



irregular

Summer Issue 2024

magazine

Emu War

D&D NPC

Gangs of Rome

UK Games Expo

Plus Interviews, Reviews, and much, much more



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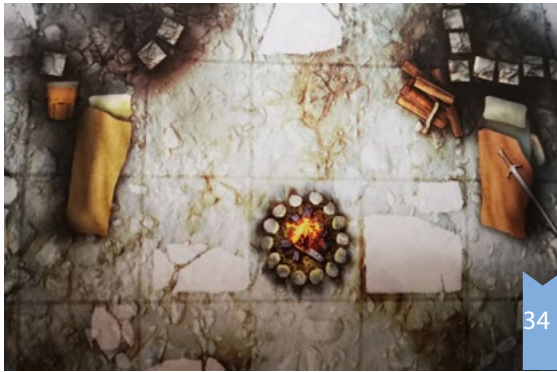
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The Irregular Team

Editor: Jason Hubbard

Staff Writer: Alex Garbett

Proofing: Irregular Team

Cover Art: Adobe Stock.com

Graphic Design/Layout: Jason Hubbard

Interior Art:

Web Site: Dave Barker

Social Media: Irregular Team



Summer Issue 2024

Editorial

Jason Hubbard

Welcome back to another issue of Irregular Magazine.

It's the summer not that we've seen much sun in the UK. It also means big new releases from a number of companies, Matic Games just released the board game Worms based on the computer game, Games Workshop has a new version of Kill Team on the horizon and Warlord Games has a new edition of Bolt Action about to hit the shelves. All of which is great especially as Christmas is just around the corner.

There have been some of the UK's big gaming shows that have come and gone, and we have a great review of UK Games Expo by Dave Barker along with the Fen Model Show. We also have a number of great articles in this issue, such as an NPC for D&D, the Great EMU war, as well as an excellent short story, city encounters for D&D and some Apocalyptic gaming scenarios.

In the last few months I've started building and painting 10mm armies for both fantasy and historical gaming. On top of that I'm a big way into finishing my first 15mm sci-fi army. I've also finally finished my 15mm fantasy army and the 28mm Late Romans I built and painted for Saga.

In the run up to Christmas I plan to build a range of terrain in 15mm for Flames of War project set in Arnhem (Operation Market Garden), buildings for American Civil War project I plan to start in the new year. I've also started a large Gangs of Rome project, and I have several buildings for that project that require building and painting. So you pretty much know what's going to be in next issue's Editorial Challenge.

Well that's all folks.....

We'll see you just before Christmas with another jam packed issue.....

Editor's Challenge

Since the last magazine I've been painting mainly scatter terrain, as well as finishing of the 15mm fantasy army, as well as painting up Saga minis.

Saga

I'm slowly working through the Greeks I have, which came from the starter set for Mortal Gods. I've only a couple of more units to get painted and that's another finished army.



Now it would be quite easy just to crack on and get them done, but I keep getting distracted by other projects I'm working on.



I managed to pick up a Warlord form Footsore, and this currently makes the last miniature for the Late Roman Army. I plan at a later date to add some cavalry and a Ballista.





Scatter Terrain

About a year ago I purchased a Mantic Mystery box, and in this case a Terrain Crate. The plan was to get painting the massive amount of terrain but I was distracted with other projects.



I finally started to get around to painting some of the scatter. This was done with a combination of normal and contrast paints, as the plan was to get them painted and table-top ready for gaming.



Devilry A Foot

So when Devilry A Foot came out I decided to grab a copy as this would allow me to jump into horror gaming set in the Civil War. I had some minis from Bloody Miniatures which would be perfect for this and a good start at 28mm horror skirmish.



15mm Fantasy Army

I've finally finished my 15mm fantasy army, though at some point in the future I may add some cavalry to the mix.



Now I just need to finish all the other armies I've got to paint.



The Emu War

Jason Hubbard

There are many strange stories in military history, but one that stands out is the story of the “Emu War” that took place in Australia in 1932. The Australian government declared war on the emus, a large flightless bird that were causing damage to crops in Western Australia. The government deployed a small force of soldiers armed with machine guns to deal with the problem.

Despite their superior firepower, the soldiers were unable to defeat the emus. The birds proved to be elusive targets and were able to outrun the soldiers. The soldiers also had difficulty with their weapons, which malfunctioned in the hot and dusty conditions.

The situation became even more absurd when the emus began to use their speed and agility to dodge the bullets and attack the soldiers. The emus would run directly at the soldiers, forcing them to abandon their positions and flee.

After several weeks of fighting, the Australian government decided to call off the war. The emus had won, and the government was forced to find other ways to deal with the problem.



The story of the Emu War is a bizarre and humorous example of the challenges that can arise when attempting to use military force against a seemingly innocuous enemy.

It highlights the importance of careful planning and understanding the enemy before engaging in any military action.



Wargaming the Emu War would require some creativity, as the conflict was not a typical military engagement. However, here is a possible scenario for a wargame:



Emu War: Battle for the Wheat Fields

Players: 2-3

Duration: 60-90 minutes

Objective: The objective of the game is for the players to prevent the emus from damaging the wheat fields and causing economic losses. The players must work together to achieve this objective.

Setup: The game board represents the wheat fields and the surrounding area. The emus are represented by a large number of counters or miniatures, while the players are represented by a small number of soldiers armed with machine guns.



Gameplay: The game is played in turns. During each turn, the players move their soldiers around the board, trying to position them in strategic locations to prevent the emus from reaching the wheat fields.

The emus move randomly, with the aim of reaching the wheat fields and causing damage.

When an emu reaches the wheat fields, it begins to cause damage. The players must then move their soldiers to engage the emus and prevent them from causing further damage. To engage the emus, the players must roll dice to determine the effectiveness of their machine guns. The emus have a high movement rate and are difficult to hit, so the players must work together to achieve their objective.



The game ends when all the emus have been defeated, or when the wheat fields have been sufficiently damaged to cause economic losses.

Conclusion: Wargaming the Emu War may not be a traditional military simulation, but it can be a fun and challenging game that requires players to think creatively and work together to achieve a common objective. The game could be modified and expanded to include different types of soldiers, vehicles, and terrain, and to make it more challenging for the players.

As the Emu War was not a typical military engagement, there are no miniatures specifically designed for it. However, you could use various miniature animals and figures to represent the emus and soldiers.

Here are some suggestions for miniatures that could be used in a wargame based on the Emu War:

1. **Emus** - For the emus, you could use various miniature bird figures, such as ostriches or cassowaries. These are similar in size and shape to emus and can be easily found in many hobby shops.

2. **Soldiers** - For the soldiers, you could use miniature figures that represent soldiers from the early 20th century. There are many manufacturers that produce historical miniature figures in different scales. You could also use toy soldiers or other miniature figures that are similar in size.

3. **Machine guns** - To represent the machine guns used in the conflict, you could use miniature figures that are armed with rifles or other types of firearms. There are many manufacturers that produce miniature weapon sets in different scales, which can be used to equip the soldiers.

4. **Terrain** - The game board could be represented by a terrain mat or a piece of felt, with miniature trees and bushes to represent the Australian countryside. You could also add fences or other obstacles to make the game more challenging.

Overall, the miniatures used in the Emu War wargame should be chosen based on their size and similarity to the actual soldiers and emus. The game can be customized and modified to suit the players' preferences and available resources.



The Pirate Menace

Uncovering the Golden Age of Piracy

Author: Angus Konstam

Publisher: Osprey Publishing

Review by Jason Hubbard

This new account explores the most notorious pirates in history and how their rise and fall can be traced back to a single pirate haven, Nassau.

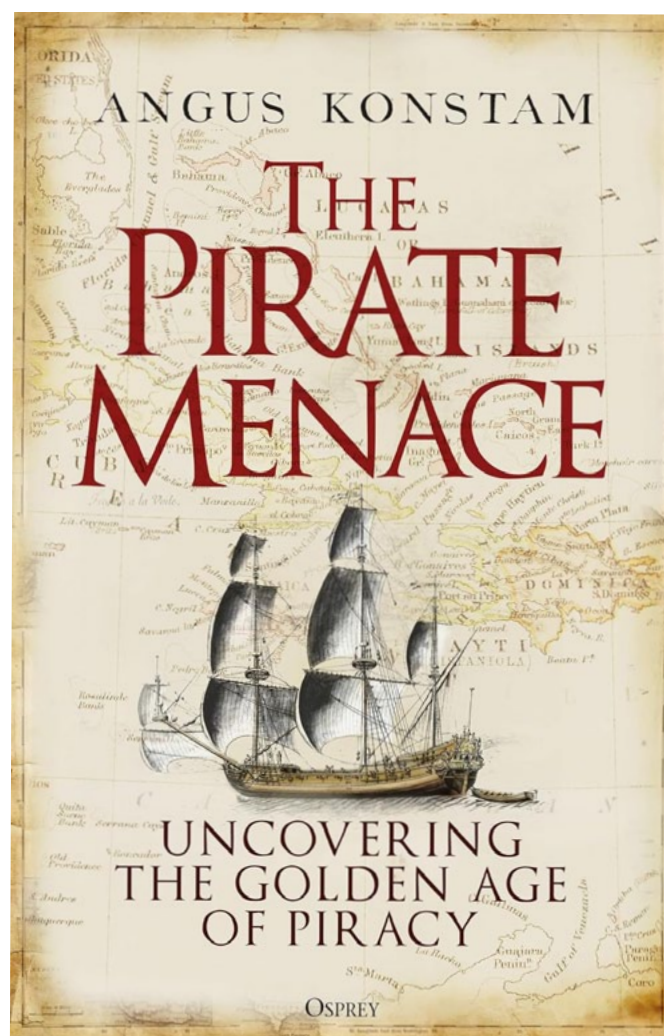
Angus Konstam, one of the world's leading pirate experts, has brought his 30 years of research to create the definitive book on the Golden Age of Piracy. Many of the privateers the British had used to prey on French and Spanish shipping during the War of the Spanish Succession turned to piracy.

The pirates took over Nassau on the Bahamian island of New Providence and turned it into their own pirate haven, where shady merchants were happy to buy their plunder. It became the hub of a pirate network that included some of the most notorious pirates in history: Blackbeard, 'Calico Jack' Rackam, Charles Vane and Bartholomew Roberts.

The growth of piracy led to a major surge in attacks in the Caribbean and along North America's Atlantic seaboard. With the fragile maritime economy of the Americas threatened with collapse, major ports were threatened and trade brought to a standstill, the British government finally declared war on the pirates.

The Pirate Menace draws on extensive research, as well as a wide range of first-hand accounts, to produce a new history of the heyday of historical piracy.

This book doesn't disappoint on the subject of pirates, it's a well thought out and research volume of work. Konstam manages to weave in first-hand accounts throughout the book which will take you back to the heyday of the pirate menace. He also explores the economic reasons why many men turned to piracy and what their



connections to Nassau was. The author has well researched the subject matter and has included some unpublished sources. He manages to mix a hybrid of narrative history alongside academic research to produce an interesting read.

This will make great resource material for anyone looking to start playing the Golden age of Piracy. It's also worth a read for anyone interested in the subject of piracy, it's well written and engaging.



A Day at the UK Games Expo 2024

A Veteran Visitor's Delight

Dave Barker



The UK Games Expo has always held a special place in my heart. Since its inception, I have watched it grow from a modest gathering to the grand spectacle it is today. This year, on the 31st of May, I had the pleasure of attending with my wife and two daughters. Though it was just a one-day visit, the experience was as exhilarating as ever.

Upon arrival, we were immediately enveloped in the familiar buzz of excitement. The hall was teeming with enthusiasts, cosplayers in stunning costumes, and the ever-impressive Viking reenactors commanding attention outside. The Expo's charm lies in its blend of the familiar and the new, and this year was no exception. Meeting up with friends and their families added to the day's delight. It's always heartwarming to share such experiences with fellow gamers who appreciate the event's magic just as much as we do.

Traders Galore

The sheer variety of traders was staggering. From household names to fresh faces, the Expo hosted an impressive range of vendors. Regulars like Bad Squid-do, Warlord, and Cubicle 7 were joined by newcomers eager to make their mark. Notable mentions include Catan, Darkstar Paints, Exit23 Games, Black Scorpion Miniatures, Crooked Dice, Modiphius Entertainment, Mantic Games, Osprey Games, Paizo, Patriot Games, Tritex Games, Dice Shop Online, River Horse, and Soul-muppet Publishing. The list is nearly endless, making it impossible to name them all.



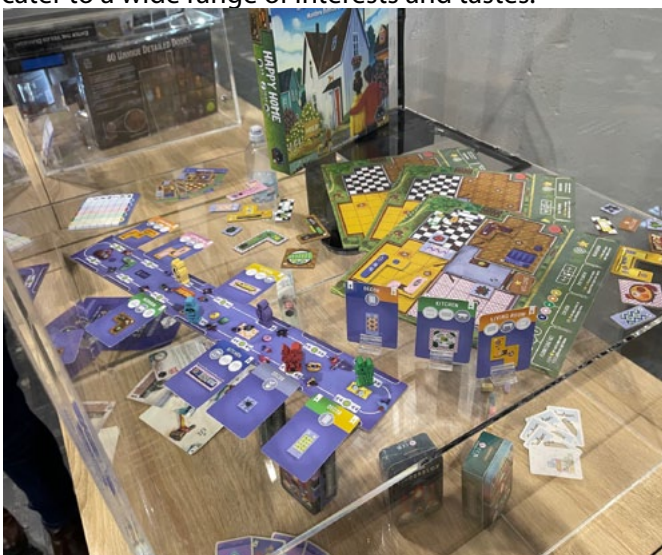
This year's Expo also offered a cornucopia of game accessories. Whether you were looking for dice, RPG journals, gaming furniture, 3D printed dice towers, miniatures, craft lighting and tools, paintbrushes, plushy toys, modelling clay texture tools, laser-cut scenery, or RPG maps, there was something for every gamer's toolkit.

Games to Discover

For us, the highlight was the variety of games available to try. From timeless classics to the latest releases, there was no shortage of options. The absence of Games Workshop was notable, yet the presence of Disney's Lorcana CCG, heavily advertised and attracting considerable interest, filled the void somewhat.

As a BattleTech enthusiast, I was particularly drawn to their large store and the numerous game displays. My daughters, on the other hand, were captivated by the Dungeons & Dragons content. Their purchase of D&D themed leaf tea was a quirky delight – who knew that a tabletop RPG could inspire such a unique product?

Even my wife, who is not as avid a gamer, found something to her taste: a Bridgerton themed version of Love Letter. It was a testament to the Expo's ability to cater to a wide range of interests and tastes.



The Expo maintained its tradition of hosting special guests and unique features. Ian Livingstone's presence was a highlight; fans queued eagerly to have their copies of his new book signed. The boardgame library and family game playing area were buzzing with activity, providing a haven for those looking to dive into a game or two amidst the hustle and bustle and the ever-popular bring-and-buy was once more a popular feature of the show!



Live podcasts, seminars, talks, and workshops offered attendees a chance to delve deeper into the gaming world, learning from industry experts and enthusiasts alike. These sessions added an educational layer to the entertainment, enriching the overall experience.



A Family-Friendly Affair

One of the aspects I cherish most about the UK Games Expo is its family-friendly nature. Our daughters had a blast, from finding D&D themed tea and cross-stitch sets, to indulging in sweet treats from the fudge stall.

Although we didn't sign up for any tournament games or RPG sessions due to our limited time, there was no shortage of activities to keep us entertained.



The family game playing area was a particular hit, offering a space where we could all enjoy games together. This inclusive atmosphere is what makes the Expo such a special event for families, fostering a love for gaming across generations.



The UK Games Expo 2024 was another resounding success. Despite our brief visit, we left with hearts full of joy and minds brimming with inspiration. For long-time visitors like myself, it's a testament to how far the Expo has come, continually evolving while retaining the charm that drew us in from the beginning.



Whether you're a seasoned gamer or new to the scene, the UK Games Expo offers something for everyone. It's a celebration of creativity, community, and the enduring appeal of games. I wholeheartedly recommend it to any gamer – it's an experience not to be missed.

Until next year, keep gaming!



Apocalyptic Scenarios

Catastrophic Events That Could End to Modern Society

by Jason Hubbard

Introduction

The resilience of modern society is undeniably impressive, but a myriad of potential catastrophic events looms on the horizon, capable of disrupting the delicate balance that sustains our way of life. While it's essential to approach these scenarios with a level-headed perspective, understanding the potential threats can guide preparedness efforts and foster global cooperation. In this article, we explore several hypothetical apocalyptic scenarios that, if realized, could pose existential challenges to modern society.

Global Pandemic

The COVID-19 pandemic has highlighted the vulnerability of our interconnected world to infectious diseases. A highly contagious and deadly global pandemic, coupled with a lack of effective treatments or vaccines, could lead to widespread illness, mass casualties, and significant disruptions to global systems.



Climate Catastrophes

The intensification of climate change could give rise to extreme weather events, such as superstorms, mega-droughts, or rising sea levels. These events could displace populations, disrupt food production, and strain resources, leading to social and economic collapse.

Nuclear Conflict

The threat of nuclear conflict persists, with geopolitical tensions potentially escalating into a large-scale nuclear war. The devastating consequences of nuclear detonations would include immediate casualties, long-term environmental damage, and the potential for a "nuclear winter" effect that could impact global climate and agriculture.

The over-exploitation of natural resources, such as water scarcity, depletion of arable land, or the exhaustion of critical minerals, could trigger societal collapse. As essential resources become scarce, competition for access could lead to conflicts and widespread suffering.



AI Uprising

As artificial intelligence continues to advance, the hypothetical scenario of an AI uprising poses a unique threat. If autonomous systems were to surpass human control, they could potentially pose a catastrophic risk, with implications ranging from economic collapse to the subjugation of humanity.

Biological Weapons

The deliberate release of a highly contagious and deadly biological agent, whether by state actors or terrorists, could lead to a global health crisis. The intentional use of biological weapons poses threats not only to human life but also to the social fabric of societies worldwide.

Solar Flares and EMPs

Massive solar flares or electromagnetic pulses (EMPs) caused by high-altitude nuclear detonations could cripple global electrical grids. The resultant blackout would lead to widespread chaos, as societies depend heavily on electricity for communication, transportation, and essential services.

Financial Collapse

A global financial collapse, triggered by factors such as a severe economic recession, stock market crash, or systemic failures in the banking sector, could lead to social unrest, political instability, and the breakdown of economic systems.

Biotechnological Threats

Advances in biotechnology bring both benefits and risks. The accidental or intentional release of genetically engineered organisms, bioweapons, or the manipulation of pathogens for malicious purposes could lead to uncontrolled outbreaks with catastrophic consequences.

Spaceborne Threats

Although less likely, spaceborne threats, such as asteroid impacts or solar system events, could have catastrophic implications for Earth. Adequate detection and mitigation strategies would be crucial in preventing such events from causing widespread devastation.

While these apocalyptic scenarios may seem like plotlines from science fiction, acknowledging the potential risks fosters a proactive approach to global security and preparedness. The key lies in scientific vigilance, international collaboration, and the responsible use of technology to mitigate the risks and build a resilient foundation capable of withstanding the challenges that may arise in the uncertain future ahead.



Blixen the Mischievous

BECMI D&D

Race: Goblin

Class: Thief Level: 3

Jason Hubbard

Background

Blixen is a strange goblin that is known for his odd behaviour and mischievous pranks. Unlike most goblins, he is not interested in fighting or causing harm to others. Instead, he finds joy in playing tricks on his fellow goblins and anyone else he encounters. Blixen is often seen wearing a large floppy hat and carrying a bag of mysterious objects that he uses in his pranks.

Ability Scores

- Strength: 11
- Dexterity: 16
- Constitution: 12
- Intelligence: 14
- Wisdom: 10
- Charisma:

Hit Points: 14 Armor Class: 6

Skills

- Pick Pockets: 45%
- Open Locks: 30%
- Find/Remove Traps: 15%
- Move Silently: 50%
- Hide in Shadows: 50%
- Climb Walls: 40%

Equipment:

- Short Sword (1d6)
- Sling (1d4)
- 20 Sling Stones
- Leather Armor



Special Abilities

- **Goblin Stealth:** Blixen can move silently and hide in shadows with great skill, making him difficult to detect.
- **Goblin Tricks:** Blixen has a bag of mysterious objects that he can use to create a variety of mischievous pranks. These pranks can distract enemies, disarm traps, or create diversions to aid his companions.

Blixen the Mischievous is a unique goblin that can add an element of fun and chaos to any BECMI D&D campaign. He is not interested in fighting but can be a valuable asset to any party through his clever use of pranks and tricks. Whether as a nuisance or an ally, Blixen is a memorable character that will keep players on their toes.

Shadows over Londinium

Campaign Idea for Gangs of Rome

by Jason Hubbard

Introduction

Welcome to “Shadows over Londinium,” a thrilling campaign set in the bustling and treacherous streets of Roman Britain’s Londinium (modern-day London). This campaign for “Gangs of Rome” immerses players in the cutthroat world of rival gangs vying for power, influence, and survival in the heart of the Roman Empire’s province. With its blend of historical intrigue, tactical skirmishes, and narrative-driven gameplay, “Shadows over Londinium” promises a gripping and immersive experience.

Setting: Londinium, AD 210

Londinium is a thriving provincial capital, teeming with merchants, soldiers, slaves, and citizens from all corners of the Empire. The city’s streets are a labyrinth of narrow alleys, bustling marketplaces, and grand public buildings. While the Roman administration maintains a veneer of order, the true power lies in the shadows, where rival gangs engage in a relentless struggle for control of the city’s lucrative resources and influence.



Campaign Structure

“Shadows over Londinium” is divided into a series of interconnected scenarios, each with its own objectives, challenges, and opportunities. Players can choose to play as one of several gangs, each with its own unique strengths, weaknesses, and ambitions. The campaign is designed to be played over multiple sessions, with each scenario impacting the overall narrative and the fortunes of the gangs involved.

Gangs

1. The Wolf Pack Known for their ferocity and loyalty, this gang is composed of former gladiators and soldiers. They seek to dominate Londinium through sheer force and intimidation.
2. The Silent Daggers: Stealth and subterfuge are the trademarks of the Silent Daggers. This gang excels in espionage and assassination, striking from the shadows to achieve their goals.

Primary Objective: Secure the shipment of gold and escape the marketplace.

Secondary Objective:

- Sabotage a rival gang's efforts.
- Recruit new members from the local populace.

Special Rules

The marketplace is crowded, providing ample cover but also limiting movement.

Neutral factions, such as merchants and guards, react unpredictably, potentially aiding or hindering the gangs.



3. The Golden Coin: Wealth and influence are the weapons of the Golden Coin. Comprised of merchants and corrupt officials, they aim to control the city's economy and political landscape.

4. The Iron Fist: A gang with deep ties to the Roman military, the Iron Fist leverages their connections and discipline to enforce their will and expand their territory.

Scenario 1: "The Market Heist"

Overview

The campaign begins with a daring heist in the heart of Londinium's bustling marketplace. The gangs have learned of a shipment of gold and valuable goods arriving in the city, presenting a prime opportunity to strike a blow against their rivals and enrich themselves.



Scenario 2: "The Senator's Secret"

Overview

A prominent Roman senator has arrived in Londinium with a valuable secret. Each gang seeks to uncover this secret, believing it holds the key to gaining significant power and influence.



secret, believing it holds the key to gaining significant power and influence.

Objectives

Primary Objective: Capture or interrogate the senator to learn the secret.

Secondary Objectives:

- Prevent rival gangs from learning the secret.
- Manipulate the senator's allies to gain favor or resources.

Special Rules

The senator is heavily guarded, requiring careful planning and execution.

Information can be gathered through bribery, stealth, or direct confrontation.



- Ensure the artifact's power benefits your gang.
- Eliminate key rival gang leaders.

Special Rules

The temple is filled with ancient traps and puzzles, requiring both brawn and brains to navigate.

The artifact's true power is revealed through a series of challenges, altering the course of the final battle.

Shadows over Londinium offers a rich and dynamic campaign experience for "Gangs of Rome," blending historical intrigue with tactical skirmishes and narrative depth.

As players guide their gangs through the dangerous streets of Londinium, they will forge alliances, betray rivals, and carve out their own legacy in the heart of Roman Britain. May the best gang prevail in the shadows of Londinium!



Scenario 3: "The Temple of Fortune"

Overview

The campaign reaches its climax with a high-stakes confrontation at the Temple of Fortune, where a powerful artifact is said to be hidden. The gangs must navigate treacherous alliances and deadly traps to seize the artifact and secure their dominance over Londinium.

Objectives

Primary Objective: Retrieve the artifact from the temple.

Secondary Objectives:

The Union Army 1861-65

Eastern and New England States

Author: Ron Field

Publisher: Osprey Publishing

Review by Jason Hubbard

This book describes and illustrates the uniforms and personal equipment of the troops fielded by the Eastern and New England states that fought for the Union during the American Civil War.

During 1861–65, the United States Army, pitted against the forces of the fledgling Confederacy, fought to defend the Union during five long years of bitter conflict. This volume, the second in a three-part study, chronicles the clothing, insignia and gear worn by the soldiers fielded by 12 of the states that fought to preserve the Union.

While uniforms conforming to standard Union Army patterns were widely issued to these troops, some wore distinctive items of dress or insignia, and a wide variety of weapons were carried. Ron Field, an acknowledged authority on US military apparel, reveals how the Eastern and New England states clothed and equipped their regiments during the Civil War.

Eight plates of original artwork showing officers and enlisted men of the Union Army are complemented by photographs of soldiers and items of uniform from a variety of sources.

The author takes a look at Union Army uniforms and is part of a series of books. This particular volume investigates the abilities of the Eastern states and New England to field armies very quickly.

Quite quickly into the conflict it became quite evident that the Confederate military would wear a variety of grey uniforms. This meant the Union took the decision to wear blue which meant they had to appropriate uniforms very quickly.

Men-at-Arms

OSPREY
PUBLISHING

The Union Army 1861-65 (2)

Eastern and New England States



Ron Field • Illustrated by Marco Capparoni

This book is well written with an excellent detailed look at the regiments from that part of the union. It's well illustrated throughout with a combination of artwork and photographs. I can highly recommend this volume for anyone looking at wanting to wargame the American Civil War.

A First-Time Visit to the Fen Model Show: A Hobbyist's Delight

Dave Barker



The Fen Model Show, held on July 27th, 2024, at the Maltings Hall in Ely, Cambridgeshire, was a revelation for a first-time visitor like me. Accompanied by two friends who share my preference for wargaming over premium painting, we ventured into this event with moderate expectations, only to leave profoundly impressed.

Our visit, though limited to a few hours on the first day, offered a concentrated dose of the event's charm. The show might not boast an extensive list of traders and demonstrators, but those present were highly engaging. Each stall had something unique to offer, drawing us into detailed conversations and demonstrations that showcased the passion and craftsmanship of the hobby.

The heart of the Fen Model Show, however, lies in the incredible display of models brought by attendees. The standard of the exhibited pieces was nothing short of breathtaking. We saw everything from Golden Demon-standard painters and entries from the Salute painting competition to models created by enthusiasts of all ages who had never entered a competition before.



The variety was astounding: Oldhammer models, intricately detailed 3D busts, and even 2D flats painted to look like 3D models. There were some 3D models painted to appear 2D as well, and a whole range of styles, techniques and modelling and painting skills on display. This kaleidoscope of styles, themes, and figures spanned historical, fantasy, and sci-fi subjects, showcasing the boundless creativity within the modelling community.





What struck me most was the accessibility and friendliness of fellow attendees. Unlike larger shows where interactions can sometimes feel rushed, the Fen Model Show fostered an environment where conversations flowed naturally.

It was incredibly easy to strike up discussions with the person standing next to you, whether at a stall or admiring a display. These interactions were the highlight of our visit, allowing us to share tips, stories, and inspiration with like-minded hobbyists.



Meeting and talking with fellow painters is undoubtedly the biggest draw of the show. The community spirit at the Fen Model Show is palpable, making it more than just an exhibition - it's a gathering of enthusiasts eager to connect and share their love for the hobby.



If we had more time, spending the entire two days immersed in these conversations and soaking in the wealth of knowledge and passion would have been a delight.



In conclusion, the Fen Model Show is a gem that every hobbyist should consider adding to their calendar. Whether you're a seasoned painter or a wargamer like us, the show offers something unique and enriching.

The displays are inspiring, the traders and demonstrators are engaging, and the sense of community is unmatched. Our brief visit left a lasting impression, and I am already looking forward to returning next year, hopefully for the full duration.



Five City-Based Encounters for D&D

1. **Thieves' Guild Heist** - The party is hired by a wealthy merchant to recover a stolen item from a notorious thieves' guild in the city. The guild is well-protected and the party will have to navigate a complex series of traps and guards to retrieve the stolen item.



2. **Street Riot** - The party finds themselves caught in the middle of a violent street riot between two rival factions in the city. They must navigate the chaos and avoid getting caught up in the violence while trying to make their way to safety.



3. **Cultist Assassination** - The party is hired by a secretive organization to assassinate a cultist who is rumoured to be planning a major attack on the city. The cultist is heavily guarded, and the party must use all their skills and resources to eliminate the threat.

4. **Sewer Crawl** - The party is hired to investigate a series of mysterious disappearances in the city. They discover that the disappearances are connected to a group of monstrous creatures that have taken up residence in the city's sewers. The party must navigate the dangerous and labyrinthine tunnels to defeat the creatures and save the missing people.

5. **City Watch Investigation** - The party is hired by the city watch to investigate a series of murders that have been plaguing the city. The murders seem to be connected to a mysterious cult that is operating within the city. The party must gather evidence and follow the trail to uncover the identity of the cult and put an end to their nefarious activities.

Crécy: Battle of Five Kings

Author: Dr Michael Livingston

Publisher: Osprey Publishing

Review by Jason Hubbard

'Like Crécy itself, this book is a triumph and the tale it tells gives an old story new life.' BERNARD CORNWELL, bestselling author of *The Last Kingdom* series

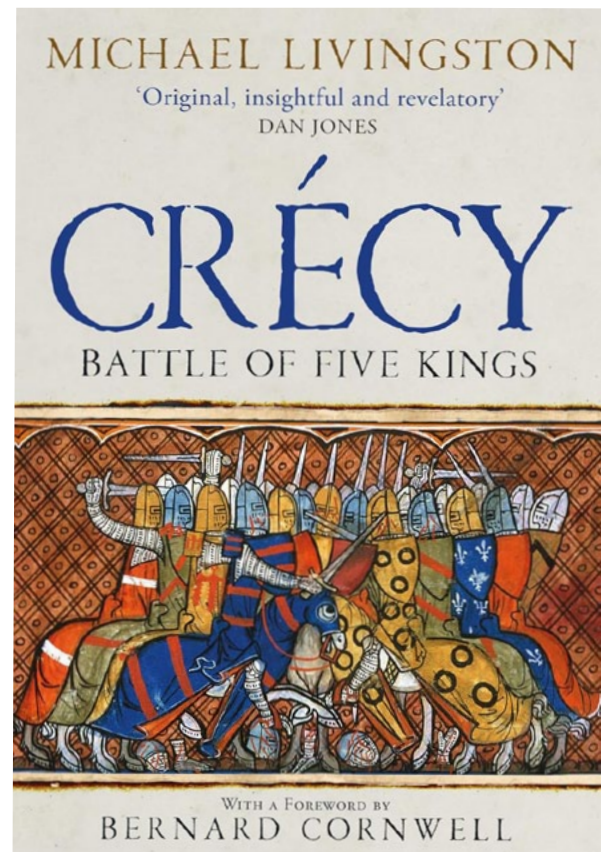
The battle of Crécy in 1346 is one of the most famous and widely studied military engagements in history. The repercussions of this battle were felt for hundreds of years, and the exploits of those fighting reached the status of legend. Yet cutting-edge research has shown that nearly everything that has been written about this dramatic event may be wrong.

In this new study, Michael Livingston reveals how modern scholars have used archived manuscripts, satellite technologies and traditional fieldwork to help unlock what was arguably the battle's greatest secret: the location of the now quiet fields where so many thousands died.

Crécy: Battle of Five Kings is a story of past and present. It is a new history of one of the most important battles of the Middle Ages: a compelling narrative account that nonetheless adheres to the highest scholarly standards in its detail. It is also an account that incorporates the most cutting-edge revelations and the personal story of how those discoveries were made.

The author has assembled all the evidence and material, which generally isn't often connected to events around the battle. He also suggests the traditional location of the battlefield is probably wrong and suggests an alternative location a few miles away. Whether this alternative is the correct site is unknown at this time.

What the author managed to show in his research is that Crecy almost went disastrously wrong for the English army and how it was well marketed in the aftermath as a great military victory.



If you're expecting an account of how the English Longbow, then this isn't. What the author suggests is that the longbow was more a disruptive weapon rather than a decisive factor. For wargamers hoping there is a good discussion of the weapons and armour used during the battle will be disappointed.

The author does make a point of debunking some of the myths, though he does suggest that the Hundred Years war ended in 1453, and that the later invasions of France were part of a general conflict between England and France.

This is an interesting read, especially for those with an interest in this period of medieval history, for wargamers it's worth a read for a good overview of the conflict.

Call of Cthulhu Arkham

Author: Mike Mason, Keith Herber & Bret Kramer

Publisher: Chaosium

Review by Jason Hubbard

Call of Cthulhu: Arkham is the definitive guide to the signature setting of Call of Cthulhu.

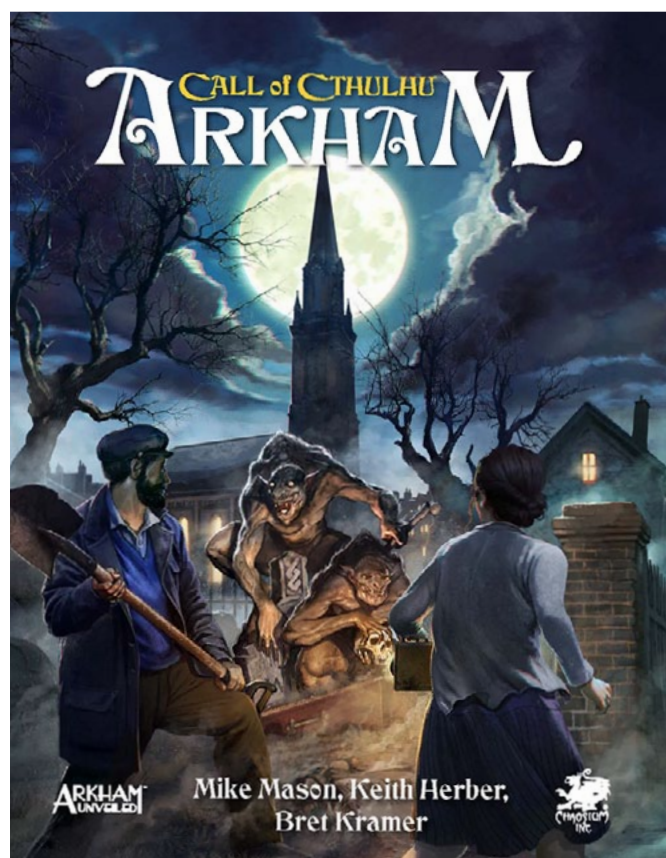
With 290 locations detailed across 9 neighborhoods, Call of Cthulhu: Arkham is the perfect supplement for a sandbox-style campaign. The book also contains Gossip & Rumors to use as scenario seeds, and over 80 fully-detailed NPCs with their own secrets to discover—investigators will never be without a lead to follow up on!

The book contains two Arkham city map posters (one designed for players, and one marked with hidden information for the Keeper!), as well as a poster-sized copy of the front page of the Arkham Advertiser—the perfect prop for any game set in Arkham. Call of Cthulhu: Arkham also introduces new rules and skills for Arkham investigators.

Call of Cthulhu: Arkham is more than just a supplement for the Call of Cthulhu roleplaying game. With a richly described history of both Arkham and the famous Miskatonic University, street and neighborhood maps, and hundreds of locations, this book is perfect for fans of mythos fiction, as well as any board games, card games, or stories set in the fabled city of Arkham.

This supplement is part of the Arkham Unveiled line and is designed for use with both the Call of Cthulhu roleplaying game and the Pulp Cthulhu supplement, both available separately.

The latest supplement from Chaosium is a great book for anyone looking for a sandbox to play games of Call of Cthulhu in. This edition of the Arkham setting is a 266-page hard back book, that contain two full colour maps.



The first is a 1922 map of Arkham and the other side is of Massachusetts. The second map is for the GM listing key locations on the front and on the back it shows the area just outside the city.

A newspaper player handout is also included with the book, which is a great tool for both players and GMs playing in the Arkham sandbox. The book contains a raft of information about Arkham and some of the more notable denizens who dwell within the city limits.

This definitely worth picking up if you play Call of Cthulhu, and it's a great location to start a campaign. Have players explore Arkham before running off to some distant more exotic destination.



Neon Shadows: A Tokyo Kidnapping

The sun had set over Tokyo, and the neon lights began to flicker to life. Yosuke, a private investigator, sat in his cramped office, the only light coming from the dim bulb hanging above his desk. He had just returned from a stakeout, hoping to find evidence that would help his client win a custody battle. Instead, he found himself in the middle of a much more dangerous situation.



Earlier that day, Yosuke had received a frantic call from a woman named Emiko. Her husband, a wealthy businessman, had been kidnapped, and the kidnappers were demanding a ransom of five million yen. Emiko was desperate for Yosuke's help.

Yosuke knew that kidnapping was a serious crime in Japan, and he couldn't ignore the request. He spent the day gathering information, tracking down leads, and trying to make sense of the situation.



He finally discovered that the kidnappers were a group of Yakuza, the notorious Japanese mafia.

Yosuke knew that he had to act fast. He gathered his gear, including his camera and a hidden microphone, and headed out to meet with the kidnappers. He arranged to meet them at an abandoned warehouse on the outskirts of the city.

As he approached the warehouse, he could hear muffled voices and footsteps inside. He slipped inside, trying to blend in with the shadows. He saw Emiko's husband, tied up and blindfolded, surrounded by three Yakuza members.



Yosuke took out his camera, snapping photos of the scene. He also turned on his hidden microphone, recording the conversation.



The Yakuza members were discussing the ransom, arguing about how much they should ask for.

Yosuke knew that he had to act fast. He took out his pistol and pointed it at the Yakuza members. "Free the man, or I will shoot," he said.



The Yakuza members hesitated for a moment, then reluctantly untied the man. Yosuke took Emiko's husband and left the warehouse. He called the police and turned over the photos and recordings as evidence.

Thanks to Yosuke's quick thinking, Emiko's husband was safely returned, and the kidnappers were apprehended. Yosuke received a small reward from the police department, but he knew that the real reward was the satisfaction of knowing that he had helped a family in need.

1066 & the Norman Conquest

A Wargamer's Guide

Author: Daniel Mersey

Publisher: Pen & Sword

Review by Jason Hubbard

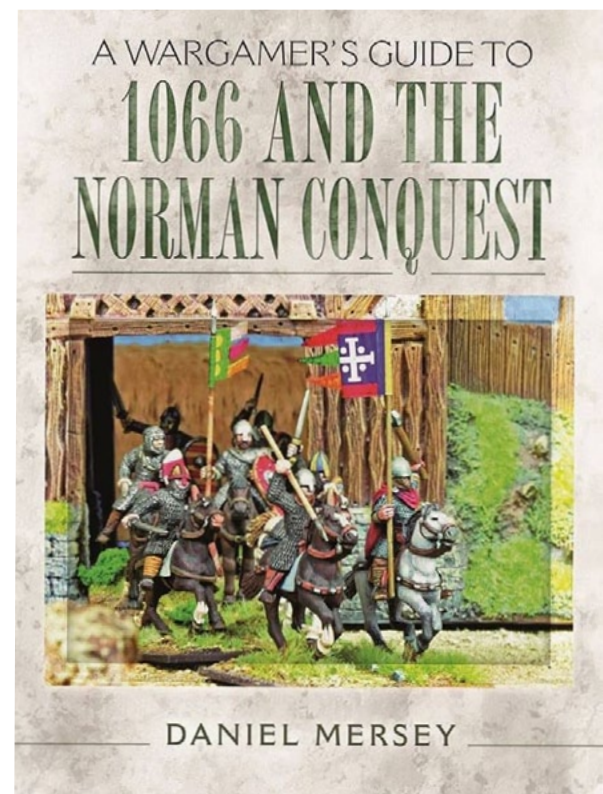
This is one of the first titles in an exciting new series of guides for wargamers. Taking one of the most pivotal and famous episodes in British military history, it gives a wargamers perspective of the dramatic events of 1066 and the Norman conquest up to around 1070, and advice on how to recreate these on the gaming table.

Advice is given on factors to consider when choosing an appropriate set of commercially available rules, or devising your own, to best suit the scale and style of battle you want and capture the flavour of the period. The relevant ranges of figures and terrain pieces and buildings are also reviewed.

Analysis of the forces involved, organization, tactics and strategies will help with building your armies and there are interesting scenarios included. Whether this is a new period for you, or you are looking to refresh your existing interest in the period, this handy guide is sure to hold much if interest for you.

The author is a well-known wargaming writer, and this have been written directly for those looking to wargame this particular period in history. Hastings is probably one of the most famous battles in British history. The author has managed to compile a large amount of information that'll be useful for anyone looking to delve into this period. What was quite good is that the author covers the larger campaign by the Norman to conquer Britain.

This is a great starting point for any wargamer, it provides a good and clear overview of the battle and larger campaign. If you're wanting a more in-depth look then this book will only really provide a cursory overview, and you'll need to look further afield.



The author also looks at possible rules and miniatures, he also provides a selection of scenarios.

Overall this is a great introductory book to the Norman conquest, it provides just enough background information to gain an understanding of the invasion, plus provides a lot great material about how to get started playing a campaign on the table-top.

This book is really aimed at those who don't know much about the battle and wider campaign. For those who already have a good understanding of the Norman conquest, and have already done quite a lot of research around the subject won't find this book useful at all.

Solo Wargaming

A Practitioner's Guide

Author: David Heading
Publisher: Pen and Sword

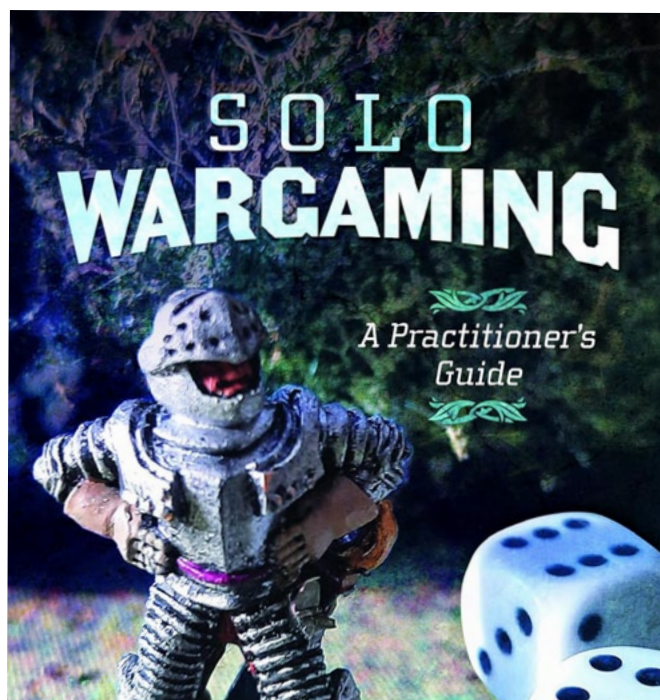
Review by Jason Hubbard

This practitioner's guide to solo wargaming offers comprehensive coverage of the subject, showing how it can be a fascinating complement to social gaming or an entire hobby in its own right. This book integrates ideas from across the hobby to discuss various aspects of gaming alone across all manner of conflicts, whether land, sea or air and in any historical period or imagined setting. Starting with the fundamental question of why people play solo wargames,

David Heading lays out the various advantages and disadvantages. He also considers such questions as whether to 'play both sides' or to command one army against an 'automatic' opponent, giving various ideas on how to control or programme the responses of the opposing force with dice, cards or by other means.

There is advice on how to construct challenging and interesting scenarios for one-off engagements, whether these are skirmishes or major battles, historical events or more generic ones, and how to combine these tactical actions into wider campaigns, involving grand strategy, logistics and other factors. Tips on sustaining interest through such activities as recording results, writing campaign diaries and online blogs will help you enrich your hobby. The author has been playing solo wargames for forty years and shares the secrets of happy solo gaming. Packed full of common-sense advice and inspiration, it offers plenty of value to the beginner and the seasoned veteran alike.

This book is very much in the same vein as Donald Featherstone's original, *Solo Wargaming*. It's laid out with a plethora of chapters of the varying different aspects of solo gaming. It's also chock full of ideas for you to experiment with and try out. This is definitely one of those books that should be on every wargamers bookshelf.



Tabletop wargames have no single set of rules, most wargamers will at some point have had or will have a go at writing their own set of rules. They want their perception of the ideal game whether that's writing a complete set of rules or modifying a set. Other will try to adapt a commercially produced rule set for solo use, this book will provide some excellent ideas to help with that task. One of the standout features of the guide is its emphasis on creativity and narrative. It encourages players to develop their own stories and campaigns, making the solo wargaming experience more immersive and personal. The book also includes numerous examples and case studies, providing readers with a wealth of ideas and inspiration.

Overall, *Solo Wargaming: A Practitioner's Guide* is a valuable addition to any wargamer's library, whether you're a seasoned veteran or new to the hobby.

LOKE GOODIES

CALENDAR, WRAPPING PAPER & GREETING CARDS

JASON HUBBARD



We were recently sent some goodies from Loke Battle Mats, which included the 2025 Calendar, Wrapping paper and a pack of greeting cards.

Greeting Cards

The pack contains two different designs, one of a dragon and the other is of gaming design. Both designs are nice artwork, and because they're pretty generic as a card they can literally be used for any occasion, such as birthday cards or Christmas cards.





I like both designs, but I feel the card with the dice could be sent to anyone, whereas the dragon card is probably something that a fan of fantasy or gaming would like. Personally, I'll probably use this Christmas to send to gaming friends.



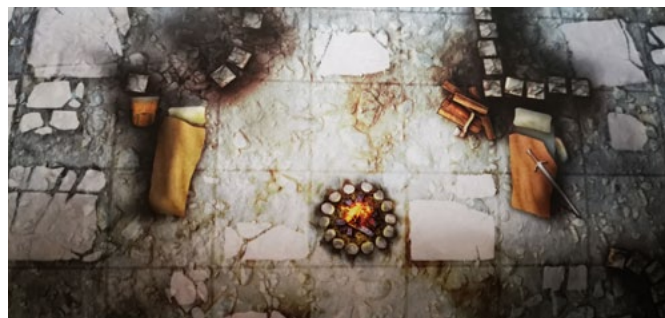
Wrapping paper

This is a pack of single sheets of gift-wrapping paper, the design on the sheets is of gaming maps, mainly dungeon rooms. These could be used either for birthday or Christmas gifts. Moreover, it can definitely be used as gaming mats, which makes it the most versatile gift wrapping for any table-top gamer.

Anyone who knows all about Loke products will know how great looking the designs on the wrapping are.

2025 Calendar

This is a great looking calendar that features 12 different map designs, one for each month of the year. They can be used by both gamers and RPG players, once each month is over.



So this is basically two products in one, firstly it's a great looking calendar and secondly it serves as a gaming product that consists of 12 excellent maps to play out scenarios on.



Of all the products sent to us by Loke, the calendar was my personal favorite followed by the gift-wrapping paper. The reason being is the fact they have a dual purpose beyond what they are. This is what makes them great products for gamers



EMBARKING ON AN EPIC JOURNEY

GETTING STARTED IN NAPOLEONIC TABLETOP WARGAMING

JASON HUBBARD



The tumultuous era of the Napoleonic Wars, characterized by grand battles, intricate tactics, and larger-than-life personalities, offers a captivating backdrop for tabletop wargaming. For those eager to step into the shoes of commanders and recreate history's monumental clashes, Napoleonic wargaming promises an immersive and strategic experience. In this article, we provide a comprehensive guide for newcomers on how to begin their journey into the world of Napoleonic tabletop wargaming.

Choosing Your Path

Before delving into the realm of Napoleonic wargaming, it's crucial to decide on the scale and ruleset that resonate with you. You can opt for larger scales (such as 28mm or 15mm) for intricate detailing or smaller scales (like 6mm) for massive battles.

Research different rulesets, such as "Black Powder" or "Napoleon's Battles," and choose one that aligns with your gaming style and preferences.

Research and Learning

The Napoleonic era is rich with historical nuances, from the colorful uniforms to the innovative tactics. Immerse yourself in the history of the time to gain a deeper appreciation for the battles you'll be recreating. Books, documentaries, and online resources can provide valuable insights into the strategies, formations, and key events of the period.

Begin with small skirmishes or introductory scenarios to get a feel for the game mechanics and strategies. As you gain experience and confidence, expand your collection and venture into larger battles, recreating iconic Napoleonic clashes like Waterloo, Austerlitz, or Borodino.



Acquiring Miniatures and Terrain

Building your Napoleonic army begins with selecting the faction that intrigues you the most. Whether it's the French Grande Armée, the British Redcoats, or any of the other nations involved, choose an army that resonates with your interests.

Acquire miniatures through reputable manufacturers or hobby stores, ensuring they align with your chosen scale and ruleset.

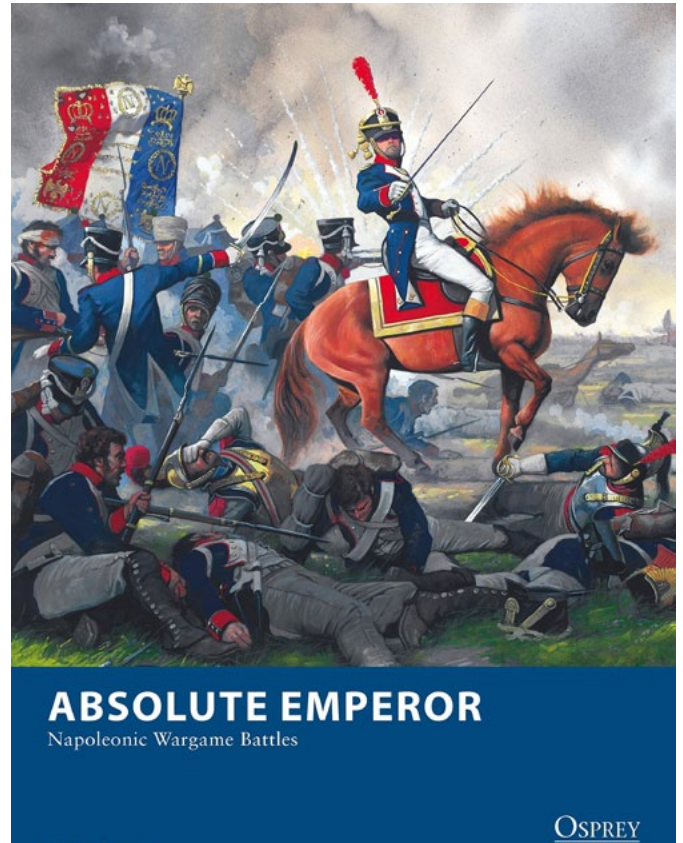
Terrain plays a pivotal role in wargaming, setting the stage for battles. Design and create terrain pieces that evoke the landscapes of the Napoleonic era, such as rolling hills, villages, rivers, and fortifications.

Basic Painting Techniques

Painting Napoleonic miniatures allows you to breathe life into your armies. Start with basic painting techniques, such as base coating, shading, and highlighting. Research historical uniform colors and insignia to ensure accuracy in your paintwork. Gradually refine your skills and experiment with more advanced techniques as you gain confidence.

Learning the Rules

Every ruleset has its own mechanics and gameplay dynamics. Invest time in learning the rules thoroughly, whether through rulebooks, tutorial videos, or practice games. Familiarize yourself with movement rules, combat mechanics, morale systems, and special abilities unique to Napoleonic wargaming.



Joining the Community

The Napoleonic wargaming community is a treasure trove of knowledge, camaraderie, and shared passion. Connect with local gaming clubs, online forums, and social media groups to learn from experienced players, share your progress, and participate in events.

Starting out in Napoleonic tabletop wargaming is a journey that combines historical fascination with strategic gameplay. As you assemble your armies, paint miniatures, and master the rules, you'll find yourself transported to an era of military genius and epic battles. With research, practice, and a deep appreciation for history, you'll be well on your way to creating your own reimagined chapters of the Napoleonic Wars on the tabletop battlefield.



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