



irregular

Spring Issue 2022

magazine

BECMI D&D

Flames of War

Marston Moor 1644
BattleMasters

Blade Runner RPG
3000 Missing Soldiers

Plus Reviews, and much, much more



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Winter Issue 2022

Editorial

Jason Hubbard

Welcome back to another issue of Irregular Magazine. It's the first issue of 2023, shows and conventions are back in full swing. The downside is there's still a financial crunch with high inflation meaning for many of us that means less money to spend on hobby items.

Recently the US has shot down a balloon and apparently some UFO's...are we on the verge of an alien invasion for real or is someone just playing Mars Attack on a 1-1 scale.

So a new year means new editions of established games, the first wargame we've with a new starter set is Flames of War with Clash of Steel. Gangs of Rome is about to hit Kickstarter soon with a 2nd edition of the game. There are rumors flying around the net that we may see 10th Edition of 40K later this year.

There were plenty of shennanigans a few weeks ago in D&D land, with Wizards and Hasbro trying to cancel the OGL. This resulted in a massive backlash from D&D players which resulted in Wizards and Hasbro back tracking on the cancellation.

This year we're going to start looking at tools to help make the hobby easier, such as Adobe Express and ChatGPT which we take a look at in this issue. We're going to look at more AI software that can be used to create hobby materials.

We now have an active YouTube channel, where we post at least on a weekly basis additional content for you to consume. As I write this we have 67 videos on the channel, so head over to

<http://www.youtube.com/irregularmagazine8206>.

Our long term plan is to grow the video content.

Well that's all folks.....

We'll see you in the Summer with another jam packed issue

Epic 7 Seven Arise is coming!



Start your Epic 7 Seven Arise journey with the core game and first two expansions! This is a \$170 value, only available during the pre-order offer!

Contains:

Epic Seven Arise: The Board Game
Epic Seven Arise: For Hope Expansion
Epic Seven Arise: Acolytes Expansion

Epic Seven Arise Core Box

Start your Epic 7 Seven Arise journey with the core game and first two expansions.

- Rulebook
- Merchant Dashboard
- Adventure Dashboard
- 4 Dice
- 8 Hero Character Cards
- Meeples
- 12 Enemy Attack Cards
- 20 Map Tiles
- 36 Skystones
- 32 Highly Detailed Miniatures
- 76 Skill Cards
- 30 Artifact Cards
- 207 Punchboard Tokens
- 6 Chapter Boxes, including:
- 6 Setting Cards
- 15 Punchboard Tokens
- 20 Story Cards
- 23 Encounter Tokens
- 68 Game Cards

Japanime Games has forged a new partnership with Farside Games to produce Epic Seven Arise - a sprawling board game experience inspired by the Epic Seven mobile game, a worldwide sensation!

Epic Seven is an immersive, story-driven anime RPG available on mobile platforms. Players control characters "with personality and charm you can only find in 2D, and meet the characters of Epic Seven that are so lovable they'll even be thinking about them in their sleep!" - a claim to fame that's proven quite true since the game's initial launch in 2018, with over two hundred characters available in 2022 - most of which are fully voiced with dialog lines and an impact on the game's story, each with different playstyles and unique in-game effects. Players adventure in true JRPG fashion, controlling a party of six selected characters, fighting monsters and enemies, exploring the world, completing quests and tackling special events, bosses, and challenges across the game world. Epic Seven is among the most popular JRPG mobile games available with millions of players worldwide - and is particularly popular in China, Japan, and South Korea.

Farside Games took the baseline concept for the mobile game and ran with it in Epic Seven Arise: The Board Game, building upon the mobile game's memorable character and epic action to build a tense, thrilling board game experience for 1-4 players.

This co-op board game features deep strategy with players combatting enemies in intense encounters. With over 30 miniatures in the base game alone, and unique mechanics that ensure every episodic adventure you play through feels different and challenging, Epic Seven Arise is sure to be a thrill for dedicated gamers. The basic board game alone is a monstrous affair with a 12.75" square, nearly 6" deep box!

Nemesis Your chance to take down The Doctor



The rogue Time Lord known as The Doctor MUST be stopped.

You take on the identity of one of the iconic villains, choose your strategy wisely if you wish to rule over all of space & time!

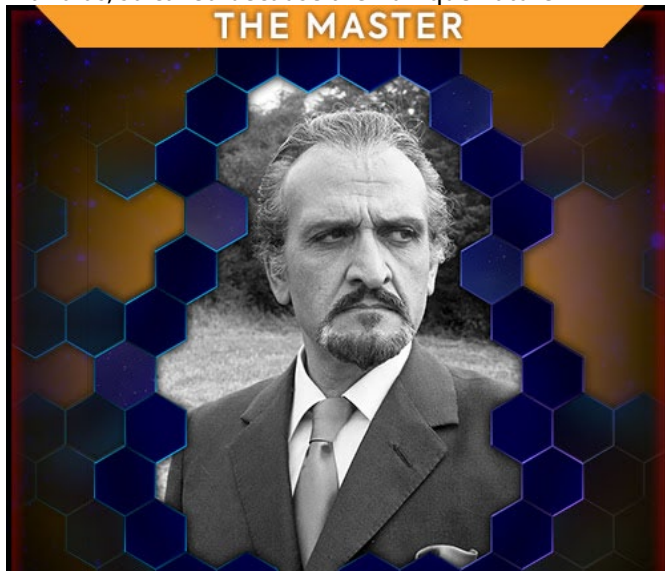
Cybermen

Cybermen are cybernetically augmented humanoids, that vary greatly in design between numerous different Cyber-subspecies, and originated independently through parallel evolution from various locations across time, space and universes.

Almost all Cybermen lack emotions, considering them a weakness, and instead embrace pure logic...

Weeping Angels

An extremely powerful species of quantum-locked humanoids, so called because their unique nature



necessitated that they often covered their faces with their hands to prevent trapping each other in petrified form for eternity by looking at one another. This gave them their characteristic "Weeping" appearance. When unobserved, the Angels move swiftly and silently, although their quantum-locked nature causes them to freeze whenever directly observed. The Angels eradicated their victims "mercifully" by dropping them into the past to live out their lives in another time period, feeding on the residual temporal energy of the victims life. Daleks

Daleks are a warrior race made up of genetically engineered mutants, originating from the planet Skaro. The mutants were encased inside an armoured travel machine built from polycarbide and dalekanium.

The Daleks acknowledged The Doctor as their greatest enemy.

The Doctor described them likewise...

The Master

A renegade Time Lord known as The Master, originally a childhood friend and classmate of The Doctor turned archenemy.

A would-be universal conqueror, the Master wants to control the universe, with ambitions to become "The master of all matter" who would take great pleasure in seeing The Doctor suffer should mankind fall...

The Doctors

"The Doctor" is the alias assumed by a millennia-old humanoid alien from Gallifrey, a renegade Time Lord who travels through space and time in the TARDIS, frequently with companions. "Regeneration", a biological function of the Time Lord race allows a change of cellular structure and appearance with recovery following a fatal injury.

Fascinated with and fond of the human race. The Doctor promises to be "Never Cruel, nor cowardly. Never give up. Never give in" when protecting them



Bananya



Bananya: The Card Game is quick-play and involves only a draw pile and a discard (or "Litter Box"). Bananya: The Card Game is also a full line of accessories and expansions packs.

One Sentence Summary:

The kitty that lives in a banana is back in this quick, cutesy, set-collection card game for all ages, the perfect addition to any anime fan's game night!

Bananya is an adorable kitty who's always wanted to become a chocolate-covered banana so that everyone will love him. Bananya may not achieve his dreams of becoming a famous chocolate banana just yet, but he knows his friends will always be there to support him on his journey.

Bananya: The Card Game brings this journey to life — and to win, you must collect 10 unique Bananyas. Each player begins with 7 cards with the remaining cards forming a draw pile. Before you can start the game, you must flip over the box lid to create a litter box for all the played cards. You can draw a card from the pile and play it right away, or grab a discarded card from the litter box and wait a turn to use it.

Every turn earns you one action point, giving you the opportunity to play a card. If any card forces you or another player to discard a card, you must comply.



This will slow down your journey to collecting all of Bananya's friends.

The game continues until someone collects 10 different Bananyas and calls out 'Nya!'

Elevator pitch:

Collect different Bananyas in this cute card game featuring simple set-collection mechanics. Two to Four players compete to collect full sets of Bananya kitties. Players draw cards, play cards to resolve their effects, and force your opponents to put cards in the litterbox - the first player to get all 10 Bananyas of the same type wins the game - but only if they shout "Nya!"

Unique Selling points (USPs):

Contents:

- Great Introduction to Gaming - This drafting and set-collection card game is easy to learn and can be played in 20-30 minutes, and is appropriate for ages 6+, making it the ideal entry point for young children.

- Easy Recognizable IP - Bananya is a popular anime series which appeals to a different customer demographic than many of our other games (or games commonly found in retail stores).

- Unique and Artful - beautiful pastel colours and strong art design make this game stand out on store shelves and will draw the eye of customers.

- Accessories - An extensive selection of Player's Choice accessories will accompany the game at launch, providing further value to customers.

- 4 Reference Cards
- 64 Playing Cards
- Rulebook

Todd McFarlane Productions: Artist Spotlight: Simone Bianchi



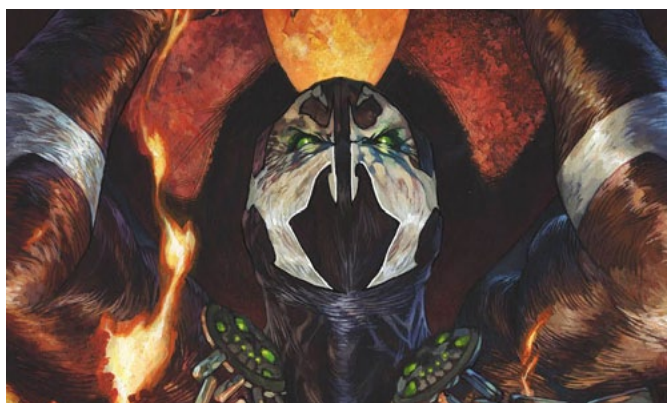
After a successful 2022 campaign that saw SPAWN capture the title of best-selling comic book once again, Todd McFarlane is finding new ways to bring exciting talent to his roster with his Artist Spotlight series.

Each month of 2023 will feature a NEW spotlight artist who will create covers for the 4 Spawn Universe titles: SPAWN, Gunslinger Spawn, Scorched, and King Spawn.

David Mack started the series in January, with his covers being met with high fan praise.

Simone Bianchi is up for the month of February, bringing his own style to each title. Bianchi's process consists of creating full size acrylic paintings of each cover. The covers are between 22' x 16' and 25' x 18'. Their preliminaries are roughly 18' x 12'.

When asked about why he decided to take part in the Artist Spotlight Series, Bianchi had this to say:



"I got a message from Todd and the decision was made even before starting talking. He is one of those people with a halo of energy you absorb by just talking to.



Also, he knows exactly how much creative liberty and freedom you need to create your best art. I could work with no pressure, the right indications, but also with the confidence of him and Thomas, that are the ideal conditions to give your best. Not secondary of course, the importance Spawn has had as a character since my teenage comic book collection, so.. there was never a doubt whether accepting the project or not."

Bianchi has also had the honour of having his covers selected to be placed in the Cart Gallery in Via del Gesù, Italy, a few steps away from the Pantheon.

MÖRK BORG: IKHON



Forged by the left hand of Nechrubel, bound in cured skin and soot-black wood, the ancient god-vessels known as IKHONs are detested by the Two-Headed Basilisks. Wielding their Powers, unfettering the Profane Profound shackled within is a serious heretical crime and whoever may carry these blackened shrines will be forever hunted by the inquisition. But perhaps it is worth it.

Free League Publishing and Stockholm Kartell today officially announced MÖRK BORG: IKHON. This new module for the hit indie old-school RPG MÖRK BORG will be released on February 28. A pre-order giving early access to a complete PDF is now live in the Free League webshop.

IKHON is a mystery box for MÖRK BORG. A gaol keeping four almost-forgotten folk gods at bay; the Bilkherd, the Becklure, the Old Dead and the dreaded Silkfiend. Those who dare commune with them are promised great rewards. But life and death go hand in hand and too small a sacrifice could be perceived as an insult. This gift could very well be a curse.



Contents:

- Boxed set with rules on how to unfetter the Profane Profound.
- Four tracts, one for each god-creature, detailing their gifts and punishments.
- Written by Pelle Nilsson but torn apart and rebuilt in a stranger, darker form by Fiona Maeve Geist and Jarrett Crader of the MoonRat Conspiracy.
- Over 40 full-page illustrations by the masterful Paraguayan artist Samuel Araya, whose oil paintings will bring the Profane Profound to blasphemous life.

Editor's Challenge

So we're into a New Year, and new projects and new armies. I decided this year to start a few new projects that includes a 15mm fantasy army for 1st/2nd Edition Warhammer Fantasy Battles, another project I've decided to build and paint is a 20mm US infantry force for the Vietnam war. Other projects I have planned for this year includes several warbands for Mordheim, as well a plan to build some terrain for that project.



As well as these new projects I still have a few that aren't finished from last year, which will need to be completed this year, well that the plan anyway. Recently I managed to finish building and painting the Late Roman Army for Saga. This meant I could make a start on the Celtic and Ancient Greek factions for Saga Hannibal. So far, I've managed to paint several Celtic archers, and a few warriors for the Celts. As for the Greeks I've finished some Hoplites and slingers. Going forward I still have quite a few Celtic warriors to finish, as well as a ton of Greeks.



I still have plans for a 28mm and 20mm Warring States force to build and paint. Both of these are in the plans for this year. I'm also planning to finally start painting the 20mm ECW warbands for a campaign set in Derbyshire and South Yorkshire following the exploits of Sir John Gell.





Other projects that need to be finished are the armies for Bolt Action, these are just mainly the odds and ends for the German and US forces. I now have a chunk of new minis for the Flames of War German army from the Clash of Steel starter set. This also means I now have a small Soviet force to build and paint this year which is also from the Clash of Steel box. The Soviets I can build and paint quite fast as the Soviet paint scheme is pretty simple, so it shouldn't take too long to do (famous last words).



I've decided this year to get rid of the 40K Space Marines I had and will also be getting rid of the Age of Sigmar miniatures I have. I don't any interest in playing either of these two games anymore.



Neither of them interests me as wargames to play anymore. So, I decided it was time to cull them from my collection. I've also been spending more time building the YouTube channel for Irregular Magazine over the last few months, so I made a decision to reduce some of my collection I will never finish or have an interest to finish.

I also want to paint some the miniatures for the board games I have and want to keep, such as the D&D games I have. There are a plethora of miniatures in both of the Dungeons and Dragons board games, which will keep me busy for some time.

Flames of War

Clash of Steel

WORLD WAR II STARTER SET

Jason Hubbard

Flames of War is a tabletop wargame that simulates battles from World War II. The game is designed for two or more players, who each control armies of miniature models representing soldiers, tanks, and other military vehicles. Players use a combination of strategy, tactics, and luck to out maneuver their opponent and achieve their objectives.

Getting Started

To get started with Flames of War, you'll need a few things. First and foremost, you'll need a rulebook. The Flames of War rulebook contains all the rules, scenarios, and unit profiles you'll need to play the game. You'll also need miniature models of soldiers, tanks, and other vehicles. These models can be purchased from hobby stores or online retailers. Finally, you'll need a tabletop to play on, which can be a standard gaming table or a custom-built terrain board.

Gameplay and Mechanics

The basic gameplay mechanics of Flames of War are relatively simple. Each player takes turns moving their models across the tabletop, engaging in combat, and trying to achieve their



objectives. Players roll dice to determine the success of their attacks and defences, with modifiers based on the strength of their units, terrain, and other factors. One of the key aspects of Flames of War is the use of company-sized units. Each player commands a company of soldiers, which typically consists of around 100 soldiers and a few tanks or other vehicles. Players must carefully coordinate their units to achieve their objectives and out maneuver their opponent.



Factions and Units

Flames of War includes a wide variety of factions and units from the World War II era. The game covers all the major powers involved in the war, including Germany, the United States, Great Britain, and the Soviet Union, as well as many minor powers. Each faction has a unique set of units and special rules, reflecting their historical strengths and weaknesses.



Units in Flames of War are divided into several categories, including infantry, tanks, artillery, and aircraft. Each unit has unique abilities and special rules, making them effective in different situations. For example, tanks are excellent at penetrating enemy armour, while artillery is great at taking out enemy infantry.



Expansions and Add-Ons

Flames of War has a wide range of expansions and add-ons available. These include additional units, scenarios, and rules, as well as supplements that focus on specific theatres of the war, such as North Africa or the Eastern Front. The game also has a thriving community of players who create custom scenarios, terrain, and other content, which can be found online or at local hobby stores.

Clash of steel

The new starter set features both Russian and German forces as they battle for Berlin in the last few days of the second world war. The set comes with a host of tanks on both sides, as well as troops and all the rules required to start playing this game.





Clash of steel

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The box contains the following.

Contents:

- 1 German Force
- 3 Panther (late) Tanks
- 2 Panzer IV/70 Tank-hunters
- 1 Jagdtiger Tank-hunter
- 1 Panzergrenadier Platoon (27 Miniatures)
- 1 Soviet Force
- 4 T-34 Tanks
- 2 IS-2 Tanks
- 2 ISU-122 Assault Guns
- 3 BA-64 Armoured Cars
- 1 Guard Hero Motor Rifle Co (35 Miniatures)
- 1 Complete A5 Rulebook
- 1 Quick Start Guide
- 13 Unit Cards
- 20 Dice



The war is in the last stage, and it's a race to capture Berlin. The Germans are desperately trying to defend the city and wider Germany on two fronts, on the West the allies are charging towards the Rhine after D-Day. Whilst on the east the Russians moving towards Berlin to capture the city and Hitler.

Clash of Steel provides two starting armies, one for the Russian and another for Germany. Both sides have tanks, the T-34 on the Russian side and the Germans had Panther and Panzers.



Along with the starter set is a new book Berlin Soviet, which provides all the information needed to build a Russian force to capture Berlin.

The book describes the Eastern front as it was in 1945, though the book provides information that goes back to mid-1944, which overlaps with Bagration book series.



This book goes into more detail regarding the Soviet forces than the Bagration book did.

Flames of War is an excellent tabletop wargame that offers a deep and engaging simulation of World War II battles. The game's emphasis on company-sized units and historical accuracy make it a favourite of history buffs and wargamers alike. With a wide variety of factions, units, and scenarios to choose from, as well as a thriving community of players, Flames of War offers endless possibilities for gameplay and strategy. Whether you're a seasoned wargamer or a newcomer to the hobby, Flames of War is definitely worth checking out.

This is yet again another great set from Battlefront, and I'm still convinced they produce the best starter set in the wargaming hobby. This and all the other starter set are a great way to jump into this game.

They provide everything needed to jump in, add the appropriate book in this case Soviet Berlin, then you have all you need to start building your chosen army.

Attila's War 440-53 AD

Hunnic Warrior Vs Late Roman Cavalryman

Author: Murray Daham

Publisher: Osprey Publishing

Review by Jason Hubbard

Roman and Hunnic fighting men are assessed and compared in this fully illustrated study of Attila's bid to conquer Europe in the 5th century AD.

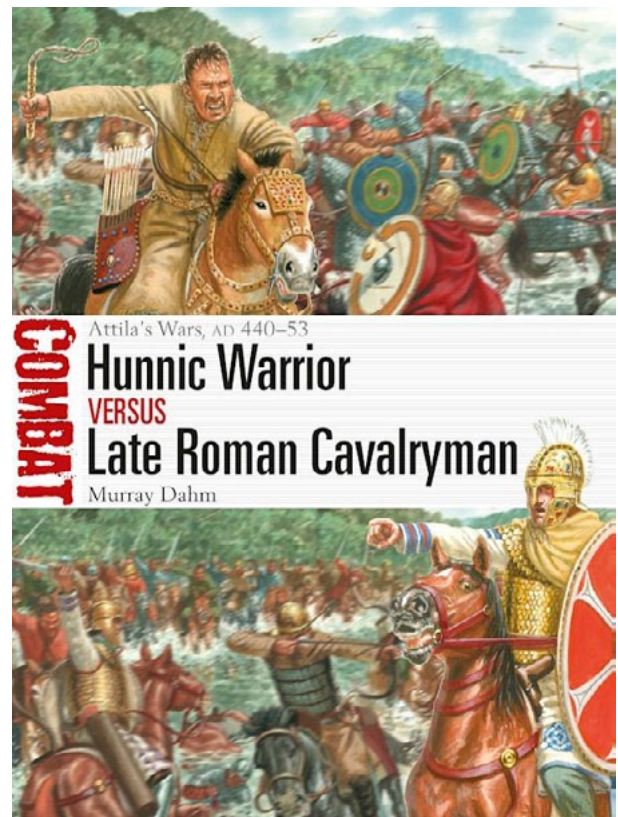
The Huns burst on to the page of western European history in the 4th century AD. Fighting mostly on horseback, the Huns employed sophisticated tactics that harnessed the formidable power of their bows; they also gained a reputation for their fighting prowess at close quarters. Facing the Huns, the Roman Army fielded a variety of cavalry types, from heavily armed and armoured *clibanarii* and *cataphractii* to horse archers and missile cavalry. Many of these troops were recruited from client peoples or cultures, including the Huns themselves.

After carving out a polyglot empire in eastern and central Europe, the Huns repeatedly invaded Roman territory, besieging the city of Naissus in 443. With Constantinople itself threatened, the Romans agreed to pay a huge indemnity. In 447, Attila re-entered Roman territory, confronting the Romans at the battle of the Utus in Bulgaria. The Huns besieged Constantinople but were unable to take the city. In 451, after Hunnic forces invaded the Western Roman Empire, an army led by the Roman general Aetius pursued the invaders, bringing the Huns to battle at the Catalaunian Plains.

Featuring specially commissioned artwork and maps, this study examines the origins, fighting methods and reputation of the two sides' cavalry forces, with particular reference to the siege of Naissus, the battle of the Utus and the climactic encounter at the Catalaunian Plains.

The Roman Empire at this point was already in a decline, the invasion by the Huns just added to the chaos and failing empire. Under the command of Attila, the Hun army managed to inflict several defeats on the mighty Roman army.

The clash on the Catalaunian Plains may have tipped the balance of power in region. The Romans had underestimated the Huns along with other migrating tribes, believing the barbarians couldn't topple the mighty Roman Empire, they didn't treat like the superior force they were much to their detriment.



The author investigates the army composition and size of both sides, he also takes a look at both armies organisational structure and command. Other areas covered by the author includes sections of the equipment and weapons utilised by both opposing sides. Murray also provides an in-depth look at three key battles between the two armies and provides a good analysis of the conflict between the two.

This is an excellent book for anyone interested in the declining Roman Empire and one of its most formidable foes of the period. It's an excellent source of historical background for any wargamer considering recreating this campaign, or one of the two armies. It provided a good overview of the military combatants and the battles they fought.



Did 3000 Chinese Soldiers disappear without trace in WW2

Unexplained disappearances have always had a chilling effect on people. Many individual human disappearances can be chalked up to foul play, such as murder or kidnapping, while others simply runaway for personal or financial reasons. The eeriest type of disappearances, though, are the ones that happen en masse – where a group of people seem to evaporate into thin air.

The disappearance occurred in December of 1939 (or 1937, depending who you talk to), when Colonel Li Fu Sien stationed 2,988 troops amongst Nanjing's hills – a 3.2 kilometer area, with a view to defend a bridge on the Yangtze River against an impending Japanese attack.



the battalion of 3,000 Chinese soldiers was assigned to a two mile stretch of land around Nanjing. The Japanese had taken the city and the soldiers were charged with preventing the enemy fighters from getting out of it.

The battalion was the rear guard, advancing toward the Japanese strongholds in the area. They were equipped with a number of heavy artillery and were reported to be ready to fight to the last man if necessary. After seeing that his troops were well dug in for the night and soldiers were posted on watch, the colonel then retired to his sleeping quarters about two miles behind the lines.

The evening of December 9, 1937, the commander of the battalion, Li Fu Sien, went to bed as normal after seeing to his troops. He had made sure the troops were dug in for the night and that soldiers had been placed on watch. On the morning of December 10, he would be woken by an aide with some very disturbing news.

He was informed he was told by an aide that the soldiers at the defensive line were not responding to calls or signals. An investigation team was formed and when they arrived at the troops' position, they found it completely abandoned. There was no sign of struggle, the heavy weapons were still in place and ready to be

fired, but not a single soldier could be found. Chinese soldiers stationed at the bridge claimed that no one had slipped by in the night and that they were unsure of the missing soldiers' fate. There was no evidence of combat during the night. They did not have any leads on what happened to the defensive line.



The first theory is that they surrendered en masse to the Japanese, while this may have been possible, in order to do so would mean they'd have to cross the bridge and pass the Chinese troops stationed there. The other reason why this is ruled out is because the Japanese tended to treat Chinese soldiers harshly such as being used for bayonet practice. Plus, there is no mention by the Japanese of this occurring, so this theory needs to be ruled out.

Another possibility is that they deserted, but this would mean crossing the bridge or finding another route out of the area. Now this is a possible theory, as the Chinese army wouldn't want this known and would go out of their way to cover it up. The only problem with this is that the vegetation in the area at the time were pretty sparse and couldn't have provided sufficient cover for 3000 troops to go unseen.



Since the war some more outlandish theories have been thrown into the ring. Such as they disappeared into a parallel universe. The theory that our universe is surrounded by a number of invisible parallel universes, could theoretically make this a possibility. Other theories banded about such as a UFO abduction or they retreated into the hollow earth.



There are a couple of problems that spring up whilst trying to research this incident and that's the alleged date, some say it occurred in 1937 whilst others have suggested 1939. The next problem I came across was finding any credible information on Col Li Fu Sien apart from articles regarding this incident. The next issue is there is no official information to be found regarding the disappearance apart from a few on-line articles.

Now information about the Colonel and the incident may have been lost during the war. Records may have been deliberately destroyed or may have been lost to enemy action. The information could have been lost during the chaos of the Chinese Civil War that followed the end of WW2. The battalion in question would have been part of the Chinese Nationalist Army, who in the aftermath of the civil war fled to Taiwan. Information about the incident could have easily been destroyed so not to fall in the hands of the Communists.

The other possibility is that it never occurred and it's an urban myth, or the number of men that disappeared that night has over the years been greatly exaggerated. It's a mystery that you either believe occurred or you don't.

Korea 1951-53

US Soldier Vs Chinese Soldier

Author: Chris McNab

Publisher: Osprey Publishing

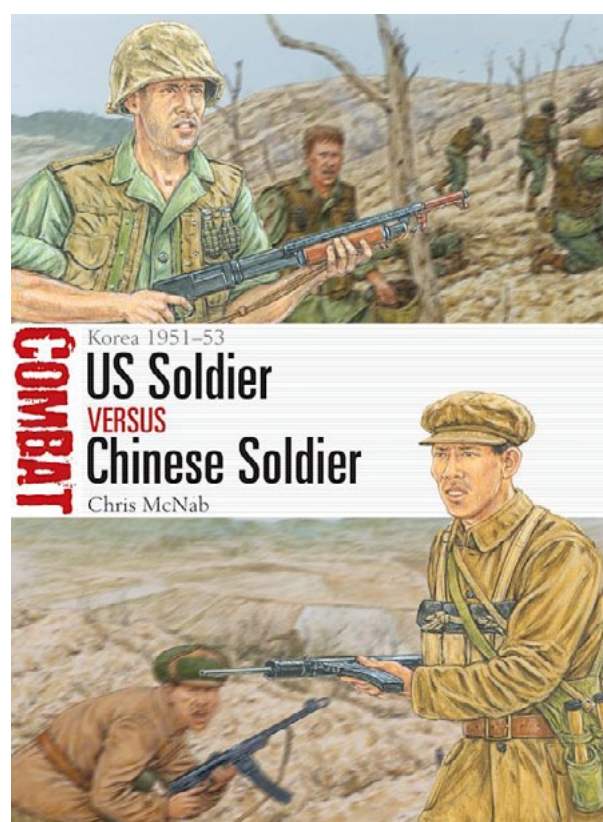
Review by Jason Hubbard

On June 25, 1950, North Korean troops invaded South Korea, triggering a bitter conflict that drew in US and other United Nations forces in support of the South, and soon prompted the Chinese to intervene on the side of the North. By December 1950, the US Army and its allies had been forced back into South Korea by the Chinese forces, composed of experienced soldiers buoyed by the Communists' success in the recent Chinese Civil War.

Armed and equipped with much the same weaponry and doctrine that they had employed in the last years of World War II, US Army units in Korea would often find themselves outnumbered, fighting in extremely difficult terrain that precluded the widespread use of armour.

Featuring specially commissioned artwork, this study assesses the US and Chinese forces that clashed at Chip'yong-ni (February 13-15, 1951), Triangle Hill (October 14-November 25, 1952), and Pork Chop Hill (July 6-11, 1953), casting light on the origins, doctrine, and combat effectiveness of these two very different forces during the struggle for victory in Korea.

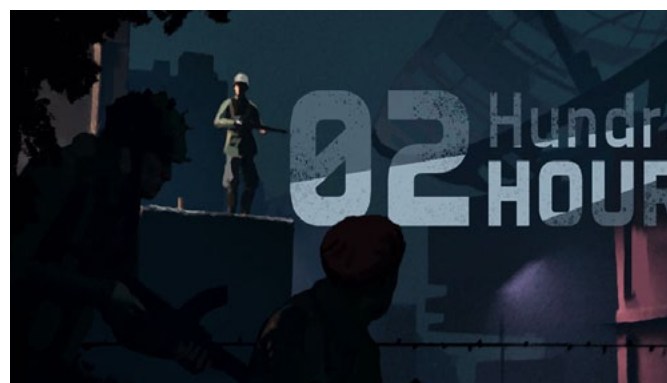
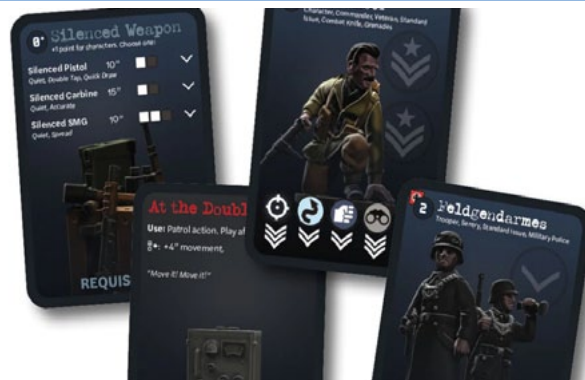
By 1951 the war had pretty much descended into a stalemate on all sides. The conflict between North Korea, China and the UN Allies was mainly along the mountain ranges of the Korean interior, which had descended into a bitter hard worn fight, that was made even harder by the terrain and terrible winter weather.



The author looks at the two main infantrymen of the war, US and Chinese. He focuses on three major battles during this period Chip'yong-ni, Triangle Hill, and Pork Chop Hill. He looks at the advantages and disadvantages of both troop types, the equipment and weapons they used. The text is as always supported with numerous photographs, illustration and battle maps. He also takes an in-depth look at the tactics utilised by both, in what was often a bitter fight.

Anyone looking to start building an army for this conflict then this is definitely worth picking a copy. It's a great book for anyone wanting to recreate battles from this conflict, it provides a good overview of what it's often called the Forgotten War.

One excellent aspect of the book which many wargamers will find useful is the unit organisation which quite informative even though it's very short.



02 Hundred Hours

02 hundred Hours is a skirmish wargame focusing on night-time raids in World War II.

Field an elite force of Commandos, SAS, Paratroopers and Rangers to infiltrate the enemy lines under cover of darkness. Recruit SOE spies and local resistance fighters to bolster your chances. Launch attacks on radar stations, munition factories, airfields, bridges and rail lines. Sneak past sentries, take them out with silent attacks, or open fire with a devastating ambush. Plant charges to destroy your objective, assassinate a target or grab vital intel, then fight your way to safety before reinforcements arrive.

Or play as the defenders, carefully setting patrol routes so your sentries can spot raiders in the shadows, utilise guard dogs, officers or even the dreaded Gestapo and make use of informants and intercepted transmissions to thwart the attackers' plans.

Inspired by classic war movies as well as historical events, 02 Hundred Hours is a fast paced game with roughly 10-20 models on either side. The game's Alert system makes stealth a core part of the action – spotting your enemy in the darkness is key to victory!



The game is a small model count skirmish game for 28mm miniatures, where you play out stealth missions, commando raids, resistance missions basically recreating the actions performed by WW2 special forces.



The rules are fairly easy to pick up and straight forward to learn. It's a fast play skirmish game that enables small behind the line's actions.

How the game works in principle is defenders will create patrol routes and the sentries will follow those routes until any enemy soldiers are detected. Other defending miniatures will move in a different way. Those on the attacking side will start the game off the board and will enter with a primary and secondary objective.

The game comes in two options, one is just the rule set, and the other is a full starter set with both allied and German multi-part plastic miniatures. The plastic miniatures are produced by Wargames Atlantic, and will be released this year as separate boxes from WA,



as well as part of the starter set. Grey for Now Games produce the metal miniatures for the expansions to the start set. The first two expansions add forces to both the Germans and the Allies. The German expansion provides miniatures Guards of Facility 9, and the Allied expansion called Operation Torchlight provides additional Special Forces soldiers. Both expansions will include extra miniatures in both metal and plastic along with additional cards. As I write this another expansion is due to be released which will add partisans to the game.



The game will work in any theatre of operations, so you could recreate the missions of the LRDG and SAS in the North Desert, SAS operations in the Aegean or take the game into the pacific using units like the Chindits in the Burma Campaign.

For anyone interested in WW2 this adds another dimension to gaming that period of history. Now you game this period of history from behind the lines missions right up to large scale battles. Adding this game to your collection will give you another option to recreate the events of WW2. I really enjoyed this rule set, and it allows me to play small quick games set in the period, just like Kill Team allows players to dip into the 40K world for a quick fast skirmish game.



Adobe Express for gamers

By Jason Hubbard



Adobe Express, also known as Adobe Photoshop Express, is a free mobile app developed by Adobe that provides a simple, easy-to-use interface for editing photos on-the-go. The app is available for both iOS and Android devices.

Adobe Express includes a variety of basic photo editing tools, such as cropping, resizing, and straightening, as well as filters and other effects that can be applied to photos. The app also provides tools for adjusting brightness, contrast, and other color settings, and it includes a variety of text and drawing tools that can be used to add captions or other creative elements to photos.

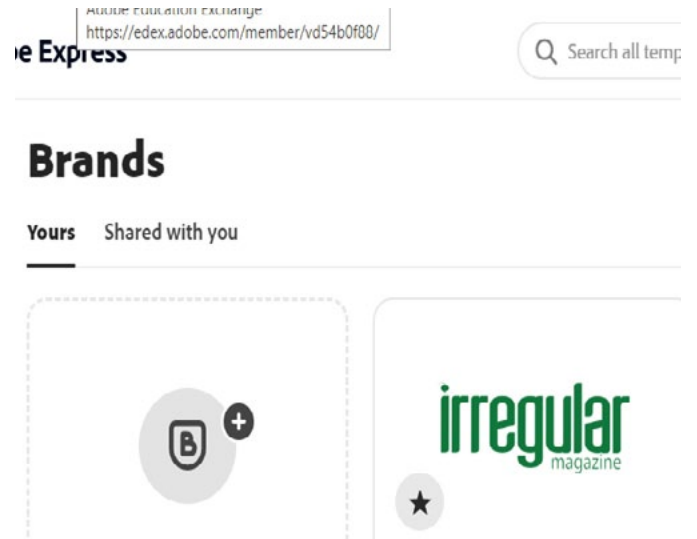
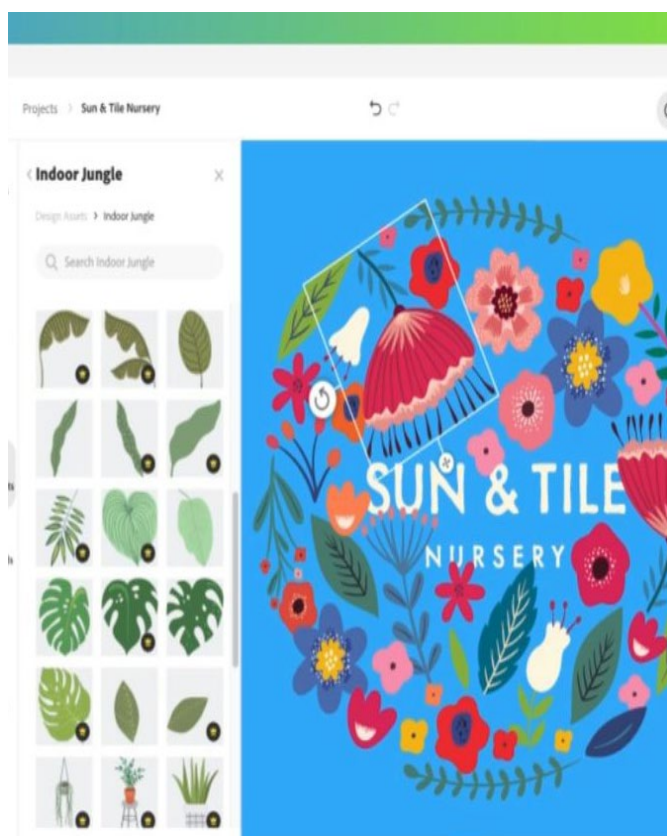
Adobe Express is designed to be a quick and easy way to edit photos on a mobile device, and it is intended for use by anyone who wants to improve their photos without having to use more advanced editing software. The app is especially popular among social media users who want to quickly enhance their photos before sharing them on platforms like Instagram,



Facebook, and Twitter.

Tabletop gamers could use Adobe Express for a variety of purposes related to gaming and their gaming-related content. Here are a few possible examples:

1. **Creating custom character portraits:** Using Adobe Express, gamers could edit and enhance photos or artwork to create custom portraits of their in-game characters, adding effects, text, or other elements to make the portraits more unique and personalized.
2. **Designing maps and other gaming materials:** Gamers could use Adobe Express to edit and enhance maps or other visual materials used in their tabletop gaming sessions, adding text, graphics, or other elements to help players navigate and visualize the game world.
3. **Creating social media posts and promotional materials:** Adobe Express includes a variety of social media templates and tools that could be used by gamers to create eye-catching social media posts promoting their gaming groups, events, or content.
4. **Creating custom player aids and handouts:** Gamers could use Adobe Express to create custom player aids and handouts that are more visually appealing and engaging than basic text documents, adding graphics, photos, and other visual elements to help players understand the rules or game mechanics.



5. **Enhancing gameplay videos and photos:** Gamers who record or photograph their tabletop gaming sessions could use Adobe Express to edit and enhance the resulting footage, adding effects, text, or other elements to make the content more engaging and entertaining for viewers.

Wargamers could use Adobe Express for a variety of purposes related to their gaming and wargaming-related content. Here are a few possible examples:

1. **Creating custom terrain and miniatures:** Using Adobe Express, wargamers could edit and enhance photos or artwork of terrain and miniatures to create custom gaming elements that are more visually appealing and unique.
2. **Designing army lists and unit cards:** Gamers could use Adobe Express to create custom army lists and unit cards that are more visually appealing and informative, adding graphics, photos, and other visual elements to help players better understand their armies and units.
3. **Creating social media posts and promotional materials:** Adobe Express includes a variety of social media templates and tools that could be used by wargamers to create eye-catching social media posts promoting their gaming groups, events, or content.
4. **Enhancing gameplay videos and photos:** Wargamers who record or photograph their gaming sessions could use Adobe Express to edit and enhance the resulting footage, adding effects, text, or other elements to make the content more engaging and entertaining for viewers.
5. **Creating custom gaming mats and terrain boards:** Adobe Express could be used to create custom designs for gaming mats and terrain boards, adding graphics, photos, and other visual elements to create unique and visually stunning gaming environments.



Battle Masters Board Game

A Blast from the Past



Battle Masters is a classic board game that was first released in 1992 by Milton Bradley. It was a popular game in its time, and it still has a dedicated following today. The game is a classic example of a mass battle wargame, with players commanding large armies of miniatures across a tabletop battlefield.

One of the things that sets Battle Masters apart from other wargames is its simplicity. The game is easy to learn and can be played by both adults and children. The rules are straightforward, and players can start playing within minutes of opening the box.

The game also has an impressive amount of content. The box includes a large number of miniatures, including knights, archers, and other medieval soldiers. The game also includes a number of different types of terrain, such as forests, hills, and rivers, which add to the overall immersion of the game.

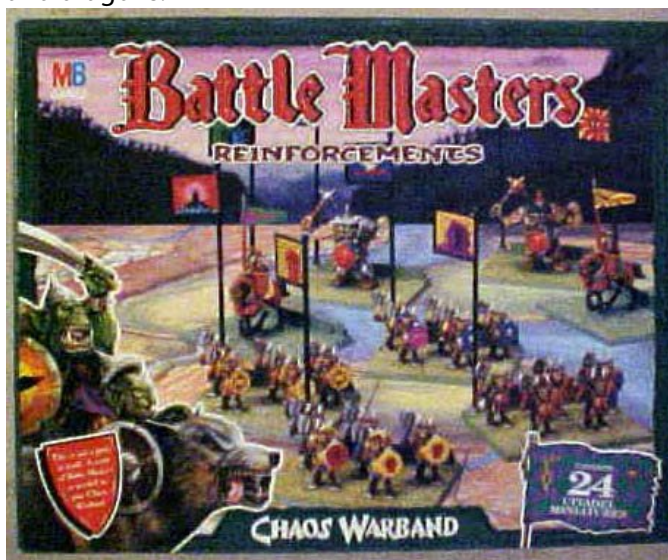
The miniatures themselves are well-designed and nicely detailed. While they are not as detailed as some of the miniatures available today, they are still quite impressive, especially considering the age of the game. The artwork on the box and game components is also quite impressive and helps to set the mood for the game.



The gameplay itself is quite fun, with players taking turns moving their armies across the battlefield and engaging in combat with their opponents. The game has a nice balance between strategy and luck, and the outcome of the game can change quickly based on the roll of the dice.

Overall, Battle Masters is a classic board game that is well worth revisiting for anyone who enjoys war-gaming. The game is simple to learn, but still offers a satisfying level of strategy and depth. The miniatures and artwork are impressive, and the game is sure to provide hours of entertainment for both casual and serious gamers alike.

The game features a large number of miniatures, including knights, archers, and other medieval soldiers, as well as a range of fantasy creatures like giants, trolls, and dragons.



The miniatures themselves are well-designed and nicely detailed, with a good level of variation in poses and equipment.

One of the strengths of the miniatures in Battle Masters is their durability. They are made of a sturdy plastic that holds up well over time, even with regular use.

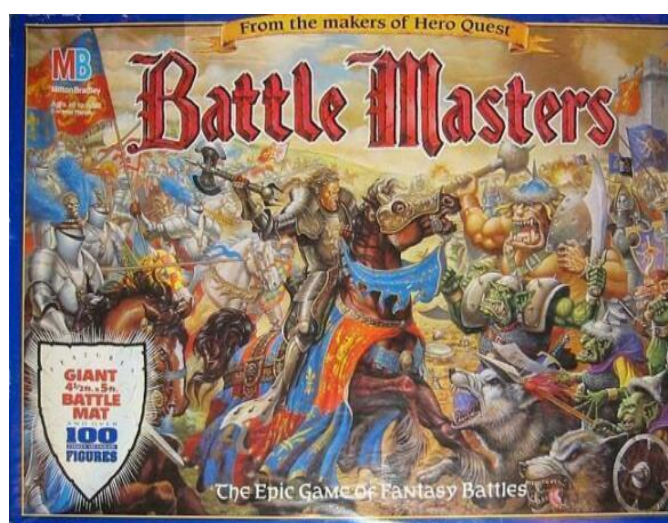
The plastic is also easy to paint, which makes them a great choice for hobbyists who want to add their own personal touch to the game.

While the miniatures are not as detailed as some of the miniatures available today, they are still quite impressive, especially considering the age of the game. The larger creatures, like the dragons and giants, are particularly well-designed, and are a real standout feature of the game.

The miniatures are also well-matched to the size of the game board, with each miniature representing a unit of soldiers rather than an individual soldier. This makes it easy to keep track of large battles, without getting bogged down in too much detail.



Overall, the miniatures in Battle Masters are a great example of the high-quality production values that Milton Bradley was known for. They are durable, well-designed, and perfectly matched to the needs of the game. While they may not be the most detailed miniatures available, they are still impressive, and add a lot to the overall feel and atmosphere of the game.



Tannenburg 1914

Author: Michael McNally

Publisher: Osprey Publishing

Review by Jason Hubbard

The Eastern Front battle that resulted in one of the greatest defeats of World War I, in which an entire Russian army was annihilated by German arms.

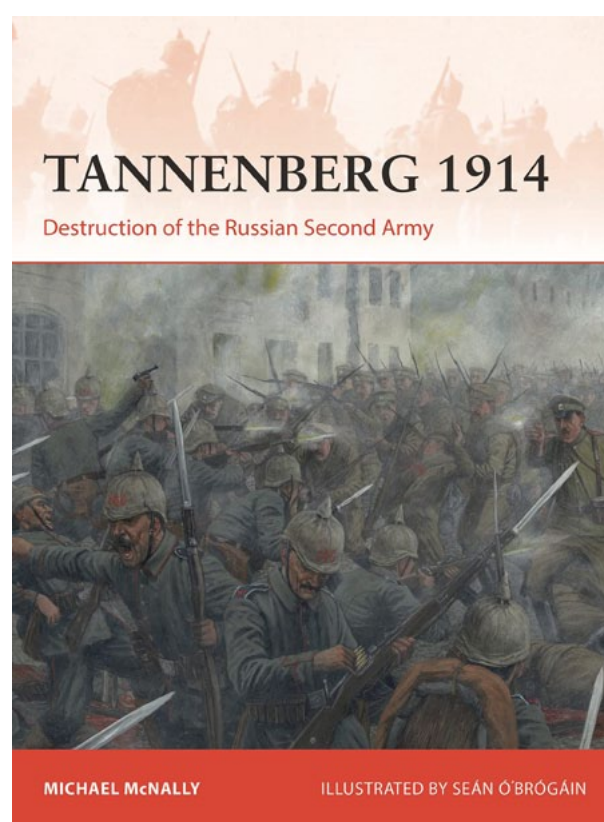
Tannenberg is a major battle that deserves a fully illustrated treatment all of its own, and for the first time this book brings the epic Eastern Front clash to life in visual detail. No other book on this topic walks you through the action like this one, using detailed maps to provide unit locations and movements and help explain key command decisions, while period photographs and colour battlescenes put soldiering back at the core of the events by revealing the military material culture of the opposing sides.

Michael McNally guides you through the initial border engagements and the battles of Gumbinnen and Stallupönen, before moving on to explore the massive, often confused running battle of Tannenberg in easy to follow and concise detail. This work helps you understand how the Germans managed to maul Samsonov's Second Army and all but destroyed the Russians as a fighting force.

The Russian war plan of using overwhelming numbers to gain a quick victory before conducting further operations would soon lie in pieces on the ground. It also assesses the contribution modern technology – such as railways, aerial reconnaissance, radio and telegraphy – made to the emphatic German victory.

The author manages to explain how the German military machine were able to turn the tables on the Russian army through tactical ability and superior intelligence gathering. Through the use of period photos, illustrations and battle diagrams, explains this, at times confusing conflict clearly. The author presents an excellent overview of the campaign fought between German and Russian forces. This was a crucial campaign which thwarted the Russian encroachment in to Germany. Had the campaign turned out differently it may have affected history, a shorter war and the unlikely stopping the Russian revolution.

Michael manages to provide a great overview of troop movements, along with mistakes made by both sides. He also points out the role played by German air



reconnaissance even though this tactical advantage was in its early stages of development, it may have been crucial to their victory.

For anyone considering replaying Tannenberg or the conflict on the Eastern front then this is a perfect read. It provides an easy-to-read in-depth overview, that will give most war gamers enough information to recreate the events and battles fought out during this campaign. This is an ideal book for anyone interested in the first world war, especially anyone looking for information around the opening conflicts of the war.

This book provides an excellent insight into why the Russian army eventually crumbled a few years later. The author also demonstrates why the German military were considered tactically, and technically superior.

Battle of Marston Moor

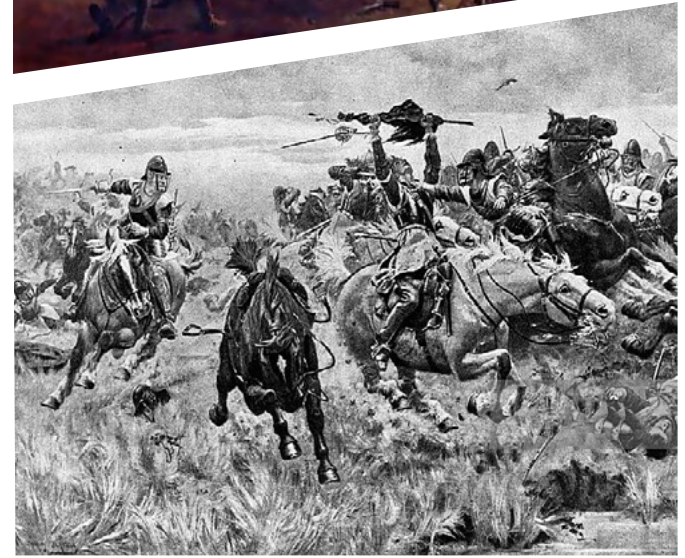
Jason Hubbard



The Battle of Marston Moor, fought on 2 July 1644, was a pivotal engagement in the English Civil War. It was fought between the Royalist forces, led by Prince Rupert of the Rhine, and the Parliamentary forces, led by Sir Thomas Fairfax and Oliver Cromwell. The battle took place near the village of Long Marston in North Yorkshire, England, and was the largest battle fought on English soil.

The Royalist army was a combination of English and Scottish troops, while the Parliamentary army was made up primarily of English soldiers. The Royalists had the advantage of a superior cavalry force, which they hoped to use to break the Parliamentary lines. However, the Parliamentarians had a strong defensive position, with their back against a marsh and a stream protecting their flanks.

The battle began in the afternoon, with a fierce cavalry charge by the Royalists. However, the Parliamentary infantry stood firm, and the Royalist cavalry was unable to break through their lines. The Parliamentary cavalry, led by Cromwell, then launched a counterattack, which turned the tide of the battle. The Royalist cavalry was routed, and their infantry was left exposed.



The Parliamentary infantry then advanced, and a brutal hand-to-hand fight ensued. Despite being outnumbered, the Parliamentarians were able to push back the Royalists, and the battle ended in a decisive victory for the Parliamentary army. The Royalist army suffered heavy losses, with over 4,000 killed and 1,500 taken prisoner. The Parliamentary losses were much lighter, with only around 300 killed.

The victory at Marston Moor was a significant turning point in the English Civil War. It marked the first major defeat for the Royalist forces, and it effectively ended their hopes of winning the war. The Parliamentarians were able to consolidate their control over much of northern England, and they were able to launch a successful campaign in the south soon after.

The battle also had a significant impact on the wider political situation in England. It strengthened the position of the more radical elements within the Parliamentary camp, who were pushing for a more radical program of reform. It also encouraged the Scottish Covenanters, who had been wavering in their support for the Parliamentarians, to throw their full support behind them.

In conclusion, the Battle of Marston Moor was a crucial moment in the English Civil War. It marked a significant victory for the Parliamentary forces, and it helped to tilt the balance of the war decisively in their favour. It also had a wider impact on the political situation in England, and it paved the way for the eventual triumph of the Parliamentarians and the establishment of a republican government in England.

There are several wargaming options for The Battle of Marston Moor, depending on the level of complexity and historical accuracy that you are looking for. Here are some suggestions:

1. "Pike and Shotte" by Warlord Games - This is a popular tabletop wargame that covers the period of the English Civil War, and it includes a specific scenario for the Battle of Marston Moor. The game uses miniatures to represent the troops, and it includes rules for movement, combat, and morale. The game is relatively easy to learn, but it allows for a high degree of tactical depth.



2. "For King and Parliament" by The Wargaming Company - This is a more detailed wargame that aims for historical accuracy, and it includes a scenario for the Battle of Marston Moor. The game uses a gridded tabletop, and it includes rules for unit formations, weapons, and morale. The game can be more complex than other wargames, but it allows for a high degree of historical accuracy.

3. "Civil War Battles" by Decision Games - This is a board game that covers several battles of the English Civil War, including the Battle of Marston Moor. The game uses counters to represent the troops, and it includes rules for movement, combat, and morale. The game is relatively simple, but it allows for a high degree of strategic depth.

4. "To the Strongest!" by Simon Miller - This is a fast-paced wargame that uses playing cards to represent the troops, and it includes a scenario for the Battle of Marston Moor. The game includes rules for movement, combat, and morale, and it is designed to be played on a gridded tabletop.

The game is relatively easy to learn, and it allows for a high degree of tactical depth.



5. "Field of Glory II: Renaissance" by Slitherine - This is a computer game that covers several battles of the Renaissance period, including the Battle of Marston Moor. The game uses 3D graphics to represent the troops, and it includes rules for movement, combat, and morale. The game is relatively easy to learn, and it allows for a high degree of strategic depth.

Here's a scenario for The Battle of Marston Moor that can be used for tabletop wargaming:

Scenario: The Battle of Marston Moor, 2 July 1644
Overview: The Battle of Marston Moor was fought between the Royalist forces, led by Prince Rupert of the Rhine, and the Parliamentary forces, led by Sir Thomas Fairfax and Oliver Cromwell. The Royalists had the advantage of a superior cavalry force, while the Parliamentarians had a strong defensive position. The battle was a decisive victory for the Parliamentarians and marked a turning point in the English Civil War.
Forces: The Royalist army had around 18,000 troops, including 4,500 cavalry, 8,000 infantry, and 5,500 Scottish troops. The Parliamentary army had around 28,000 troops, including 6,000 cavalry and 22,000 infantry.

Terrain: The battlefield was located near the village of Long Marston in North Yorkshire, England. The terrain was flat with a stream protecting the Parliamentary left flank and a marsh behind their lines.

Special Rules: The Royalist cavalry has the ability to perform an initial charge at the start of the game, which allows them to move and attack before the



Parliamentarian forces can respond. The Parliamentarian cavalry has the ability to perform a counterattack, which allows them to move and attack after the Royalist cavalry charge.

Objective: The Royalists must try to break the Parliamentarian lines and achieve a decisive victory, while the Parliamentarians must hold their position and inflict heavy casualties on the Royalist army.

Gameplay: The game begins with the Royalist cavalry performing an initial charge against the Parliamentarian lines. The Royalist player must try to use their superior cavalry force to break through the Parliamentarian lines and disrupt their formation.

The Parliamentarian player must try to hold their position and weather the initial charge. Once the Royalist cavalry has been repulsed, the Parliamentarian cavalry can perform a counterattack and try to disrupt the Royalist formation.



The game then becomes a battle of attrition, with both sides trying to wear down their opponent's forces. The Royalist infantry must try to push through the Parliamentarian lines, while the Parliamentarian infantry must hold their ground and inflict heavy casualties on the Royalist army.



The game ends when one side achieves a decisive victory by breaking through the other side's lines or inflicting heavy casualties on their opponent's army. **Conclusion:** The Battle of Marston Moor was a decisive engagement in the English Civil War, and this war-game scenario allows players to recreate the historic battle and experience the challenges faced by both sides. The scenario emphasizes the importance of cavalry in the battle and the significance of the Parliamentarian defensive position.

Berezina 1812

Napoleon's Hollow Victory

Author: Alexander Mikaberidze

Publisher: Osprey Publishing

Review by Jason Hubbard

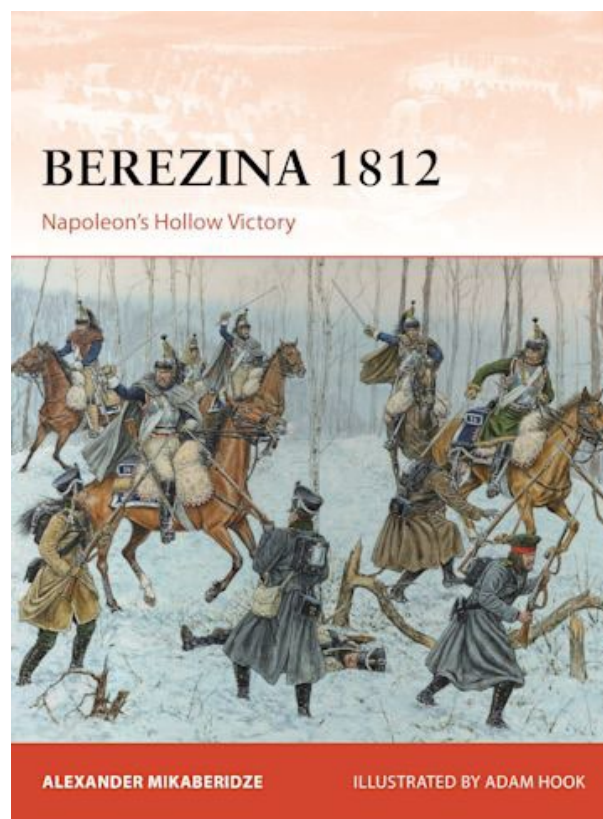
A superbly illustrated narrative of how Napoleon skilfully extracted his Grande Armée from the clutches of the pursuing Russian armies.

Much has been written about the Battle of the Berezina and the 1812 Russian campaign in general, during which the cold winter devastated the Grande Armée. Historians often praise Napoleon for his actions at the Berezina and attribute his success to a brilliant strategic mind, laying a trap that deceived the Russians and resulted in a remarkable feat in the history of warfare.

Drawing on contemporary sources (letters, diaries, memoirs), and featuring an extensive order of battle, this book recreates in hourly detail one of the great escapes in military history, a story often told with embellishments that require a more critical examination. Although the core of Napoleon's army escaped, tens of thousands were killed in the battle, trampled in the rush for the bridge, drowned in the icy waters of the Berezina, or captured.

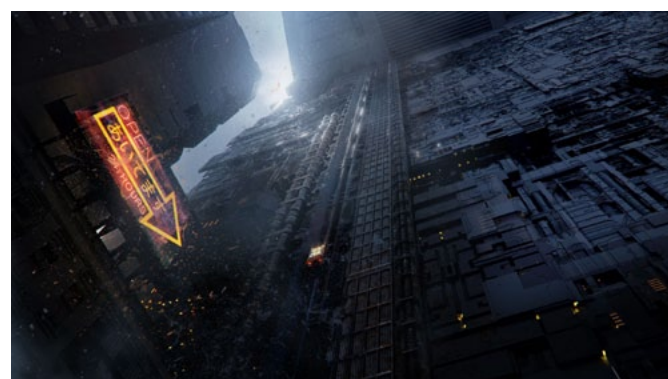
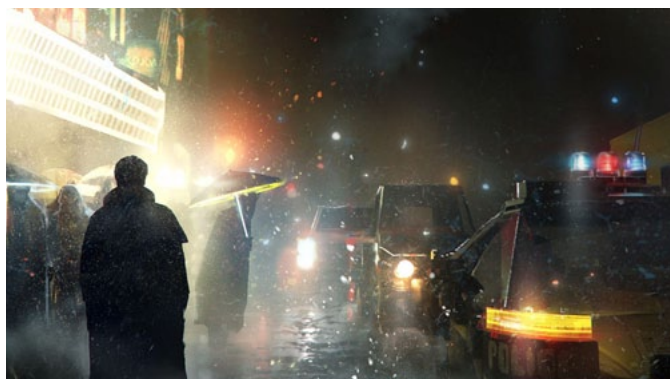
Written by an acknowledged expert on the period, and using a broad range of sources from all sides, this title brings to life in stunning visual detail, using maps, battle scene artworks and period illustrations, the events of late November 1812, as Napoleon's retreating, desperate Grand Army extricated itself from the clutches of the Russian armies under Kutuzov-Golenischev, Wittgenstein and Chichagov in an epic feat of heroism and masterful tactics.

The author manages to pull us along in the heart of the action of what was a challenging military campaign which was followed by a retreat of calamitous proportions. The Russian winter decimated Napoleon's army, if it wasn't for the valiant defensive action at the Berezina River crossing is probably the reason why any of the French army survived. The author begins by delving into the political background between France and Russia, and the fact that while Russia suspected Napoleon would attack, they weren't really prepared. So, in the face of the French army they retreated into the vastness of the Russian wilderness. The French overextended themselves and were forced to retreat.



By late November 1812, the French army was in full retreat trying the escape the pursuing Russian military, winter was taking its toll on the unprepared French soldiers, and the only obstacle between them and survival was the ice choked Berezina River. The author has placed more focus on the Russian military and its operations, which is a good thing because there has been in the past more books written on the retreat of the French.

Alexander has provided a highly detailed account of the battle, with information regarding what both armies did and didn't do during the course of the fight. This is definitely a good account of the battle that most wargamers of the Napoleonic period will find extremely useful, especially those looking to recreate the Russian campaign.

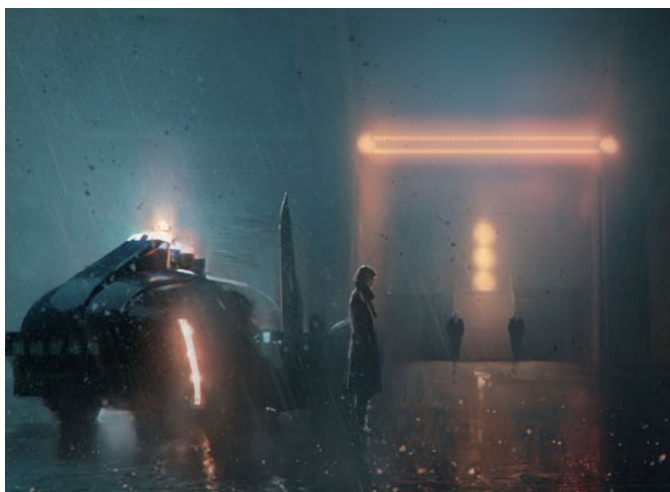


Blade Runner Role Playing Game

Walk the Mean, Neon-Noir Streets of LA in a New RPG From the Award-Winning ALIEN RPG Team

This is the BLADE RUNNER roleplaying game – a neon-noir wonderland that'll take your breath away. One way or another. An evocative world of conflicts and contrasts that dares to ask the hard questions and investigate the powers of empathy, the poisons of fear, and the burdens of being human during inhumane times. An iconic and unforgiving playground of endless possibilities that picks you up, slaps you in the face, and tells you to wake up.

Time to live. Or time to die.



Since the first film debuted in 1982, the Blade Runner franchise has become an iconic fascination and inspiration of science fiction for generations, cultivating a long and esteemed legacy across two seminal films, Blade Runner and Blade Runner 2049, and a growing library of best-selling publishing, games, and more. In celebration of its 40th anniversary, Free League Publishing and Alcon Entertainment will proudly welcome fans to explore that iconic sci-fi universe for themselves with an official line of tabletop roleplaying games in 2022.

The long-term licensing partnership with Alcon will launch a tabletop RPG series drawing inspiration upon the full scope of the Blade Runner universe, spanning four decades of world-building across all forms of media including Blade Runner and Blade Runner 2049. Hot off their eight wins at the 2021 ENNIE Awards including Fan Favorite Publisher two years in a row, Free League Publishing is renowned for its range of best-selling, multiple award-winning RPGs such as ALIEN, Tales from the Loop, and Forbidden Lands. Tomas Härenstam, Free League co-founder and lead game designer of the ALIEN RPG, will fill the same role for Blade Runner, with setting writing by Joe LeFavi and original artwork by the lead ALIEN RPG artist Martin Grip.

The official Blade Runner RPG will propel players into the neon noir streets of Los Angeles as Blade Runners with different specialties, personalities – and memories. Set in the year 2037, the Core Rulebook begins the adventure shortly after the Wallace Corporation debuts the new Nexus-9 Replicants on Earth, giving players the choice to play as either human or Replicant Blade Runners.

“It is important for us to fully capture the Blade Runner experience and themes from all perspectives – even the city,” says game director Härenstam. “One of the most fascinating characterizations in Blade Runner is Los Angeles itself, and we want LA to act and react differently based upon your character, specialties, and agenda.



Yet regardless of what you are, you're always a Blade Runner first and foremost – the ultimate outsider who must walk alone in a complex city and system where everyone could be a threat and no choice is without its compromises or consequences.”

The Blade Runner RPG and its line of future expansions will push the boundaries of investigative gameplay in tabletop RPGs, giving players a range of tools to solve an array of cases far beyond retiring Replicants. Apart from the core casework, the RPG will both in setting and mechanics also showcase key themes of Blade Runner – sci-fi action, corporate intrigue, existential character drama, and moral conflict – that encourage roleplay and challenge players to question your orders, empathize with your enemies, and make hard calls with high stakes and long-lasting implications.

Joe LeFavi of Genuine Entertainment, who brokered the deal on behalf of Free League, will serve as the lead setting writer, brand manager, and a producer on the game series.

BLADE RUNNER **THE ROLEPLAYING GAME**

A life-long fan that's no stranger to Blade Runner, LeFavi is also a producer on the upcoming Blade Runner: Enhanced Edition video game with Nightdive Studios, as well as the producer behind Alcon's art book *The Art and Soul of Blade Runner 2049*.

The Game

The official BLADE RUNNER RPG will propel players into the streets of Los Angeles as Blade Runners with unique specialties, personalities – and memories. The game pushes the boundaries of investigative gameplay in tabletop RPGs, giving players a range of tools to solve an array of cases far beyond retiring Replicants.

Beyond the core casework, the game showcases the key themes of Blade Runner – sci-fi action, corporate intrigue, existential character drama, and moral conflict – that challenge players to question their friends, empathize with their enemies, and explore the poisons and perseverance of hope and humanity during inhumane times.



The setting

Set in the year 2037, the adventures begin shortly after the Wallace Corporation debuts the new Nexus-9 Replicants on Earth, giving players the choice to play as either human or Replicant Blade Runners with different specialties, personalities, and memories.

As a member of the LAPD's Rep-Detect Unit, players will face impossible choices and find beauty and humanity in the stubborn resilience to keep fighting. To persevere through pain. To agonize over itches, they can't scratch. To do questionable and extraordinary things, chasing after fleeting moments of love, hope, and redemption to be lost in time like tears in rain. Other than that, it's just a normal day on the force, so get to work and grab some noodles on the way. That stack of cases won't crack itself. It's a shame you won't live long enough to solve them all. But then again, who does?

The BLADE RUNNER RPG is published in partnership with Alcon Entertainment and was recently voted Most Anticipated RPG of 2022 in the annual vote held by the EN World.



"It's easy to get mesmerized by the noodle-slurping, blaster-shooting neon spectacle of it all, but Blade Runner is a retrofitted world with many layers, and at its core, it's always been such an evocative yet relatable human drama to me," says writer LeFavi. "In classic noir fashion, it's never afraid to challenge everyday people to make extraordinary choices and sacrifices, and really delve into that dark and delicious moral gray.



That's why Blade Runner continues to make such a distinct impact on pop culture – not just for its iconic vision of the future, but for its themes and the pursuit and perseverance of humanity at the heart of science fiction at its best."

The Starter Set

The rules of the game are based on the acclaimed Year Zero Engine, used in award-winning games such as the ALIEN RPG, Tales from the Loop and Forbidden Lands, but further developed and uniquely tailored for BLADE RUNNER

- Blade Runner RPG Starter Set contains everything you need to start
- 80-page condensed rulebook.
- 56-page introductory adventure module, called Electric Dreams.

This is the first, and only at this point, full-length Case File for Blade Runner RPG.

- Four pre-generated Blade Runner characters.
- Large, full-colour map of Los Angeles in 2037
- 26 full-colour player handouts, including crime scene photos, data files, documents, maps, and more.
- 70 custom cards for non-player characters, chase manoeuvres and obstacles, and initiative in combat.
- Eight custom dice - two each of D6, D8, D10 and D12.

Each player will have four attributes, Agility, Empathy, Intelligence and Strength, but instead of a number each of those attributes will have a letter instead, A-D which will in turn be represented by a dice type. There are seven types of Blade Runner in the core rules, but there's a lot of crossover when it comes to key skills, and each has a fairly vague passage of flavour text.

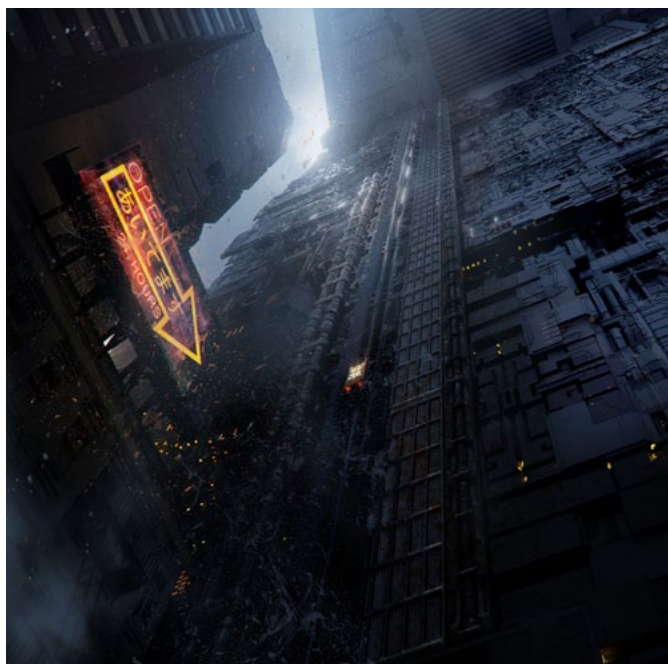
The game is full of interesting NPCs and dangerous locations to investigate, add to that a chunk of corporate intrigue and you have a well rounded and flavour-some game.

Adventure Module; Electric Dreams

This introductory module or as they're referred to in *Blade Runner* a Case File. This allows players to be introduced to the rule system and the setting. Players will take the role of blade runners working together to investigate a murder and missing person case in Los Angeles.



There are 14 locations for the players to visit all of which are described in very good detail. Players will decide where they go and who they interact with, whilst the players are doing this a there is a count-down counter which directs what occurs in the game world. This is a well thought out adventure which will really immerse the players into the setting. It's a great first module that will allow the players and GM to get to grips with the game.



There are a plethora of handouts for players to glean over including crime scene photographs, this give the players a real feel that they're actually working a case. This gives the game a sense of realism and put the players right into game.

The core rule book will provide players and GM everything they'll need to create and play a *Blade Runner*, it also includes a large section on background information about Los Angeles. The starter set provides a more streamlined set of rules, along with everything to introduce you to the setting and basic rules of the game.

This is essentially a cyber-punk cop game, which isn't a bad thing. It has a similar feel and play like games such as *Call of Cthulhu* set in the world of *Blade Runner*.

The attention to detail is excellent, this game really does place into the world of Rick Deckard, but will it appeal to a broad range of players.

That I'm not sure of, it's definitely going to appeal to those who love the films, and it will have some appeal to the fans of the cyberpunk genre, but a wider appeal that I'm not convinced by. Those who are admirers of the film will probably recognise a lot of the characters, settings and general background of the game, which is why this game will appeal to them.

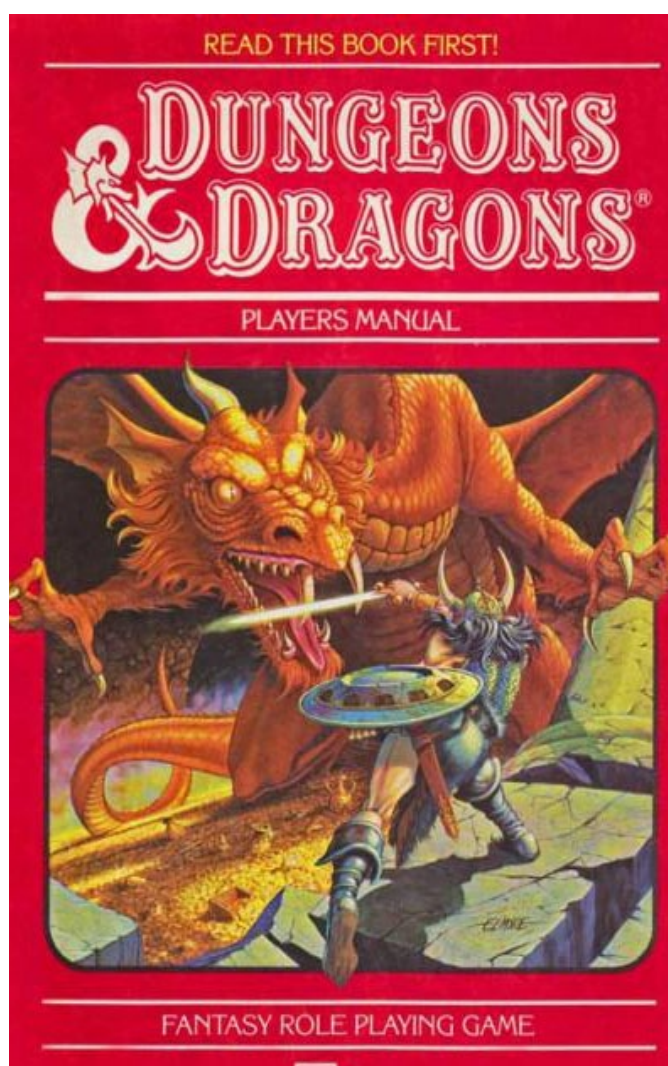
I'm looking forward to playing the game, but I'm a fan of the original film. I'm also a fan of sci-fi and film noir movies, *Blade Runner* expertly combines both of these into one product.



BEMCI Dungeons & Dragons

A Blast from the Past

Jason Hubbard



BECMI D&D, or the Basic, Expert, Companion, Master, and Immortal Set, is a classic tabletop role-playing game that has been enjoyed by players for over 30 years. This game was first released in the 1980s and is considered one of the most popular and influential role-playing games of all time.

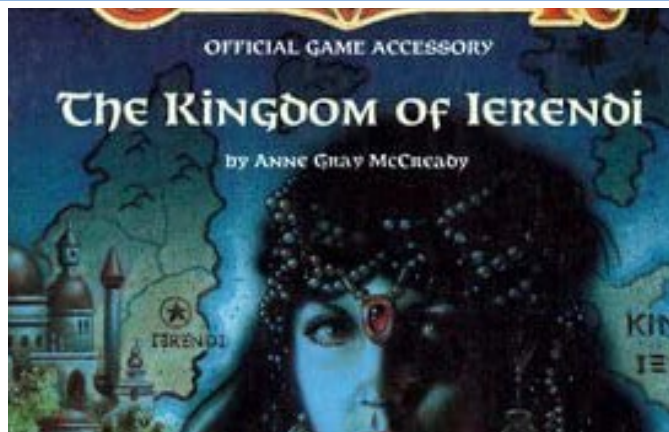
The Basics of BECMI D&D

BECMI D&D is a fantasy role-playing game in which players create and control characters in a fictional world. The game is played with dice, paper, and pencils, and relies heavily on the creativity and imagination of the players. The game is designed to be easy to learn and play, even for beginners.

The game consists of five different sets: Basic, Expert, Companion, Master, and Immortal. Each set builds upon the previous one, introducing new rules, characters, and adventures. Players begin with the Basic Set, which is designed to be an introduction to the game. As they progress through the sets, they gain more skills, spells, and abilities, making their characters more powerful and capable of taking on tougher challenges.

Gameplay

In BECMI D&D, players create their own characters by choosing a race (such as human, elf, or dwarf) and

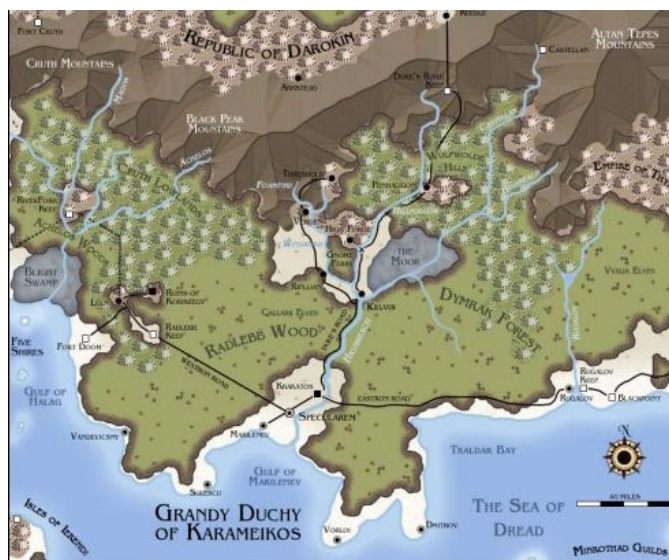


a class (such as fighter, wizard, or cleric). They then roll dice to determine their character's abilities, such as strength, dexterity, and intelligence. Players then embark on adventures, which are typically led by a dungeon master (DM) who creates the story and controls the non-player characters (NPCs).

The game is played by rolling dice to determine the success or failure of various actions. Players use a variety of dice, including four-sided, six-sided, eight-sided, ten-sided, and twelve-sided dice, to determine outcomes of actions, damage dealt, and other factors.

Legacy

BECMI D&D has been a hugely influential game, with many of its mechanics and concepts appearing in other popular role-playing games.



It has also been a major influence on popular culture, with references to the game appearing in TV shows, movies, and other media.

In addition, the game has a large and passionate community of fans who continue to play and create new content for the game, including new adventures, characters, and rule variations.

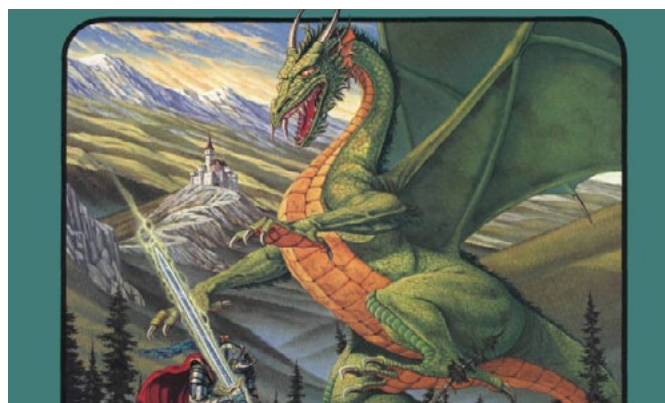
The Basic/Expert/Companion/Master/Immortal (BECMI) edition of Dungeons & Dragons features a rich and detailed campaign setting that allows for endless exploration and adventure. Developed in the mid-1980s, the BECMI campaign setting has captured the imagination of players and dungeon masters for decades.

The BECMI campaign setting takes place in the world of Mystara, a place of magic and mystery where players can explore a wide variety of lands and cultures. The setting is divided into several distinct regions, each with its own unique history and flavor. These include the Known World, the Savage Coast, and the Hollow World, among others.



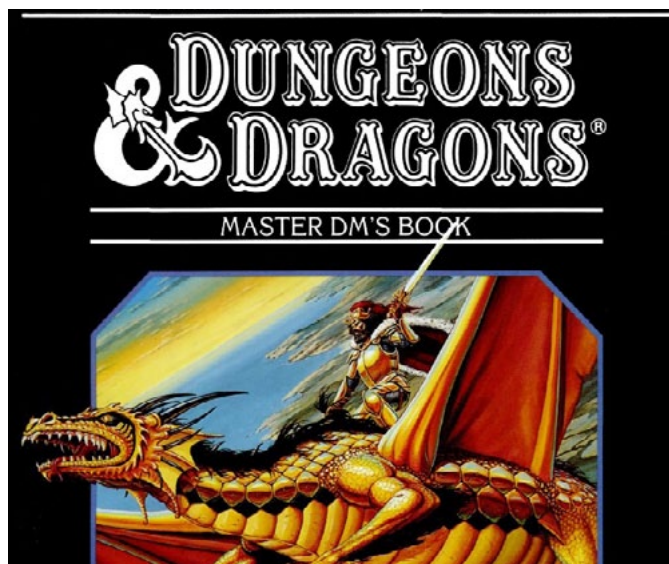
The Known World is the heart of the BECMI campaign setting and is where most adventures take place. It is a place of knights, castles, and magic, where players can explore the city-states of Karameikos, the desert wastes of Ylaruam, or the dark forests of the Principality of Glantri. The Known World is also home to the famous Isle of Dread, a place of danger and adventure that players will never forget.

The Savage Coast is a region of the BECMI campaign setting that is inspired by the Spanish Main of the 16th century. It is a place of swashbuckling pirates, hidden treasure, and ancient ruins.



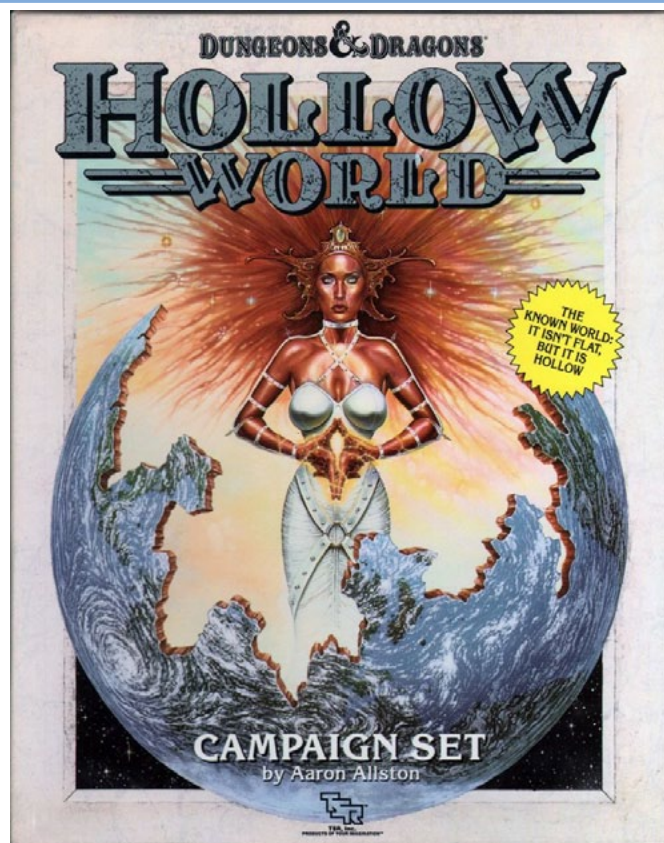
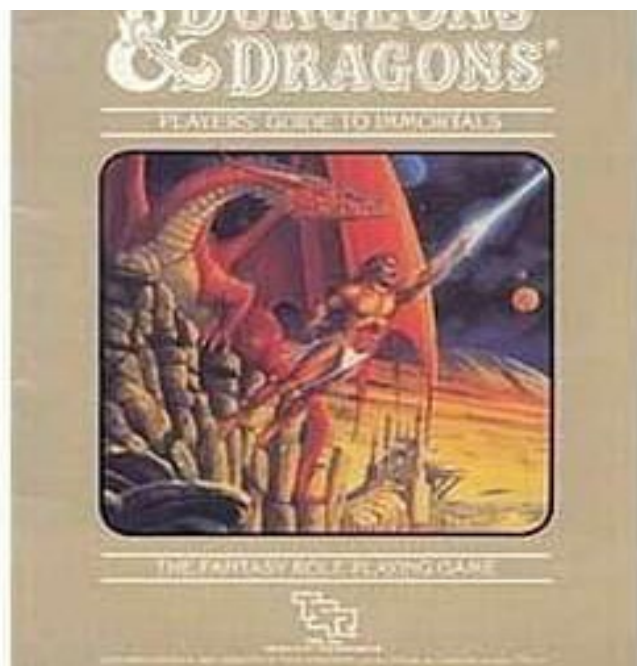
The Savage Coast is also home to the mighty city of Specularum, which is ruled by the player characters in the classic adventure module B10: Night's Dark Terror.

The Hollow World is a unique feature of the BECMI campaign setting and is a place of ancient civilizations and lost technology. It is a massive underground realm that contains many hidden secrets and dangers, including the city of Zirnakaynin, which is home to the dark elves.



The BECMI campaign setting also features many other unique features, including powerful magic, ancient artifacts, and deadly monsters. The world is filled with challenges and opportunities for players, and it is up to the dungeon master to create a compelling and exciting world for their players to explore.

In terms of game mechanics, the BECMI edition of Dungeons & Dragons features a simple and intuitive system that is easy to learn and play.



The game is focused on exploration and adventure, and rewards players for their creativity and problem-solving skills. The system also allows for a wide variety of character classes, including the classic fighter, thief, wizard, and cleric, as well as many others.

In conclusion, the BECMI campaign setting is a classic and beloved part of the Dungeons & Dragons universe. It offers players a vast and exciting world to explore, and its simple and intuitive game mechanics make it an ideal choice for both new and experienced players. Whether you are a veteran of the game or a newcomer to the world of Dungeons & Dragons, the BECMI campaign setting is a must-play experience.

BECMI D&D is a classic role-playing game that has stood the test of time. It's simple mechanics, deep lore, and endless possibilities have made it a favourite among gamers for over 30 years. Whether you are a veteran player or new to the game, BECMI D&D offers endless hours of adventure and excitement, making it a must-play for anyone interested in tabletop role-playing games.

The Last Viking

(The true story of King Harald Hardrada)

Author: Don Holloway

Publisher: Osprey Publishing

Review by Jason Hubbard

The Last Viking is a masterful and pulse-pounding narrative that transports the reader into the middle of the action. Carl Gnam, Military Heritage Harald Sigurdsson burst into history as a teenaged youth in a Viking battle from which he escaped with little more than his life and a thirst for vengeance. But from these humble origins, he became one of Norway's most legendary kings.

The Last Viking is a fast-moving narrative account of the life of King Harald Hardrada, as he journeyed across the medieval world, from the frozen wastelands of the North to the glittering towers of Byzantium and the passions of the Holy Land, until his warrior death on the battlefield in England. Combining Norse sagas, Byzantine accounts, Anglo-Saxon chronicles, and even King Harald's own verse and prose into a single, compelling story, Don Holloway vividly depicts the violence and spectacle of the late Viking era and delves into the dramatic events that brought an end to almost three centuries of Norse conquest and expansion.

The author has managed to write a gripping read; it feels more like a fictional tale than a non-fiction read. He's managed to gather multiple sources which shows he has a great depth of knowledge and understanding on the subject matter.

I didn't know much about King Hardrada apart from his failed attempt at invading England and trying to seize the English crown in 1066. This book changed that and has given me a much greater insight to fascinating king of the Vikings.

Hardrada is one of those adventure warriors, who in more modern times would have written his own memoirs about fighting in one conflict or another. The author has given us something akin to that. This is a great retelling of a man who was a warrior, adventurer and a king.

This is great fun read and I'd highly recommend picking it up. The book is full of his narrow escapes as a young warrior.



How he fled to Constantinople and become the Commander of the Varangian Guard along with his downfall where he's thrown in prison from which he escapes and flees back to Norway. Then how he becomes a king and the ill-fated invasion of England.

Harold is one of life's rogues who manages to fall into scrapes and somehow manages to pull himself out of unscathed. It's a fascinating read, and a tale that wouldn't be lost on Hollywood, at times it feels like you're reading a tall tale, an embellished yarn to make the hero sound more impressive, but it's all true (as far as we know) and that makes this all the more fun to read.

This is a definite must have book for any wargamer or historian who enjoys reading about the Dark Ages, and the heroes and warriors who lived during this period.

Post-Roman Kingdoms; Dark Ages Gaul and Britain 450-800 AD

Author: Raffaele D'Amato & Andrea Salimbeti

Publisher: Osprey Publishing

Review by Jason Hubbard

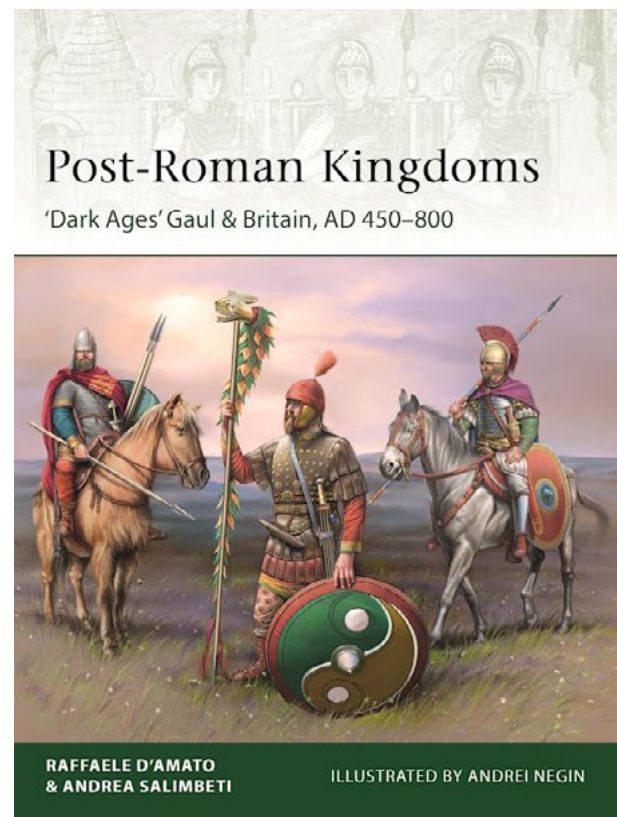
Meticulously researched, this book examines the evidence for the post-Roman military forces of France and Britain during the 'Dark Ages', reconstructing their way of life and the battles they fought in compelling detail.

The collapse of the former Western Roman Empire during the so called 'Dark Ages' c. AD 410 was gradual and piecemeal. Out of this vacuum arose regional tribes and leaders determined to take back kingdoms that were theirs and oust any Roman presence for good. However, the Roman guard was tenacious and survived in small pockets that emerged in both Gaul and Britain. These areas of Romano-Celtic resistance held out against the Saxons until at least the mid-6th century in Britain and against the Visigoths and the Merovingian Franks until the late 8th century in France.

Drawing on archaeological finds, contemporary sculpture and manuscript illuminations, Dr Raffaele D'Amato presents contemporary evidence for 5th to 9th-century Gallic and British 'Dark Age' armies and reconstructs their way of life and the battles they fought. The text, accompanied by photographs and colour illustrations, paints an intricate picture of how these disparate groups of Roman soldiers survived and adapted on the fringes of the Roman Empire.

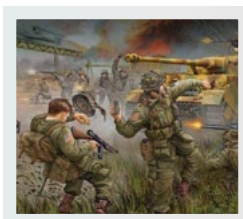
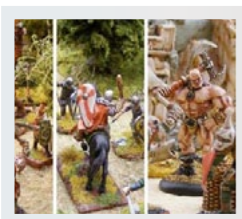
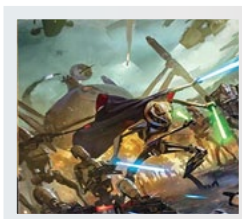
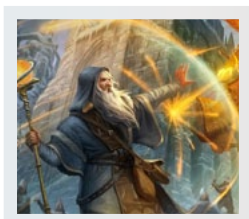
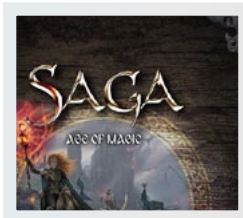
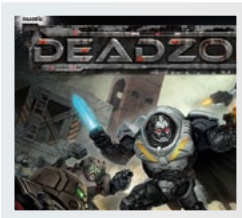
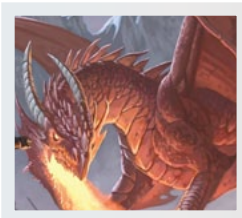
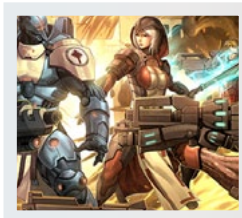
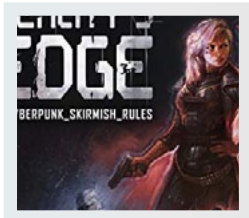
The authors explain in their introduction that rather than a neat and complete break from the Roman Empire and culture, it was a period of transition. He begins with Post Roman-Gaul, providing a detailed history of the region, along with comprehensive look at the collapse of Roman Gaul amidst the migrating tribes such as the Goths. Even the empire had collapsed several aspects of Roman culture such as military titles even after the Roman army had collapsed.

He then turns his attention to Britain and the rise of the Warlords after the collapse of the empire. The authors look at the rise of Ambrosius as well as the legend of Arthur. They also provide an overview of the new kingdoms that sprang up, and their military.

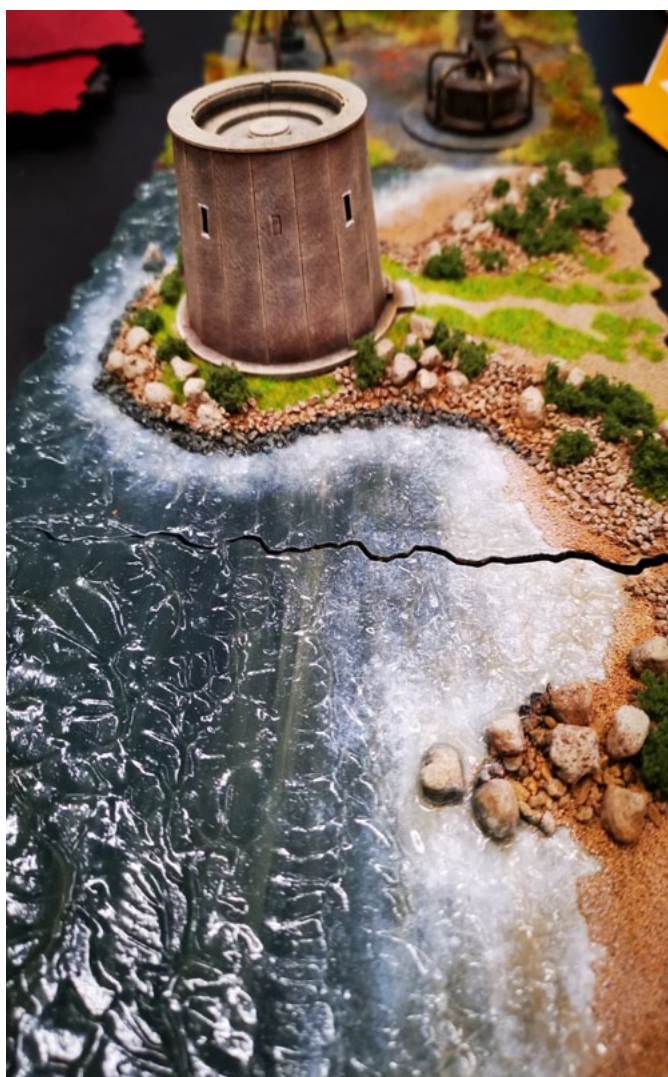


The authors make use of archaeological sources to provide a comprehensive description of military equipment, clothing and weapons.

Both of the authors have made great use of the limited literary sources from the period, as well as the extensive archaeological finds. Roman culture remained relevant for several decades after the collapse, it didn't just disappear overnight. The authors also look at the Arthurian legend, and investigate the potential truths behind the stories of King Arthur. This is a great historical resource for anyone planning to recreate the Dark Age period, especially players of the Saga rule set.



GETTING STARTED IN WARGAMING



Wargaming is a hobby and game genre that involves simulating and reenacting battles and conflicts from history, fantasy, or science fiction using miniatures, terrain models, and rule sets. It's a strategic, tactical, and immersive experience that can be played solo or with multiple players.

The objective of wargaming is to recreate a specific battle or conflict with a set of rules that outline the capabilities and limitations of each army or faction involved. Players must strategize and make tactical decisions based on the rules, terrain, and the movements of their opponents' armies.

Wargaming can be played at various levels of complexity and scale, from skirmishes to large-scale battles, and can cover any period of history, from ancient times to the modern era. Additionally, wargaming can cover a wide variety of genres, including historical, fantasy, and science fiction.

One of the most significant benefits of wargaming is that it allows players to learn about history, military tactics, and strategy while having fun. It can also help to develop strategic thinking, decision-making skills, and teamwork.

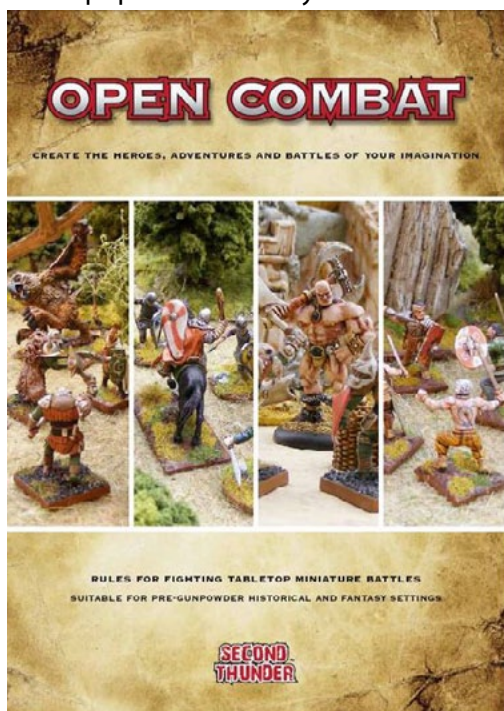
Wargaming has a dedicated community of enthusiasts worldwide, who organize and participate in events, conventions, and tournaments. With the advent of digital technology, wargaming has evolved into computer and video games, offering even more ways to enjoy this exciting hobby.

WARGAMING SCALES

Wargaming scales refer to the size of miniatures or models used in tabletop wargaming. The scale determines the size of the miniature or model in relation to real-world objects. Different scales are used in wargaming to represent different levels of detail and to allow for different types of gameplay.

The most common wargaming scales are:

1. 6mm or 1/300th scale - Miniatures in this scale are tiny, typically measuring around 6mm tall. This scale is popular for games that involve large numbers of troops, such as massed battles from historical periods like the Napoleonic Wars.
2. 10mm or 1/160th scale - Miniatures in this scale are slightly larger than 6mm, but still relatively small. They are popular for games that require a lot of troops, but also allow for more detail in the models.
3. 15mm or 1/100th scale - Miniatures in this scale are about 15mm tall and offer more detail than 6mm or 10mm scales. They are popular for historical wargaming, particularly for battles from the ancient and medieval periods.
4. 28mm or 1/56th scale - Miniatures in this scale are the most popular for fantasy and science fiction



wargaming, as well as many historical periods. They offer a good balance between detail and ease of painting.

5. 54mm or 1/32nd scale - This scale is popular for display miniatures and dioramas, as well as some historical wargaming. The larger size allows for more detail and realism in the models.



Other scales used in wargaming include 20mm, 25mm, and 40mm. The scale used often depends on personal preference and the type of game being played.

There are many great starting wargames, but here are some that I would recommend:

1. Warhammer 40,000: This is a popular science fiction wargame that is set in the distant future. It's a great game for beginners, as it has simple rules and a large community of players. The game involves assembling and painting armies of miniatures and using them to battle against other players.



2. Bolt Action: This is a historical wargame that is set in World War II. It's a great game for beginners who are interested in history and military strategy. The game involves assembling and painting armies of miniatures and using them to recreate battles from World War II.

3. X-Wing: This is a science fiction wargame that is set in the Star Wars universe. It's a great game for beginners, as it has simple rules and is easy to learn. The game involves assembling and painting miniature starfighters and using them to battle against other players.

4. Flames of War: This is a historical wargame that is set in World War II. It's a great game for beginners who are interested in history and military strategy. The game involves assembling and painting armies of miniatures and using them to recreate battles from World War II.

5. Age of Sigmar: This is a fantasy wargame that is set in a mythical world. It's a great game for beginners, as it has simple rules and is easy to learn. The game involves assembling and painting armies of miniatures and using them to battle against other players.



These are just a few examples of great starting wargames. There are many other games out there, so it's important to find a game that you enjoy and that matches your interests.

The cheapest wargame army to purchase will depend on a number of factors, including the game system, the size of the army, and the quality of the miniatures. However, in general, the cheapest armies tend to be those that are made up of plastic miniatures, as these are often less expensive to produce than metal or resin miniatures.

Some of the cheapest wargame armies that are currently available include:

1. Warhammer 40,000: Orks - The Ork army is known for being a fun and quirky army to play, and it's also one of the more affordable armies in Warhammer 40,000. The basic Ork Boyz kit is relatively inexpensive and can be used to build a variety of different units.

2. Bolt Action: Soviets - The Soviet army is one of the cheapest armies in Bolt Action, with many of the core units available in plastic. The Soviet Union also fielded a wide variety of different tanks and vehicles, many of which are available in plastic kits.



3. Flames of War: Germans - The German army is one of the most popular armies in Flames of War, and it's also one of the more affordable armies. Many of the core units are available in plastic, and there are also a number of starter sets available that provide a good value.

4. Age of Sigmar: Stormcast Eternals - The Stormcast Eternals are one of the signature armies in Age of Sigmar, and they are also one of the more affordable armies. Many of the core units are available in plastic, and there are also a number of starter sets available that provide a good value.

It's worth noting that while these armies may be relatively affordable, the cost of building a complete army can still add up quickly, especially if you choose to add more advanced units, special characters, or high-quality miniatures. Additionally, the cost of paints, brushes, and other hobby supplies can also add to the overall cost of the army.



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