



irregular

Spring Issue 2024

magazine

Master Wargamer

Medieval Warfare

After 1066

Unravelling the Darkness

Plus Interviews, Reviews, and much, much more



Cover Art; KiberStalker

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Spring Issue 2024

Editorial

Jason Hubbard

Welcome back to another issue of Irregular Magazine. It's been a busy year so far, with a few new releases, and Salute has just gone. From the amount of new games being showcased at Salute it looks like this year is going to be a good one.

Warlord are taking Epic Battles to Ancient world, with a starter box set in the Punic Wars. They also recently released a WW2 tank battle game, called Autung Panzer. We going to be getting Hannibal and his war elephants. They also announced a new edition of the core rules for Bolt Action are on their way.

Games Workshop released a new edition of Age of Sigmar, and also made some dramatic changes to some of the factions/armies for the game that upset players. They also announced they will be producing female Custodees for Warhammer 40K.

Gangs of Rome 2 is now available for retail with plastic Roman gang/civilians developed by Wargames Atlantic. Mantic have released table-top version of the computer game Halo, which looks intriguing.

Seb-Games released earlier this year the original start box with plastic miniatures for Void, with new and updated core rules. This means that Void is back, some retro goodness, in same vein as the re-release of Warhammer Old World with new rules.

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 152 videos on the channel, so head over to

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

Our long term plan is to grow the video content. A new project we'll be starting is looking at wargaming the Middle ages, as well as American Civil War.

Well that's all folks.....

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

MUTANT YEAR ZERO: ZONE WARS COMING JUNE 4



Stake your claim in the wasteland or die trying in a fast and furious game of tabletop miniature skirmishes set in the Mutant: Year Zero universe

Lead a band of mutant Stalkers into the Zone and fight others to scavenge artifacts from the Ancients. Stake out your claim in the postapocalyptic wasteland – or die trying. Free League Publishing today revealed that Mutant Year Zero: Zone Wars – a fast and furious game of tabletop miniature skirmishes set in the acclaimed Mutant: Year Zero universe will be released on June 4.

Follow the mutants, animals and robots of the Zone as they struggle to turn the Rot-infested wasteland into a new dawnland, threatened by a new shadowy enemy that could be the end of them all...

Mutant Year Zero: Zone Wars is all about embracing mayhem and emergent narrative to create a fun and fast-flowing experience. Designed by Andy Chambers (Necromunda, Battlefleet Gothic, Warhammer Fantasy Battle, Dropfleet Commander) with Tomas Härenstam (Mutant: Year Zero, ALIEN RPG, Twilight: 2000, Blade Runner RPG, Dragonbane) and Nils Karlén (Coriolis: The Third Horizon, Forbidden Lands).

Sculpted by veteran sculptors Alejandro Muñoz Martín and Daniel Bluelce, the miniatures are made in 32 mm format and requires no assembly. As a standard, they are sundropped at the factory meaning that they will be table ready right out of the box.

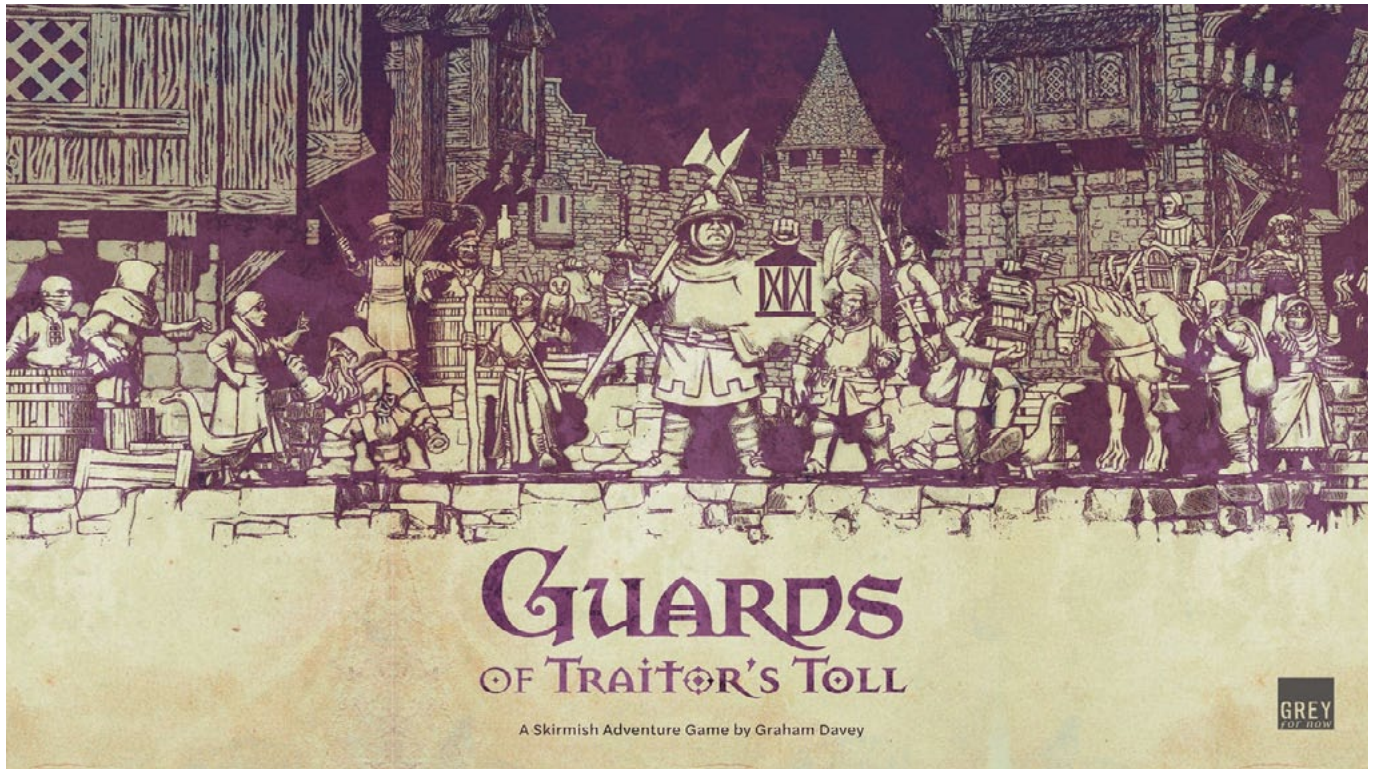
The Robots & Psionics expansion will release alongside the core game and expands the game with two more factions, allowing up to four players in a multi-faction mayhem!

The Mutant: Year Zero - Zone Wars pre-order has been launched today in the Free League webshop.

Mutant Year Zero: Zone Wars is compatible with the award-winning Mutant: Year Zero tabletop roleplaying game – bring your favorite roleplaying character onto the battlefield, or continue the Zone Wars scenarios in the RPG.

MUTANT YEAR ZERO: ZONE WARS IS ALL

NEW GAME ANNOUNCEMENT



Guards of Traitor's Toll is a forthcoming skirmish adventure game set in a fantasy city.

Patrol the streets, alleys and markets of Traitor's Toll. Chase down and arrest the rogues, cheats and cut-throats that prey on the unwary, ensure the citizens don't get too rebellious and uncover deeper plots that threaten the city...

Plastic Minis

Grey forf Games are very pleased to announce that Wargames Atlantic will be making two multi-part plastic kits for Guards of Traitor's Toll - Guards and Cityfolk.

In fact, the artwork above is created from a digital render of the figures - mostly the plastics plus a few of my own sculpts mixed in. So every figure you can see will be available (and a whole lot more)!

Terrain Range

And another big announcement - the talented chaps at Sarissa Precision are creating a complete new range of terrain for Guards of Traitor's Toll.

Tax removed outside Europe!

Note that the webstore prices include 20% tax (VAT), but if you're outside Europe this is REMOVED from your total at checkout.

This offsets some or all of your shipping fee, so it's well worth just starting the checkout process to see what the final cost is.

Meanwhile if you're in the EU, we use the IOSS system: <https://greyfornow.com/pages/ioss-for-eu-orders>



THE FUTURE OF MINIATURE PAINT IS FINALLY HERE!

THE ARMY PAINTER

Dive into the Warpaints Fanatic paints

With the release of the Warpaints Fanatic single paints, you can now get your hands on Burning Ore, Greenskin, Imperial Navy, or any of the other 216 Fanatic paints you've been drooling over and dreaming about.

The right paint lets you turn a simple, grey miniature into a colourful masterpiece.

But finding that those paints can be a true hassle – until now!

The quest for the ultimate palette of your dreams has never been easier.

A Warpaints Fanatic palette for every painter

The beauty of the Warpaints Fanatic singles lies not just in the vast array of paints but in the freedom it offers you.

While we have some amazing collections of Warpaints Fanatic (Starter Paint Set, Mega Paint Set, Most Wanted Paint Set), we also know that some painters find themselves needing more of one colour and less of another – or that the set might be missing THAT perfect colour choice you've been eyeing since we announced the range.



With the Warpaints Fanatic singles, you can customise your collection like never before and tailor it to fit precisely your needs and preferences, so you have the exact colours and quantities required for your projects. That way, you can invest in the colours/paints you need without surplus shades collecting dust on your shelf.

Experience the fanatic difference

Warpaints Fanatic is easy enough for a beginner to use, fast enough for a gamer, yet capable enough for the best painters in the world.

Warpaints Fanatic paints are easy-to-use, high-quality acrylic paints with unsurpassed coverage and intense pigmentation. They are set in a premium resin base with proprietary stabilizers, making it possible to thin them down to extreme levels while retaining pigment dispersion.

Each paint is part of a Flexible Colour Triad System: a segment, or family, of paint colours that are made using the same root colour. Inside each Flexible Colour Triad are six colours that range from dark to light with a consistent hue. This system allows you to select paints that create a natural colour progression on your miniatures.

STAR WARS™: UNLIMITED TRADING CARD GAME



Asmodee and Fantasy Flight Games, in a groundbreaking collaboration with Lucasfilm Ltd., is proud to announce the launch of Star Wars™: Unlimited, a dynamic new trading card game. This innovative game is set to immerse players in the expansive Star Wars™ galaxy, featuring a cast of beloved characters, legendary starships, and iconic locations. Star Wars: [...]

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Star Wars: Unlimited is designed to engage players of all skill levels, offering fast-paced, strategic, and entertaining gameplay that is both easy to learn and enjoyable to master. The debut set, titled "Spark of Rebellion," boasts over 250 unique cards, offering endless strategies for players to triumph over their adversaries. Additionally, the game is set to expand with three new sets released annually, each featuring specially commissioned cards, ensuring continuous excitement and growth for players.

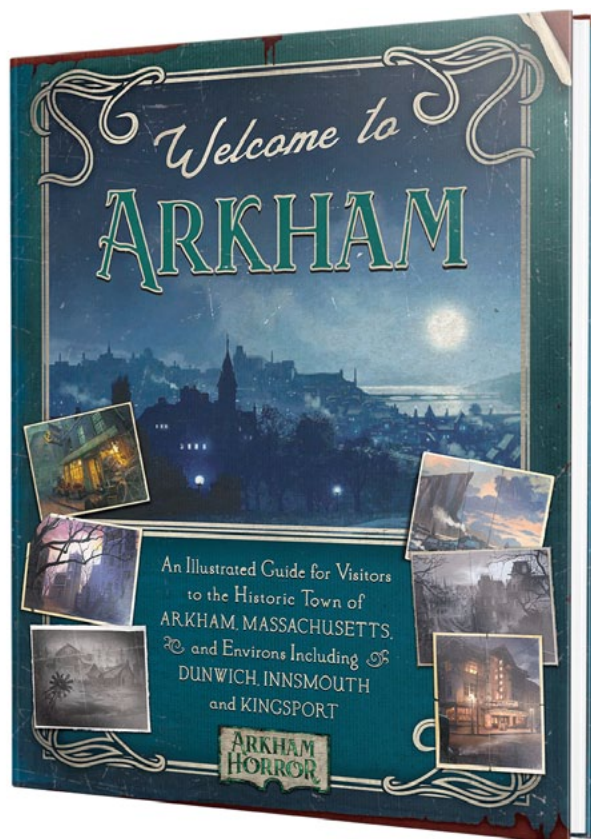
"Our team at Fantasy Flight Games has worked so hard to infuse the essence of the Star Wars saga into this game. It's action-packed and thematic while also

being incredibly accessible to new players," said Jim Cartwright, VP of Strategy at Fantasy Flight Games. "The release of Star Wars:Unlimited signifies not just the culmination of our hard work but also the beginning of an expansive journey in gaming."

Star Wars: Unlimited offers a unique gaming experience with each playthrough. Players have the autonomy to craft decks that resonate with their playstyles, with each card offering distinct actions and strategies. Matches unfold in diverse settings, including ground and space arenas, ensuring a captivating and adventurous gaming experience. The game's visually stunning cards, featuring exclusive new artwork, will captivate players and pay homage to the rich legacy of the Star Wars galaxy.

Organized Play will be a fundamental aspect of Star Wars: Unlimited, encompassing everything from local community events to global activations. This allows fans and enthusiasts of the Star Wars galaxy to come together and experience the game in a competitive and communal setting.

WELCOME TO ARKHAM



Witness Arkham like you're walking its streets and peering into its shadows with *Welcome to Arkham: An Illustrated Guide for Visitors* from Aconyte Books...

This amazing new, full-color hardcover hits shelves in April, and we wanted to give fans of the *Arkham Horror* Files a closer look.

Welcome to Arkham – or, to give the book its full title, *Welcome to Arkham: An Illustrated Guide for Visitors to the Historic Town of Arkham, Massachusetts, and Environs Including Dunwich, Innsmouth and Kingsport* – is a 176-page hardcover bringing together descriptions, illustrations and an incredible variety of other snippets of information that together bring to life the city of Arkham and its surrounding towns, as well as the people who live there and the mysteries that surround them.

Long-time *Arkham Horror* fans may remember the original “Welcome to Arkham” as a 32-page section in the *Arkham Horror* 3rd Edition Deluxe Rulebook, presenting the key locations and neighborhoods found in the game in rich, evocative detail. These original neighborhoods and locations all appear in the new *Welcome to Arkham* book, and are now expanded to cover the whole of the city of Arkham as well as the towns of Dunwich, Innsmouth and Kingsport.



Familiar neighborhoods are expanded with new locations – including well-known destinations like Downtown's Excelsior Hotel and First Bank of Arkham, and others never seen before, such as the Palace Movie Theater and Thomas Ward Bridge. Alongside these, the famed French Hill neighborhood, home to the Silver Twilight Lodge, appears for the first time, while Miskatonic University rightly receives its own, greatly expanded chapter.

Away from the city of Arkham itself, the book takes us to Dunwich, Innsmouth and Kingsport, exploring locales like the Blasted Heath and the Innsmouth Shore, and locations as fabled and feared as the Wheateley Farm Ruins, Innsmouth's Devil Reef and the Kingsport Caverns.

But *Welcome to Arkham* is more than just the words on the page. The book itself is presented as a living artifact, its pages crammed with newspaper cuttings, typewritten documents, photographs and other curios, as well as handwritten notes scribbled in the margins. Together these hint at the sinister mysteries for which Arkham and the Miskatonic Valley are renowned. Read between the lines and you can also begin to piece together the story of the book's owner and their apparent fate...

These intersecting narratives and descriptions – and the rich, varied ephemera strewn across the book's pages – turn this humble guidebook into a deep mystery, built on layer upon layer of horror and intrigue.

Perhaps most notable among the haphazardly assembled collection of documents stuffed into *Welcome to Arkham*'s pages are a series of excerpts from the folklorist Kōhaku Narukami's “Book of Living Myths,” an artifact first mentioned in the recent *Feast of Hemlock Vale* expansion for *Arkham Horror: The Card Game*. For now, though, precisely what connects Kōhaku to the one-time owner of this particular copy of *Welcome to Arkham* remains a mystery...

Editor's Challenge

Since the last magazine I've been painting mainly scatter terrain as well as the miniatures for the up dated version of the board game Heroquest.

HeroQuest

The original plan was to paint everything using contrast and speed paints, but I wasn't happy with the results, so I decided to use a combination of speed/contrast and traditional paints.



Once the doors were completed, I decided to next start on the furniture, the aim was to give these a simple paint scheme, enough to look OK on the board. I managed to get these painted quite fast, which was the plan from the start. My aim was to blitz through everything in a month, that was being a bit ambitious.

So now it time to get started on the monsters but which ones to start first. I decided to paint the undead models

I found that some of speed/contrast paints produced a reasonable finish depending on the colour. So, it was back to using traditional paints, as I prefer the final finish. The first batch of miniatures from the core set I decided to paint were the doors, I did some test paints initially.

The tests were under coated, one was given a wash of Nuln Oil, another I used a speed paint Gravelord Grey and the third test I painted light grey and then gave it a wash of Nuln Oil. I decided the third test was the way to go as I preferred the final result.

I painted the doors using Army Painted Hardened Leather and finished off with Agrax Wash from Games Workshop.

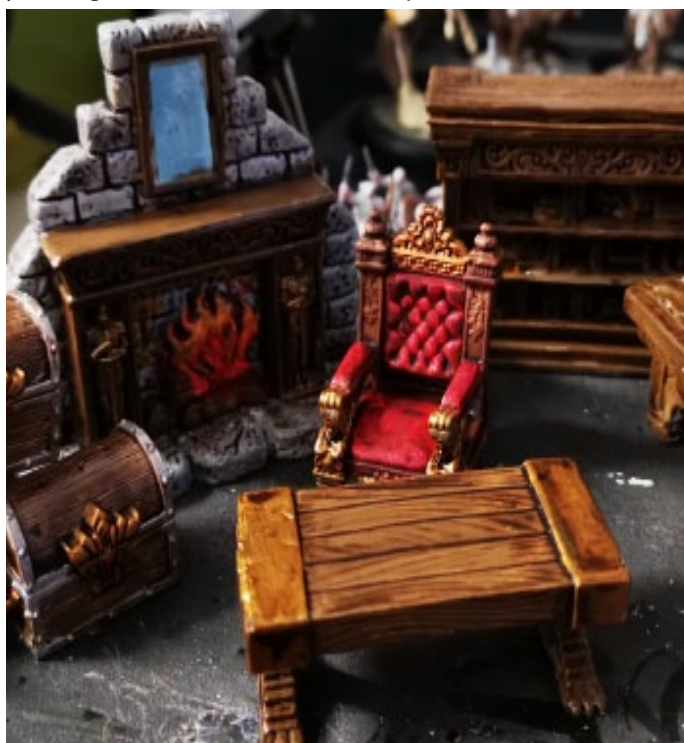




first as I thought those could be done pretty quickly. Fortunately, they were quick to paint, the skeletons and mummies painted up really nice and easy.

I gave them a coat of Flayed One Flesh and then a wash of Nuln Oil before I started adding some layers. These painted up really quickly, the red used was a contrast Blood Angels Red. The aim was to make the miniatures look a little worn and dirty, as I feel that's how undead should look.

Now the Undead were finished I painted up the Gargoyle, and this was done really fast making use of contrast and washes. He came out pretty OK, a nice tabletop finish, though I think the Undead look better. Once the Big guy was complete, I painted up the Frogmen. These I started with an undercoat of light grey, then gave them a wash of Army Painter Military Shade. Then I painted the flesh with GW Contrast Creed Camo. I then used an old yellow glaze from Games Workshop.



I decided to paint the armour looking parts dark brown before giving it a coat of Retributor Armour, the coat of dark brown prior to this gives the Retributor a duller appearance.



The next plan was to paint are the goblins, then the orcs before finally getting to the heroes.

Scatter Terrain

Last year I bought a Mantic Games Terrain mystery box, and as a result I received a bucket load of scatter terrain. This was a mix of exterior and interior terrain pieces, so I decided to paint some interior pieces for HeroQuest. I also decided to get some of the exterior items painted up as well.

I also have a number of terrain pieces in boxes that I'm slowly trying to get painted whilst in lockdown. Here are some the finished pieces so far. Plus there are numerous pieces of terrain in a variety of scales that also need to be painted, so I've decided to try and get as many of the scatter pieces as humanly possible painted.





After 1066: The Transformative Era of Norman Rule in England

The year 1066 marked a pivotal moment in English history with the Norman Conquest, an event that forever altered the course of the nation. Following the Battle of Hastings, William the Conqueror ascended to the throne, ushering in an era of profound political, social, and cultural change. The period after 1066 witnessed the consolidation of Norman power, the imposition of feudalism, and the emergence of a new ruling elite that would shape England for centuries to come.



Consolidation of Norman Rule

William the Conqueror wasted no time in asserting his authority over England. Through a series of military campaigns and strategic alliances, he subdued resistance from Anglo-Saxon nobles and established Norman control over key strongholds. The implementation of the feudal system allowed William to reward his loyal vassals with land grants, thereby cementing their allegiance to the crown.

The Domesday Book, commissioned by William in 1086, provided a comprehensive survey of landholdings and resources across England, enabling effective taxation and governance. This landmark document not only demonstrated the centralized power of the Norman monarchy but also laid the groundwork for efficient administration and economic exploitation.

Norman England: A Cultural Tapestry

The Norman Conquest brought about a blending of Anglo-Saxon and Norman

traditions, giving rise to a vibrant cultural landscape characterized by linguistic fusion, architectural innovation, and artistic patronage. The introduction of Norman French as the language of the court and administration led to the enrichment of English vocabulary and the development of Middle English as a literary medium.



The construction of monumental cathedrals such as Canterbury and Durham showcased the architectural prowess of Norman craftsmen, while the Bayeux Tapestry immortalized the events of 1066 in a stunning visual narrative. The patronage of monarchs and nobles fueled a flourishing of literature, music, and courtly customs, shaping the cultural identity of medieval England for generations to come.

Challenges and Resistance

Despite the Norman elite's efforts to consolidate their power, challenges to their authority persisted. The Harrying of the North, a brutal campaign of scorched earth tactics unleashed by William in 1069-1070, quelled rebellion and asserted Norman dominance in the northern regions. However, pockets of resistance continued to simmer, as evidenced by the Revolt of the Earls in 1075 and subsequent uprisings against Norman overlordship.

The impact of Norman rule extended beyond the battlefield, reshaping the social fabric of England and exacerbating tensions between

the ruling elite and the native population. The imposition of feudal obligations and the displacement of Anglo-Saxon landowners fueled resentment and discontent, laying the groundwork for future unrest and rebellion.

Legacy of the Conquest

The Norman Conquest left an indelible mark on England, transforming its political landscape, cultural identity, and social structure. The fusion of Norman and Anglo-Saxon traditions laid the foundation for the development of English law, governance, and language, shaping the nation's identity and heritage for centuries to come.



The legacy of 1066 continues to reverberate in modern England, serving as a reminder of the enduring impact of conquest and colonization on the fabric of society. As the nation grapples with questions of identity, memory, and belonging, the events of the Norman Conquest remain a crucial chapter in the ongoing narrative of English history.

DONALD FEATHERSTONE

THE FATHER OF MODERN WARGAMING

JASON HUBBARD



Wargaming, a hobby beloved by many enthusiasts worldwide, owes much of its modern structure and popularity to the pioneering efforts of Donald Featherstone. Often hailed as the “Father of Wargaming,” Featherstone’s contributions revolutionized the way enthusiasts approach historical reenactments, strategy, and tabletop gaming. Let’s explore the profound impact Donald Featherstone has had on the world of wargaming.

Early Beginnings

Donald Featherstone, born in 1918, discovered his passion for military history and gaming at a young age. His interest in miniature soldiers and historical battles led him to explore various gaming systems and rulesets, laying the foundation for his future contributions to the hobby.

Rulebooks and Innovations

Featherstone’s most enduring legacy lies in his numerous rulebooks and gaming innovations, which provided wargamers with comprehensive guidelines and frameworks for recreating historical battles. His seminal works include titles like “War Games” (1962), “Advanced War Games” (1969), and “Solo Wargaming” (1973), which offered practical insights into army organization, terrain design, and scenario creation.

Introduction of Uniform Scale

Featherstone advocated for the use of a uniform scale in wargaming, promoting standardized miniature sizes and terrain measurements to enhance gameplay consistency and realism. His emphasis on scale compatibility allowed wargamers to mix and match miniature figures from different manufacturers, fostering a vibrant and diverse gaming community.

Featherstone's Complete Wargaming

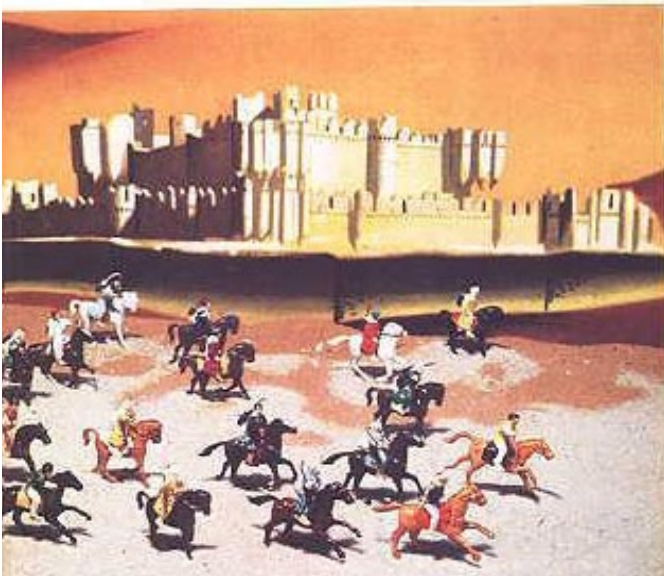


Solo Wargaming Techniques

Recognizing the challenges of organizing multiplayer gaming sessions, Featherstone pioneered solo wargaming techniques, enabling enthusiasts to enjoy immersive gaming experiences independently. His book "Solo Wargaming" introduced innovative gameplay mechanics and scenario designs tailored for solitary players, expanding the accessibility of the hobby to a broader audience.

SOLO-WARGAMING

by Donald Featherstone



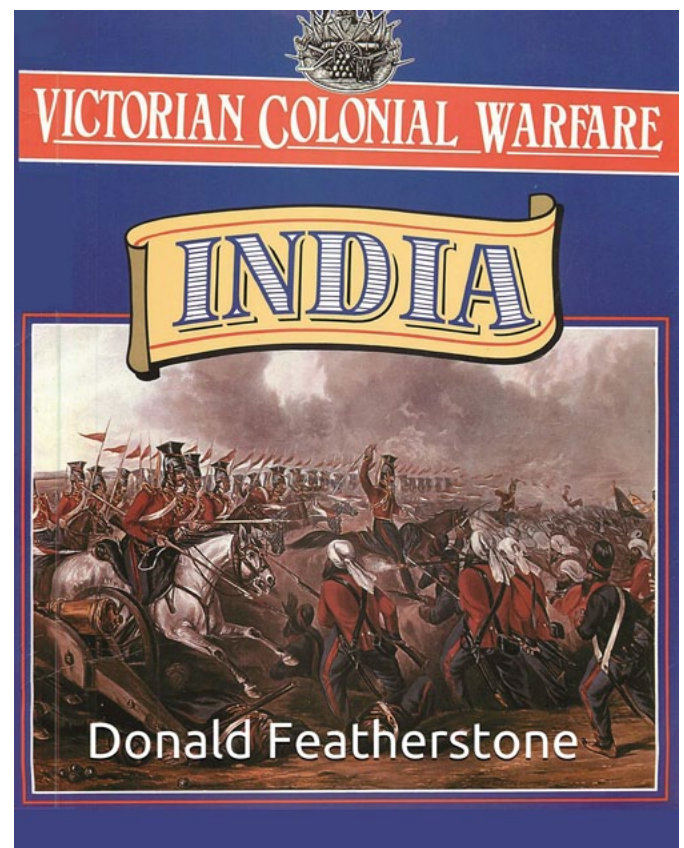
Historical Accuracy and Narrative

Featherstone's rulebooks and gaming principles prioritized historical accuracy and narrative immersion, encouraging players to delve into the intricacies

of military strategy, tactics, and battlefield dynamics. His emphasis on researching historical sources and contextualizing gaming scenarios elevated wargaming beyond mere recreation, transforming it into a nuanced exploration of military history and conflict.

Legacy and Influence

Donald Featherstone's enduring legacy continues to shape the landscape of wargaming, inspiring generations of enthusiasts, authors, and designers to explore new horizons in tabletop gaming. His dedication to authenticity, creativity, and community engagement remains a guiding light for wargamers worldwide, fostering a culture of innovation, camaraderie, and intellectual curiosity within the hobby.



Conclusion

Donald Featherstone's contributions to wargaming represent a cornerstone of the hobby's evolution and expansion over the past century. His rulebooks, innovations, and advocacy for historical accuracy have left an indelible mark on the wargaming community, cementing his status as a visionary and trailblazer in the field. As wargaming continues to thrive and evolve in the digital age, the enduring legacy of Donald Featherstone serves as a testament to the enduring power of imagination, creativity, and strategic thinking on the tabletop battlefield.

Port Arthur 1904-05

The First Modern Siege

Author: Robert Forczyk

Publisher: Osprey Publishing

Review by Jason Hubbard

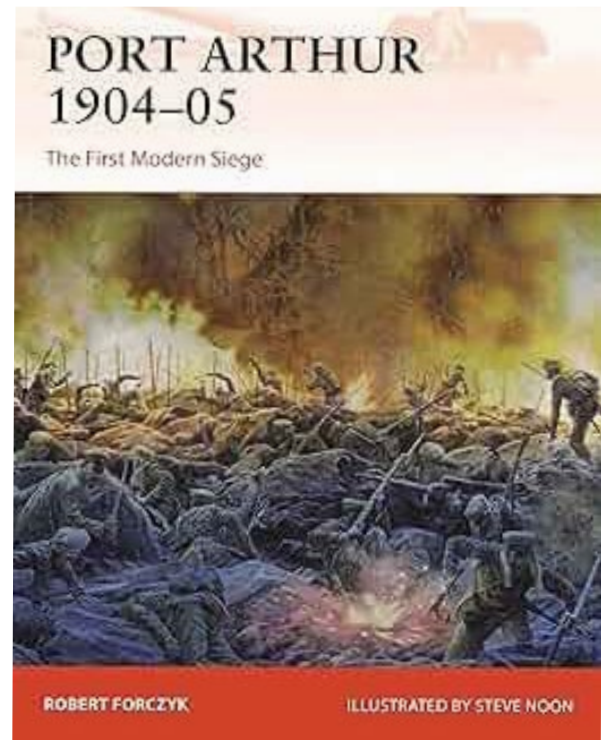
A gripping, illustrated narrative of the longest and most brutal land battle of the 1904–05 Russo-Japanese War.

Growing rivalry between Imperial Russia and Imperial Japan over territorial control in China and Korea led to the outbreak of war in February 1904. Japan struck the first blow with a surprise naval attack against the anchored Russian Pacific Fleet at its base in Port Arthur. Once the fleet had been neutralized, the Japanese landed their Second Army on the Liaotung Peninsula in May 1904, in order to besiege Port Arthur. The fighting that followed has become legend in military history.

Respected military historian Robert Forczyk describes the Russian relief operation towards Port Arthur (the Battle of Telissu), and the lengthy siege of the Russian-held town and harbour. The initial Japanese attempts to capture the port by assault are documented in detail, together with the Japanese progress through the heavily fortified lines protecting Port Arthur.

Specially commissioned artworks bring to life in vivid detail the Battle of Nanshan Hill, the Japanese assault on the Wantai Heights, and the bombardments of the Russian forts. Maps and diagrams explore the strategic situation and tactical progress of the fighting in step-by-step detail, and over 60 period photographs reveal the appearance and weaponry of the opposing forces and the terrain around Port Arthur.

The siege was a fore runner to what was to come in 1914 and the destruction of the First World War. It was considered the first modern siege using modern weapons and munitions, it would set the stage of what would come in the Great War. Both sides would make use of machine guns, barbed wire, trench warfare and heavy artillery.



The casualty rate was extremely high, and the lessons that could have been learnt from this conflict were later ignored on the battlefields of Europe.

The aim of the conflict was to try and remove the Russian fleet from the Russian Japanese war. The Japanese would succeed in capturing the fort but at great cost, The author goes into detail regarding the initial attempts to capture Port Arthur. He goes into great detail of the Japanese progress through heavily defended lines around Port Arthur.

As usual with Osprey books it follows the normal format including analysis, overview of the forces involved, maps, illustrations, numerous photographs and battle diagrams. This is a great resource for any wargamer looking at recreating this siege on the table-top.



Unearthing Forgotten Treasures: 1980s Sci-Fi B-Movies as Tabletop Wargame Inspirations

While the 1980s saw the rise of blockbuster sci-fi franchises like Star Wars, there exists a lesser-explored realm of B-movies from the era that are rich with untapped potential for tabletop wargaming. These low-budget gems, often characterized by their campy charm and imaginative premises, offer a wealth of inspiration for crafting unique and engaging gaming experiences. In this article, we'll delve into some overlooked 1980s sci-fi B-movies that hold promise as sources of inspiration for tabletop wargames, offering thrilling scenarios and colorful settings for players to explore.

Battletruck (1982)

Set in a post-apocalyptic world where fuel is scarce and lawlessness reigns, *Battletruck* follows the story of a nomadic warrior who encounters a ruthless warlord commanding a heavily armored truck. A tabletop wargame inspired by *Battletruck* could see players controlling rival factions vying for control over vital resources and territory in a desolate wasteland. From intense vehicular combat to gritty skirmishes between scavengers and warlords, the game could capture the gritty atmosphere and high-octane action of the film's dystopian setting.

Spacehunter: Adventures in the Forbidden Zone (1983)

This sci-fi adventure follows a bounty hunter who embarks on a perilous mission to rescue three women stranded on a dangerous planet ruled by a tyrannical warlord. A tabletop wargame based on *Spacehunter* could immerse players in a hostile alien environment filled with treacherous terrain, deadly creatures, and rival factions vying for dominance. Players could navigate the planet's hazardous landscape, facing off against mutants, mercenaries, and other dangers as they race to complete their objectives and secure their escape from the Forbidden Zone.





Eliminators (1986)

Combining elements of sci-fi and action, *Eliminators* follows a diverse group of characters—including a cyborg, a ninja, and a scientist's daughter—as they confront a nefarious villain with plans for world domination. A tabletop wargame inspired by *Eliminators* could feature players controlling a ragtag team of misfits and outcasts, each with unique abilities and equipment, as they embark on daring missions to thwart the villain's schemes and uncover the secrets of his sinister lair. From covert infiltrations to explosive showdowns, the game could offer a blend of strategic planning and pulse-pounding action reminiscent of the film's adventurous spirit.

Metalstorm: The Destruction of Jared-Syn (1983)

Set in a distant future where humanity struggles to survive on a desert world plagued by violent gangs and supernatural forces, *Metalstorm* follows a lone ranger on a quest for vengeance against the enigmatic warlord Jared-Syn. A tabletop wargame based on *Metalstorm* could transport players to a harsh and unforgiving landscape, where they must navigate treacherous terrain, battle rival factions, and confront powerful adversaries in their quest for justice.



With its blend of sci-fi, fantasy, and western elements, the game could offer a unique and immersive gaming experience that captures the essence of the film's epic adventure.



While they may have been overlooked in their time, 1980s sci-fi B-movies offer a wealth of imaginative settings, colorful characters, and thrilling scenarios that hold immense potential for tabletop wargaming. By drawing inspiration from films like *Battletruck*, *Spacehunter: Adventures in the Forbidden Zone*, *Eliminators*, and *Metalstorm: The Destruction of Jared-Syn*, tabletop wargame enthusiasts have the opportunity to explore new and exciting avenues for immersive gaming experiences.

Whether battling across post-apocalyptic wastelands, exploring alien worlds, or confronting supernatural threats, these forgotten treasures of 1980s cinema offer endless possibilities for crafting unforgettable tabletop wargames that capture the spirit of their cinematic counterparts.



Delving into the Medieval Epoch

: A Review of Osprey Publishing's Books on the Medieval Period

Men-at-Arms

OSPREY
PUBLISHING

The Armies of Agincourt



Christopher Rothero

Osprey Publishing has long been renowned for its comprehensive and meticulously researched books covering various historical periods, and its collection on the medieval era is no exception. Offering a diverse range of titles that delve into the military, political, social, and cultural aspects of the Middle Ages, Osprey's publications provide valuable insights into this fascinating epoch. In this review, we explore some standout titles from Osprey Publishing's collection on the medieval period.

The Armies of Agincourt by Christopher Rothero

"The Armies of Agincourt" offers a detailed examination of one of the most iconic battles of the Hundred Years' War. Christopher Rothero meticulously dissects the composition, tactics, and equipment of the English and French armies, providing readers with a comprehensive understanding of the factors that shaped the outcome of the conflict. Lavishly illustrated with maps, artwork, and photographs of historical artifacts, this book brings the battlefield of Agincourt to life, making it a must-read for military history enthusiasts.

Medieval Siege Weapons (2): Byzantium, the Islamic World & India by David Nicolle

In this volume, David Nicolle explores the fascinating world of medieval siege warfare beyond the confines of Western Europe.

New Vanguard

OSPREY
PUBLISHING

Medieval Siege Weapons (2)

Byzantium, the Islamic World & India AD 476–1526



Focusing on the Byzantine Empire, the Islamic world, and India, Nicolle delves into the diverse array of siege weapons and tactics employed by these civilizations. From the formidable trebuchets of the Byzantines to the innovative use of gunpowder by the Mamluks, this book sheds light on the technological and strategic ingenuity of medieval siegecraft across different cultures.

The Conquistador

1492–1550



The Conquistadors" by John Pohl

"The Conquistadores" offers a gripping account of the Spanish conquest of the Americas during the 16th century. John Pohl traces the exploits of legendary figures such as Hernán Cortés and Francisco Pizarro as they led expeditions into the heart of the New World in search of wealth and glory. Through vivid storytelling and insightful analysis, Pohl examines the motivations, tactics, and consequences of the conquest, highlighting its profound impact on indigenous societies and the course of world history.

Men-at-Arms

OSPREY
PUBLISHING

Medieval European Armies



Terence Wise • Illustrated by Gerry Embleton

Medieval European Armies" by Terence Wise

"Medieval European Armies" provides a comprehensive overview of the military forces that shaped medieval Europe from the 11th to the 15th centuries. Terence Wise meticulously examines the organization, tactics, and weaponry of armies ranging from the feudal levies of France and England to the mercenary companies of Italy and the professional soldiers of the Holy Roman Empire. Illustrated with detailed artwork and accompanied by informative text, this book offers a fascinating glimpse into the complex world of medieval warfare.

Osprey Publishing's collection of books on the medieval period offers a treasure trove of knowledge for enthusiasts, scholars, and anyone with an interest in history. From epic battles and legendary conquerors to the intricacies of siege warfare and the evolution of military technology, these books provide invaluable insights into one of the most captivating epochs in human history. Whether exploring the intricacies of medieval warfare or delving into the cultural and political dynamics of the era, Osprey's publications are sure to captivate readers and deepen their understanding of the medieval world.



Unravelling the Darkness

Jason Hubbard



Understanding Why the 14th Century Was One of the Worst Centuries in History

Introduction

The 14th century stands as a dark and tumultuous period in human history, marked by a convergence of calamities that unleashed unprecedented suffering and upheaval across continents. From devastating pandemics to relentless warfare and economic collapse, the 14th century presented humanity with trials that would shape the course of civilization for generations to come. In this exploration, we delve into the factors that earned the 14th century its grim reputation as one of the worst in history.

The Black Death

Perhaps the most infamous event of the 14th century, the Black Death, a bubonic plague pandemic, swept across Europe, Asia, and Africa with devastating speed and ferocity. Thought to have originated in Central Asia, the plague arrived in Europe in 1347 via trading ships and quickly spread along trade routes and densely populated cities. Estimates suggest that the Black Death wiped out between 30% to 60% of Europe's population, leading to widespread death, social disintegration, and economic collapse. The sheer scale of mortality and the horrors of mass graves left an indelible scar on the collective psyche of medieval society.



Warfare and Conflict

The 14th century witnessed a succession of brutal conflicts that ravaged nations and destabilized regions. The Hundred Years' War (1337-1453), a protracted struggle between England and France over territorial claims, drained resources, and manpower, plunging both countries into a cycle of destruction and despair. Battlefields were characterized by the brutality of medieval warfare, with campaigns marked by sieges, pitched battles, and atrocities against civilian populations. Additionally, the Wars of the Roses (1455-1487) in England further exacerbated internal strife, pitting noble houses against each other in a struggle for power and dominance.



Political Turmoil and Dynastic Crises

The 14th century was rife with political instability and dynastic crises, as ruling dynasties across Europe grappled with succession disputes, internal rebellions, and external threats. The collapse of the Mongol Empire in the East and the decline of the Byzantine Empire in the West created power vacuums that fueled geopolitical rivalries and conflicts.

In Italy, the struggle for supremacy among city-states and the papacy led to incessant warfare and Machiavellian politics, epitomized by the cunning and ruthlessness of figures like Cesare Borgia and the Medici family.

Economic Collapse and Social Dislocation

The cumulative impact of the Black Death, warfare, and political instability precipitated an economic downturn of catastrophic proportions. Agricultural productivity plummeted due to labor shortages caused by the decimation of the workforce, leading to famine, inflation, and social unrest. The feudal system, already strained by demographic upheaval and shifting power dynamics, faced unprecedented challenges as peasants revolted against oppressive landlords and sought to improve their living conditions.



The breakdown of traditional social hierarchies and the emergence of proto-capitalist economic structures foreshadowed the profound transformations that would define the Renaissance and early modern period.

Conclusion

The 14th century stands as a harrowing testament to the fragility of human civilization in the face of natural disasters, human folly, and geopolitical turmoil. From the cataclysmic impact of the Black Death to the relentless carnage of warfare and the collapse of medieval institutions, the 14th century unleashed forces of destruction and transformation that reverberated across continents and reshaped the course of history. While the century's legacy is one of suffering and despair, it also serves as a reminder of humanity's resilience and capacity for renewal in the aftermath of adversity. As we confront the challenges of our own era, the lessons of the 14th century remain relevant, offering insights into the complexities of human nature and the impermanence of empires and civilizations.

Wiglaf Miniatures

by Jason Hubbard

Rather than producing generic 'Anglo-Saxons,' I've launched Wiglaf Miniatures so that I can focus on the seventh century AD. I find this period really fascinating, but have struggled to find miniatures that have the look I'm after.

The seventh century is a great period for wargamers to get stuck into, with plenty of battles, famous warlords to lead your armies, everyone fighting everyone else (and also providing allies for one another), and the emergence of a fledgling written narrative. Wiglaf Miniatures



Wiglaf Miniatures stands as a testament to the artistry and dedication of its creator. As a fervent enthusiast of miniature figurines, I embarked on a journey to explore their collection, and what I discovered left me spellbound.

The hallmark of Wiglaf Miniatures is undoubtedly its craftsmanship. Each figurine is meticulously crafted with an unparalleled attention to detail. From the intricate facial expressions to the fine textures of armor and clothing, every element is rendered with precision and care. It's evident that the artisans behind Wiglaf Miniatures are masters of their craft, infusing life and personality into each creation.





While Wiglaf Miniatures boasts an impressive array of characters for the 7th century, there's always room for expansion. While browsing their collection, I found myself yearning for a broader selection, particularly in certain various other factions from the period. However, the quality and diversity of their existing offerings more than compensate for this minor limitation.



Quality is non-negotiable at Wiglaf Miniatures. Each figurine is cast in metal, ensuring durability and resilience. Furthermore, the attention to detail extends beyond the sculpting process to the packaging itself. Each miniature is carefully packaged to prevent damage during transit, a testament to the company's commitment to customer satisfaction.



The sculptures are exceptionally good and casts of the miniatures are extremely well done.

There was very little flash on the figures that needed removing before undercoating the miniatures. Whilst there is only one army, the Anglo-Saxons, there are a good range for this one army,



I'd would like to see some Welsh and other 7th Century forces.

The miniatures are 18mm which places them between 15mm and 20mm gaming. This means they'll work for both scales as long as you don't mix in any other ranges. Primarily they're perfect for 15mm scale wargaming, but will equally work at 20mm scale.

Wiglaf Miniatures surpasses expectations on every front, delivering exceptional quality, craftsmanship, and customer service. While there's always room for growth and expansion, their existing collection is a testament to their prowess as artisans.

Whether you're a seasoned collector or a newcomer to the world of miniature figurines, Wiglaf Miniatures are definitely worth a look, especially if you're considering a 7th Century army of Anglo-Saxons.

SPQR Age of Arthur

by Jason Hubbard

SPQR is a historical miniature wargame set in ancient Rome and does not have official rules for King Arthur and the knights of the round table. However, you could use the stats for similar units and modify them to fit the theme of Arthurian legend.

Late Roman Britain refers to the period in British history that begins with the withdrawal of the Roman Empire in the early 5th century AD and extends until the Anglo-Saxon conquest of England in the mid-6th century. During this time, the indigenous Britons were gradually pushed back into what is now Wales, while Germanic tribes, including the Saxons, Angles, and Jutes, established their own kingdoms in eastern and southern England.



The historical King Arthur is a figure who may or may not have actually existed, and if he did, the details of his life and reign are shrouded in myth and legend. However, many historians believe that he was a warlord or military leader who fought against the Anglo-Saxon invaders during the 5th or 6th century.

Ambrosius Aurelianus is a historical figure who is sometimes associated with King Arthur, and who is known to have led the Romano-British resistance against the Saxon invaders. According to the historian Gildas, Ambrosius was a powerful figure who rallied the Britons against the Saxons, and who may have been responsible for some of their early victories.

During the Late Roman period, the Roman army in Britain was gradually reduced in size and strength, as the empire faced increasing pressures from outside its borders.



However, there were still Roman troops stationed in Britain, and these soldiers would have formed the backbone of the Romano-British armies that fought against the Anglo-Saxons. These troops were likely a mix of Roman legionaries and auxiliaries and would have been armed with a variety of weapons, including spears, swords, and bows.

King Arthur and the knights of the round table are legendary figures of medieval Britain, who were said to have fought in many battles against invaders and monsters and searched for the Holy Grail. They were known for their chivalry, loyalty, and prowess in combat.



Knights of the Round Table (Heavy Infantry): These are the elite warriors of King Arthur's army, who are armoured and armed with swords and shields. They have high morale and are skilled in close combat but are slow and vulnerable to ranged attacks.

Unit Name	Move	Ranged	Melee	Melee Dice	Agility	Bravery	Armour	Wounds	Denarii
Knights of the Round Table	4"	+0	+3	2D	+2	+3	+2	2	55

King Arthur (Commander): King Arthur is the legendary leader of the knights of the round table, who wields the powerful sword Excalibur and is assisted by the wizard Merlin. He has high morale and can inspire nearby units but is not as skilled in combat as some of his knights.

Special Rules: Inspiring Leader (gives a +1 bonus to the Combat and Morale of all friendly troops within 6" of him), Horsemanship, Galloping Thunder, Heroic Rush, Mighty Blow, Blessed at Birth, Divine Luck, Voice of Command, Will of Iron

Unit Name	Move	Ranged	Melee	Melee Dice	Agility	Bravery	Armour	Wounds	Denarii
King Arthur	5"	+1	+3	4D	2+	+4	+3	5	220

Merlin (Wizard): Merlin is a wise and powerful wizard who aids King Arthur in his battles. He has magical powers that can affect the battlefield and the minds of his enemies.

Special Rules: Voice of Command, Divine Luck, Blessed at Birth, Eye of the Hawk, Inspire, Motivation

Unit Name	Move	Ranged	Melee	Melee Dice	Agility	Bravery	Armour	Wounds	Denarii
Merlin	6"	+0	+2	1D	+1	+3	+0	3	100

Grail Knights (Heavy Cavalry): These are the most elite knights of the round table, who are said to have quested for the Holy Grail. They are heavily armoured and armed with lances, and have a special ability to heal themselves and nearby units.

Unit Name	Move	Ranged	Melee	Melee Dice	Agility	Bravery	Armour	Wounds	Denarii
Grail Knights	6"	+1	+3	2D	+1	+2	+1	2	24

Equipment: Horse

Ambrosius Aurelianus was a war leader and nobleman who fought against the invading Saxons and led the defence of Britain against them in the late 5th and early 6th century AD. He is often considered to be the inspiration for the legendary King Arthur.

Special Rules: Inspiring Leader (gives a +1 bonus to the Combat and Morale of all friendly troops within 6" of him), Darting Blade, Shield Bash, Shield Wall, Inspire, Horsemanship, Galloping Thunderr

Unit Name	Move	Ranged	Melee	Melee Dice	Agility	Bravery	Armour	Wounds	Denarii
Ambrosius Aurelianus	4"	+2	+3	4D	2+	+3	+3	4	175

As for the Late Roman troops, you can use the following stats for them:

Unit Name	Move	Ranged	Melee	Melee Dice	Agility	Bravery	Armour	Wounds	Denarii
Roman Infantry	4"	+1	+3	2D	+0	+2	+3	1	20
Roman Auxillery	5"	+1	+2	2D	+0	+2	+2	1	8
Roman Archers	6"	+1	+3	2D	+0	+2	+0	1	8

Special Rules: Steady (they can re-roll failed Morale tests)

Special Rules: Archers (they can move and shoot without penalty)

These are just some basic stats to get you started. You can adjust them as needed to suit your specific SPQR game or scenario.



Essential Histories: The War of 1812

Author: Carl Benn

Publisher: Osprey Publishing

Review by Jason Hubbard

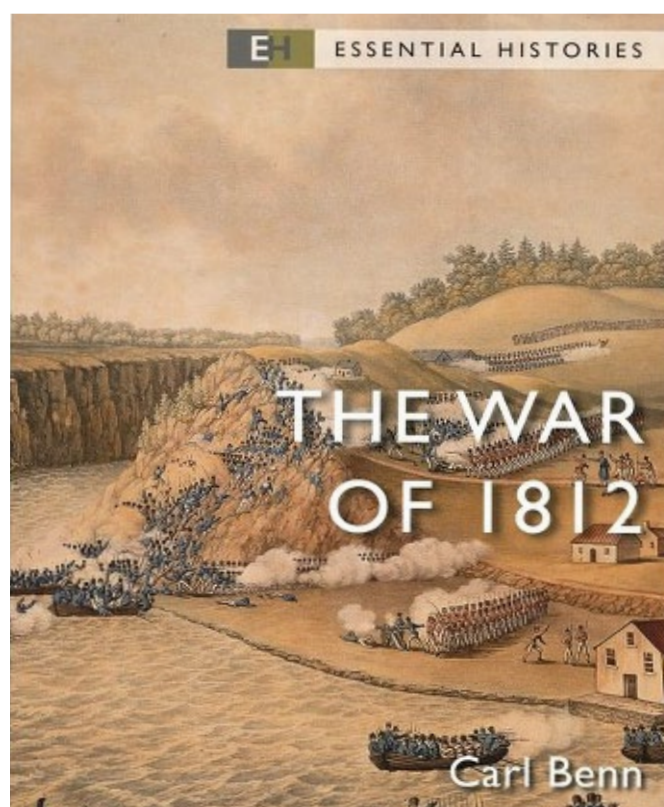
In this fully illustrated introduction, acclaimed historian Carl Benn examines the War of 1812 and its significance in US history.

The war of 1812–1815 was a bloody confrontation that tore through the American frontier, the British colonies of Upper and Lower Canada, and parts of the Atlantic coast and the Gulf of Mexico. The conflict saw British, American, and First Nations forces clash, and in the process, shape the future of North American history. Carl Benn explains what led to America's decision to take up arms against Great Britain and assesses the three terrible years of fighting that followed on land and sea, where battles such as Lake Erie and Lake Champlain launched American naval traditions.

This new edition has been updated throughout to draw on the research and advances in scholarship in the two decades since original publication in 2002. Benn examines how this has not only impacted basic assumptions of force size and battle dates in some cases but has also drawn attention to subjects that had previously been overlooked. Fully illustrated in colour with specially commissioned maps and 50 new images, this book provides an accessible overview of the 'Forgotten War' of 1812.

This new volume in the Essential Histories may generate a new interest in a war largely forgotten and ignored by many, mainly because of the more prestigious conflict in Europe commonly known as the Napoleonic War. Carl Benn, a Canadian historian comes at the conflict from the perspective of those living in Canada suggesting that Canada was probably the victim on an unnecessary conflict.

Readers from the US are likely to be disappointed that the sea battles don't really get much attention from the author.



What Carl does cover is what led to the conflict starting against the backdrop of the war in Europe. He also looks at the peace treaty, and whilst it's considered a win from Britain and Canada in reality it was blood-stained stalemate. He also looks at the reasons why America actively sought the conflict yet didn't really prepare for the war.

The book is well written with excellent selection of illustration, maps and images throughout, something we've come to expect from an Osprey book. This is definitely an excellent introduction to the conflict that's mainly forgotten about outside of North America. This conflict is a great campaign to play out for those who have Napoleonic British and fancy a different opposition besides the French. Likewise anyone waiting to jump into that period but doesn't want to play out battles in Europe then this would be a great alternative.

The Endless Dance of Swords

Jason Hubbard



The Medieval Conflict Between England & Scotland

Introduction

The medieval conflict between England and Scotland is a saga of rivalry, conquest, and cultural clashes that shaped the landscape of the British Isles for centuries. From the early battles for dominance to the formation of uneasy alliances, the history of England and Scotland is rich with tales of warlords, kings, and rebels locked in an enduring struggle for power and sovereignty.

Early Engagements

The roots of the conflict can be traced back to the 11th century when both England and Scotland were emerging as distinct kingdoms. The Battle of Carham in 1018 marked a turning point, with Scotland asserting its independence from Anglo-Saxon rule. However, this newfound sovereignty was constantly challenged by English monarchs seeking to expand their dominion northwards.

William the Conqueror's invasion of England in 1066 brought about a significant shift in the dynamics of the conflict.

The Norman Conquest not only solidified English control over its southern territories but also intensified hostilities with Scotland. Over the following centuries, skirmishes along the borderlands became a recurring feature of Anglo-Scottish relations.

Wars of Independence

The 13th and 14th centuries witnessed some of the most iconic chapters in the England-Scotland conflict, notably the Wars of Scottish Independence. Braveheart, the legendary tale of William Wallace, symbolizes Scotland's defiance against English oppression.





during this period. Wallace's victory at the Battle of Stirling Bridge in 1297 galvanized Scottish resistance, albeit temporarily.

The subsequent rise of Robert the Bruce and his triumph at the Battle of Bannockburn in 1314 dealt a severe blow to English ambitions. Bruce's cunning tactics and the resilience of his troops secured Scotland's de facto independence, setting the stage for a prolonged struggle for recognition on the international stage.



The Treaty of Northampton in 1328 formally recognized Scotland's sovereignty, albeit under English suzerainty. However, the peace was short-lived as the Hundred Years' War between England and France reignited tensions, leading to renewed hostilities between the two nations.

Border Raids and Power Struggles

The border regions between England and Scotland became notorious for lawlessness and violence during the late medieval period. Border reivers, notorious raiders and mercenaries, plundered villages and pillaged settlements with impunity, further destabilizing the already volatile frontier.

The accession of the Tudor dynasty in England brought relative stability to the region, with the union of the crowns under James VI of Scotland in 1603 heralding a new era of Anglo-Scottish relations. However, deep-seated animosities persisted, culminating in the tumultuous events of the English Civil War and the Glorious Revolution.

Union and Dissent

The Act of Union in 1707 formally united England and Scotland under a single parliament, marking the beginning of the modern United Kingdom. While the union brought economic benefits and political stability, it also sparked widespread discontent, particularly among the Scottish populace.

The Jacobite uprisings of the 18th century, culminating in the Battle of Culloden in 1746, epitomized Scotland's struggle for independence and self-determination. Although the Jacobite cause was ultimately defeated, it left an indelible mark on Scottish identity and fueled aspirations for devolution and autonomy in the centuries that followed.

Conclusion

The medieval conflict between England and Scotland is a testament to the enduring complexities of nationhood and identity. From the battlefields of Bannockburn to the halls of Westminster, the struggle for supremacy and sovereignty has shaped the destinies of both nations and continues to resonate in the collective memory of their peoples.

As the British Isles navigate the challenges of the modern era, the legacy of centuries-old rivalries serves as a reminder of the enduring quest for freedom and independence.

Dux Bellorum

Jason Hubbard



A Masterful Blend of Strategy and Historical Authenticity

"Dux Bellorum," from the esteemed Osprey Games, stands as a testament to the fusion of historical authenticity and engaging gameplay in the realm of wargaming. Set against the backdrop of post-Roman Britain, this game transports players to a turbulent era marked by political intrigue, shifting allegiances, and fierce battles for supremacy.

At its core, "Dux Bellorum" is a game of strategic maneuvering and tactical warfare, where players command armies of warriors, spearheading their factions' ambitions across the British landscape. What immediately distinguishes "Dux Bellorum" is its meticulous attention to historical detail, evident in everything from the unit compositions to the landscape features.

The game's rulebook serves as both a comprehensive guide and a captivating narrative, immersing players in the rich tapestry of Arthurian legend and the historical realities of the period. While the rules may initially appear daunting, they are elegantly designed to capture the complexities of ancient warfare while remaining accessible to players of varying experience levels.



DUX BELLORUM
Arthurian Wargaming Rules AD367-793

Daniel Mersey

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"Dux Bellorum" shines brightest in its portrayal of asymmetrical warfare, where each faction brings unique strengths and weaknesses to the battlefield. Whether you're leading the stalwart defenders of a Romano-British kingdom or marshaling the warbands of Saxon invaders, every faction offers a distinct play-style, ensuring that no two games feel alike.

The game's mechanics encourage strategic thinking and careful planning, rewarding players who can anticipate their opponent's moves and exploit weaknesses in their defenses.



From coordinating devastating cavalry charges to leveraging terrain to gain positional advantages, success in "Dux Bellorum" hinges on mastery of both military tactics and diplomatic maneuvering.

Visually, "Dux Bellorum" is a feast for the eyes, with beautifully crafted miniatures and evocative artwork that bring the ancient world to life on the tabletop. The components are of the highest quality, reflecting Osprey Games' commitment to delivering a premium gaming experience.

While "Dux Bellorum" excels in many areas, it's not without its minor flaws. Some players may find the learning curve steep, particularly when grappling with the intricacies of unit interactions and command mechanics. Additionally, the game's emphasis on historical accuracy may occasionally come at the expense of gameplay balance, leading to moments of frustration for less experienced players.

In conclusion, "Dux Bellorum" stands as a triumph of historical wargaming, offering a compelling blend of strategic depth, immersive storytelling, and breathtaking visuals. Whether you're a seasoned veteran of the hobby or a newcomer eager to embark on a journey through the mists of Arthurian legend, "Dux Bellorum" promises an unforgettable gaming experience.

Roman Mail and Scale Armour

Author: M.C Bishop

Publisher: Osprey Publishing

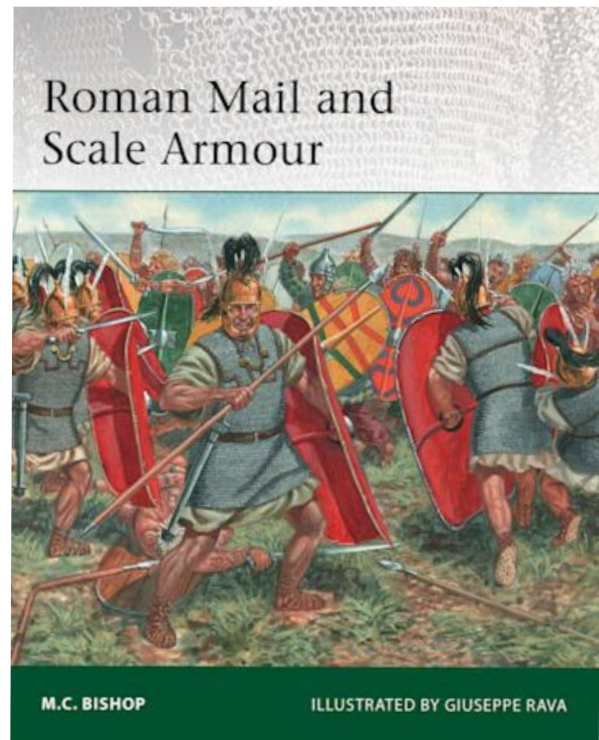
Review by Jason Hubbard

Fully illustrated, this study investigates the origins, evolution and use of the mail and scale armour worn by the soldiers and gladiators of Imperial Rome.

Less glamorous than the Roman Army's instantly recognizable plate armour but much more versatile, mail and scale armour were used by both legionaries and auxiliaries throughout Rome's history. Developed by the Celts and quickly adopted by the Romans, mail armour was easy to make and required little maintenance. Scale was a much older form of armour, originating in the Near East during the second millennium BC. As with mail, it was used by both auxiliaries and legionaries, but like plate armour, it was much more fragile than mail. Both types of armour were also used by gladiators (principally as arm defences).

New discoveries in both mail and scale, as well as in hybrid forms that mixed the two, mean that much more is now known about the development of these types of defence during the Roman period, their efficacy in battle and how they were manufactured and repaired. Featuring specially commissioned artwork and drawing upon the latest findings, this study lifts the veil on the mail and scale armour used by soldiers, gladiators and others during the heyday of Imperial Rome

In this latest offering from Osprey author M.C Bishop looks that Roman Army's use of both mail and scale armour. Most people are well versed with Roman plate armour, or lorica segmentata but many aren't aware of their use of mail and scale armour. That's mainly because in most offerings from TV and film only show plate armour. Though the other two were probably more widely worn than Lorica Segmentata.



The author dissects both types of armour at great length in the book and explores the use of both. He uses the variety of surviving examples of the armour, as well as representations on monuments, statues and surviving art from the period to investigate it's construction, use in great detail all of which are supported with excellent illustrations.

This book will be of great interest to both historians and wargamers, it gives a great insight into the Roman army and the armour utilised by them. I'd highly recommend anyone interested in the Roman army to grab themselves a copy

Turbulent Times

Exploring Chaotic Periods in Medieval Britain (1100-1500)

by Jason Hubbard

Introduction

Between the 12th and 15th centuries, Medieval Britain witnessed a series of turbulent episodes that reshaped the political, social, and cultural landscape of the realm. From the tumultuous reigns of monarchs to the bloody conflicts of the Wars of the Roses, this period stands as a testament to the enduring struggle for power and stability amidst the chaos of the Middle Ages.

The Anarchy (1135-1153)

The 12th century opened with a period of profound instability known as The Anarchy. Triggered by a disputed succession between Empress Matilda and King Stephen, England descended into civil war.

The conflict ravaged the countryside, with barons and lords seizing castles and estates, plunging the realm into lawlessness and uncertainty. The struggle for the throne tested the resilience of English institutions and laid bare the fragility of royal authority.



Magna Carta & the Barons' Wars (1215-1267)

In 1215, King John's tyrannical rule provoked a rebellion among England's barons, culminating in the sealing of

Magna Carta at Runnymede. This seminal document enshrined principles of justice, governance, and individual rights, marking a pivotal moment in the history of constitutional law.

However, the aftermath of Magna Carta saw continued strife between monarchs and barons, erupting into a series of conflicts known as the Barons' Wars. Figures like Simon de Montfort sought to challenge royal authority, leading to the emergence of parliamentary representation and the beginnings of English constitutionalism.





Hundred Years' War (1337-1453)

The 14th and 15th centuries were dominated by the Hundred Years' War, a protracted conflict between England and France for control over the French throne and territory.

The war witnessed iconic battles such as Crécy, Poitiers, and Agincourt, where English longbowmen demonstrated their prowess on the battlefield. However, the conflict exacted a heavy toll on both nations, draining resources and destabilizing domestic politics.



The Wars of the Roses (1455-1485)

The Wars of the Roses epitomized the chaos and intrigue of late Medieval England. Fought between the rival houses of Lancaster and York, the conflict plunged the realm into decades of internecine warfare.



Figures like Henry VI, Edward IV, and Richard III vied for the crown, with battles such as Towton and Bosworth Field deciding the fate of the nation. The Wars of the Roses left a legacy of bloodshed and betrayal, ultimately culminating in the rise of the Tudor dynasty under Henry VII.



Conclusion

The period between 1100 and 1500 was marked by upheaval, conflict, and transformation in Medieval Britain. From the turbulence of The Anarchy to the Wars of the Roses, these tumultuous episodes shaped the trajectory of English history, leaving an indelible imprint on the nation's collective memory. As we reflect on these chaotic periods, we gain insight into the resilience of the human spirit and the enduring quest for stability amidst the shifting tides of the Middle Ages.

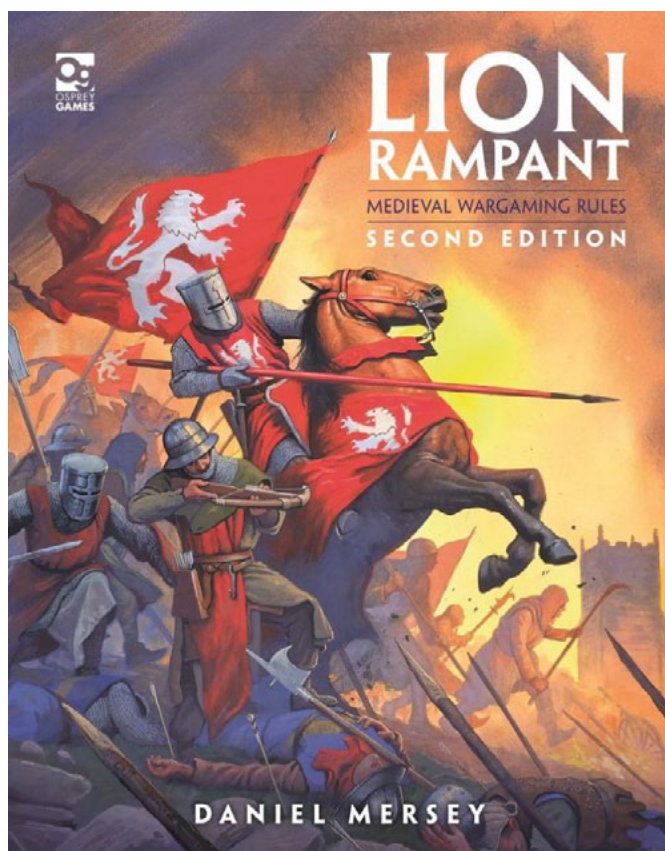


Lion Rampant

Dynamic and Accessible Wargame Experience

As an avid enthusiast of historical wargaming, I'm always on the lookout for games that balance depth with accessibility, allowing both seasoned veterans and newcomers to immerse themselves in historical conflicts. "Lion Rampant," brought to us by Osprey Games, manages to strike that delicate balance admirably.

Set in the tumultuous medieval period, "Lion Rampant" plunges players into the heart of European feudal warfare, where knights clash on the battlefield, and cunning tactics can turn the tide of battle.



What immediately strikes one about the game is its streamlined mechanics, designed to facilitate quick setup and fluid gameplay without sacrificing strategic depth.

The rules are concise and clear, making it easy to grasp the basics even for those new to wargaming. However, beneath this simplicity lies a wealth of tactical options and strategic decisions, ensuring that every engagement feels unique and engrossing. From maneuvering your forces to exploit weaknesses in your opponent's formation to timing your charges for maximum impact, every move matters in "Lions Rampant."

One of the game's standout features is its emphasis on narrative and immersion. Rather than merely simulating battles, "Lion Rampant" encourages players to craft compelling stories around their conflicts, imbuing each game with a sense of historical drama.



Whether you're reenacting famous battles or forging your own alternate history, the game's flexible framework allows for endless creative possibilities.



Another aspect worth mentioning is the game's production quality. Osprey Games has once again delivered with high-quality components, including beautifully illustrated cards and sturdy tokens. The rulebook is well-written and accompanied by helpful diagrams, ensuring that players can easily reference important information during gameplay.

While "Lion Rampant" excels in many areas, it's not without its minor drawbacks. Some players may find the limited scope of the game, focusing primarily on medieval European conflicts, somewhat restrictive. Additionally, while the game's simplicity is undoubtedly a strength, seasoned wargamers may crave a bit more complexity in certain aspects of gameplay.



Overall, "Lion Rampant" is a triumph for both casual gamers looking for a gateway into the world of historical wargaming and seasoned veterans seeking a fast-paced, engaging experience. With its accessible mechanics, immersive storytelling potential, and high production values, it's a worthy addition to any war-gamer's collection.



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