences during the Vietnam War. He fought both Viet Cong Guerillas and NVA regulars throughout the Mekong Delta. It was not unusual for a member of the 7th Division LRP to participate in over a hundred missions during a one-year deployment to Vietnam, something that was unheard of in any other Long-Range Patrol or Range unit.

Jim writes from a firsthand account, that's very easy to read in fact I read this book in a weekend barely putting the book down. He does a great job of writing about how these guys operated, taking you right there into the middle of the action.

He covers all aspects of their operational life, long deployments, weapons and equipment used, he also talks about the personal side of both himself and friends he served alongside. For instance, how he dealt with going through a divorce while deployed and losing friends in action. This is a very vivid account of soldiers operating in extreme conditions.

I particularly liked the stories about their escapades and scrapes they got into whilst off duty as well as the descriptions of operations they carried out.



This is a must read for anyone interested in the military history of Vietnam but also those who have an interest in Special Forces.

He captures the attention of the reader from page one and gives the reader a great insight into what it was like serving in one of these units. The constant struggle to survive the one-year deployment, carting out missions in rice paddies and the jungle, lying in wait for hours on end in extreme conditions.

This is defiantly a page turner from start to finish, and one of the best first-hand accounts of modern military fighting I've read in a long time, definitely recommend this to book to anyone interested in military history. I couldn't put it down once I started reading and I doubt you will once you've picked up a copy.

IMAGES OF WAR

Publisher; Pen and Sword

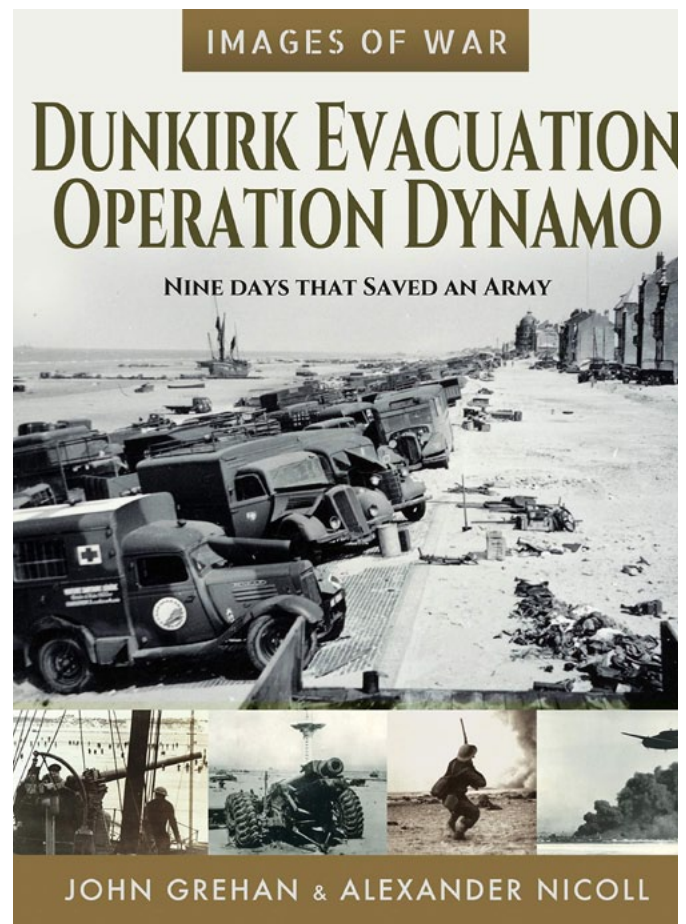
JASON HUBBARD

Dunkirk Evacuation- Operation Dynamo
Author: John Graham & Alexander Nicoll
Publisher: Frontline Books

Dunkirk was not only a major defeat for the British but also a great victory. The British army had been surrounded, the French army had collapsed, and the British were on the verge of the biggest defeat being inflicted on them.

With the battle for France lost, the British government made preparations for the largest rescue mission in history to lift thousands of soldiers off the beaches of Dunkirk. So, a dramatic and chaotic retreat was turned into a great victory by rescuing a large proportion of the British Expeditionary Force from France. This was achieved using a flotilla of Naval and privately owned ships and boats.

This book features images taken during the 9 days it took to achieve the impossible to visually describe a vivid account of the dramatic scenes that were witnessed on the beaches. It has become the greatest wartime evacuation of British soldiers in history. As usual with this series of books it includes never before seen photograph. Throughout the alongside



the photographs of Dunkirk is nicely written information describing the operation in detail. Each chapter is a single day of the operation, consisting of detailed information of the day's events alongside dramatic images.

This is a great visual resource of the operation, one that most people are aware of, but may not know the details. I would definitely recommend this for war-gamers who are considering re-enacting this particular event from WW2. It's also a useful resource anyone considering building a diorama based on the events of Dunkirk.

McArthur's Papua New Guinea Offensive 1942-1943

Author: Jon Diamond

Publisher: Pen & Sword

The Japanese seizure of Rabaul on New Britain in January 1942 directly threatened Northern Australia and, as a result, General Douglas MacArthur took command of the Southwest Pacific Area. In July 1942, the Japanese attacked south across the Owen Stanley mountain range.



Thanks to the hasty deployment of Australian militia-men and veteran Imperial Force troops the Japanese were halted at Ioribaiwa Ridge just 27 miles from Port Moresby.

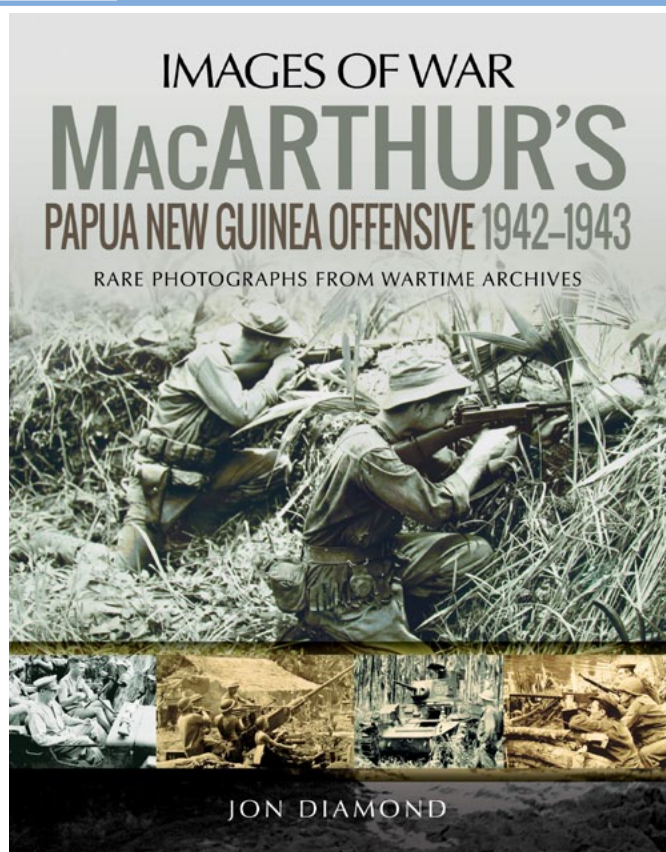
MacArthur's priority was to regain Northeast New Guinea and New Britain. The capture of airfields at Buna and reoccupation of Gona and Sanananda Point were prerequisites. The Allied offensive opened on 16 November 1942 with Australian infantrymen and light tanks alongside the US 32nd Infantry Division.

Overcoming the Japanese and the inhospitable terrain in tropical conditions proved the toughest of



challenges. It remains an achievement of the highest order that the campaign ended successfully on 22 January 1943. This account with its clear text and superb imagery is a worthy tribute to those who fought and, all too often, died there.

This was one of those offensives from WW2 that I didn't know much about, in fact I'm not that



knowledgeable regarding the Pacific War compared to the war in North Africa and Europe. So I was quite infused to read this book, as I'm becoming far more interested in this theatre of war than the European theatre.

The book as usual consists of unseen photographs from the campaign, coupled with descriptive text. This was a great intro read to campaign but if you want a more indepth read then you'll need to discover more books on the subject.

What is great about this book and the series on the whole are the images, they make great visual reference material and the more I read about the Pacific campaign I'm tempted to build a British/Australian force for Bolt Action. Which is why in this issue there is



a review for a Chindit unit from Warlord. It didn't take long for me to start that force, and this book was one of the reasons.

I would recommend this for anyone wanting to wargame this particular campaign or the Pacific as a whole and make use of the images within as reference material. I have been really impressed with this series of books, they have been great for referencing topics and I would say a very useful tool for wargamers.

Hitler's Anti-Tank Weapons 1939-1945

Author: Hans Seidler

Publisher: Pen & Sword

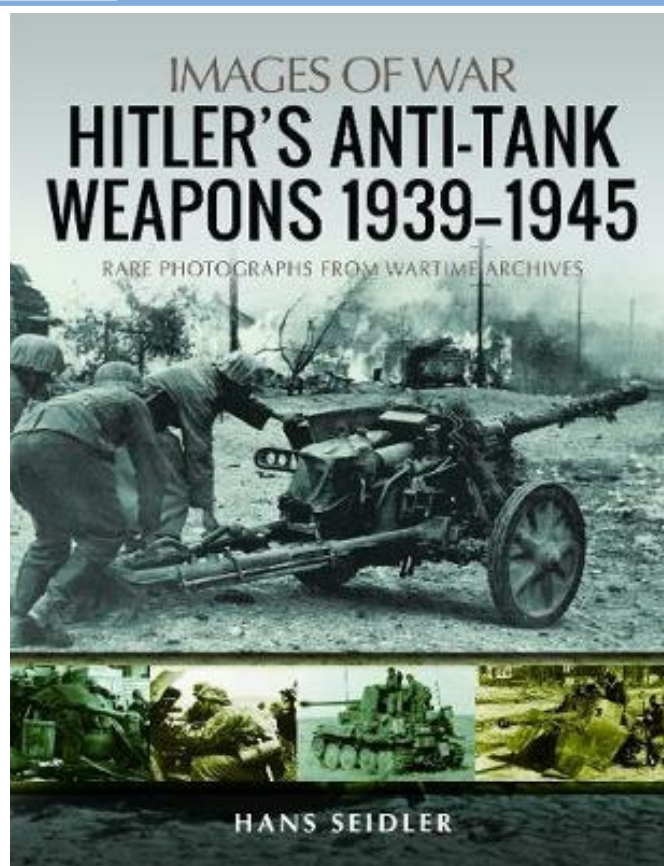
Hitler's Wehrmacht and SS units will be remembered for their aggressive Blitzkrieg' tactics. But, as the war progressed, the Germans, recognising the offensive capability of armoured warfare, developed an impressive range of anti-tank warfare weaponry and munitions.

Using many rare unpublished images this Images of War book covers the full Nazi anti-armour capability from the 3.7cm Pak 35, 5cm Pak 38 and 7.5cm Pak 40 to the versatile 8.8cm Flak feared by the Allies. Also featured are the half-tracks and converted Panzers that pulled or mounted these weapons and carried forward observers and reconnaissance elements.

Later hand-held anti-tank weapons came into service and were effective and economic against Allied armour. The Panzer faust, with its shaped charge war-head, became the first disposable anti-tank weapon in history.



This comprehensive book shows this formidable range of weapons in action from Poland in 1939, through North Africa and the Eastern Front to the final collapse in 1945.



I really like this book as a visual reference especially when building and painting anti-tank units for my WW2 German armies in 15mm and 28mm. The book gave me several ideas regarding basing the anti-tank weapons, as I'm building a late war army in 28mm I decided to base them in an urban environment. So, the photographs in the book helped with formulating ideas of what I wanted to achieve.

As usual with these books they are a great reference for both war gamers and model kit makers, especially for anyone thinking about building a diorama. I liked the images provided visual reference to how the German crews made use of foliage and items from the local environment to disguise the anti-tank weapons. I was also particularly interested in the images of German soldiers making use of captured weapons as well as this gave me some ideas for using British equipment within my German army.

I would highly recommend this book to anyone who is building a German army or is considering building one. I found it to be a very useful resource and I suspect other wargamers and modellers will do as well.



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