

irregular

Summer/Autumn Issue 2017

magazine

Interview
James M Hewitt

Cold War
Chinese Civil War

Blast from the Past
Land Raider

UK Games Expo

Interview
Modelbox

Interview
Long Pack Games

Plus; Editors' Challenge, Necromunda, Reviews and Much More

GMAN 09



Cover Art; Gareth Pannan

9 Editors Challenge

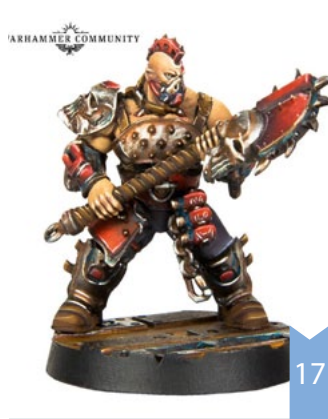
Ed moved house and had to redecorate his MAN CAVE.

12 James M Hewitt Interview

We interview one of the hobby's leading game designers.

17 Return of Necromunda

We take a fond look at the return of one the best skirmish games ever.



20 Chibi Painting Competition

The Golden Kolbold was held for the first time this year.

23 Brutal Kingdom Review

Review of this small table top card game.

24 Interview with Model Box

We catch up with George from Model Box to discuss Miniature subscription service

28 Cold War Series

A new series looking at the Cold War and potential hot spots that could be used as possibilities for a Cold War gone hot, starting with the Chinese Civil War.



The Irregular Team
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34 Pathfinder Adventurers Handbook

We take a look inside the new Adventurers Handbook for Pathfinder.

36 UK Games Expo

A review of this years Games Expo.

39 Interview with Long Pack Games

We caught up with Shanghai based Gaming manufacturer

43 Exit; Tomb of Pharaoh Review

A review of the new escape board game.

45 Interview with Raku Games

We interview Raku Games.

48 Warhammer World

The editor visits Warhammer World since the revamp, last time he went was in 2010.

51 Blast from the Past: Land Raider

Alex takes a fond look back at the Rogue Trader era Land Raider.

54 Open Combat Review

We take a look at the skirmish game Open Combat

57 Cold War Commander Review

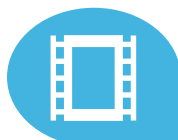
We take a look at these modern warfare rules



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Summer Issue 2017

Editorial

Jason Hubbard

At last we have an issue out, this is the Summer and Autumn issues combined. The reason for this was that I moved recently and my house needed to be redecorated from top to bottom, including setting up a new man cave. This put me out of action hobby and magazine wise for 3 whole months. Now Its all sorted, and I can finally get some painting and writing done.

Since moving up north I've managed to visit Warhammer World for the first time since 2010, which you can read all about in the little article I put together. I've also managed to play a variety of board games as well with my new gaming group.

Its been a strange few months, we've seen the return of Necromunda, and the sad demise of Spartan Games and Tor Gaming. As always this hobby is anything but dull. We've also seen 8th Ed 40K and Primaris Marines which has seen a 40k resurgence. Then if that's not enough in November we'll see Star Wars; Legion from Fantasy Flights. Well that's all folks until next time enjoy.....



NEWS

IRREGULAR TEAM



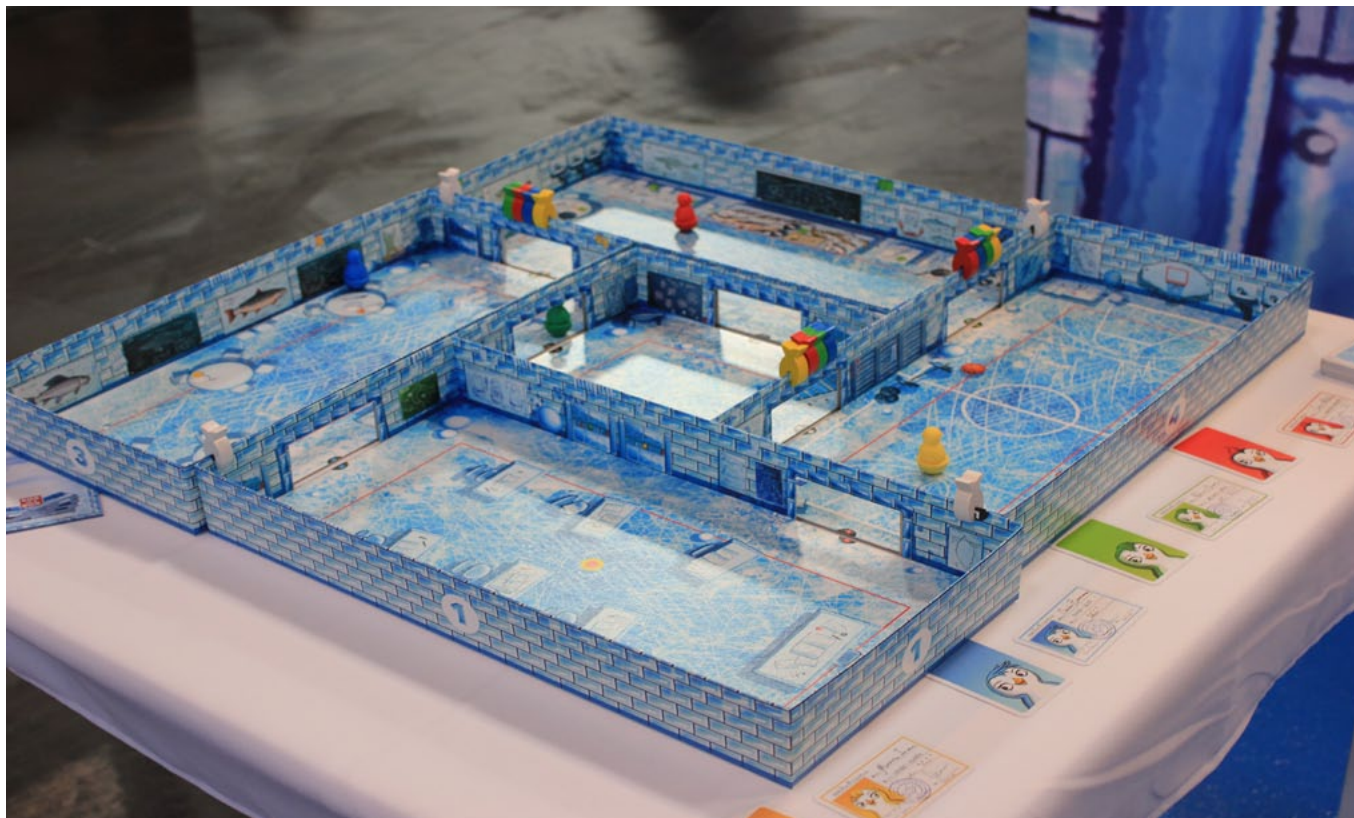
ICE COOL WINS KINDERSPIEL DES JAHRES 2017 AWARD

HAMBURG, Germany, June 19, 2017 -- The flicking game Ice Cool received the Kinderspiel des Jahres award as the Best Children's Game of the Year 2017. Kinderspiel des Jahres is part of Spiel des Jahres which is considered the most prestigious award in the board game industry.

On May 22, Ice Cool was announced to be among the three nominees for the Best Children's Game of the Year. This nomination already placed Ice Cool in the pantheon of children's games. However, June 19, when Ice Cool was announced to be the winner, it reached the pinnacle of success for a game. The award ceremony in Hamburg, Germany, was attended by the game authors from Latvia: Egils Grasmanis, Jānis Grunte, Edgars Zaķis and Reinis Butāns. Together they work under the pseudonym 'Brian Gomez'. The game's illustrator is Reinis Pētersons.

One of the game creators and CEO of Brain Games, Egils Grasmanis, believes that the Spiel des Jahres award in the board game industry is like an Oscar in the film industry: "Already when we found out that Ice Cool was listed among the three best children's games of the year, we felt great pride and joy. Receiving this award is truly an honor - it is the highest acknowledgement of our game's quality and value."

The Spiel des Jahres or Game of the Year is an award for family-style board and card games. The purpose of Spiel des Jahres is to reward excellence in design and quality for games released in Germany during the preceding 12 months. Created in 1978, it is now considered the most prestigious award in the board game industry. Since 1989, there has been a separate award for children's games - Kinderspiel des Jahres.



Ice Cool was created in Latvia and published by Brain Games, whereas its German edition is published by Brain Games' German partner Amigo Spiele. Ice Cool can be proud of having to date 15 international editions, translation into more than 20 languages and distribution in about 40 countries. There are already 100 000 game copies sold worldwide.

Ice Cool was launched on June 3 at UK Games Expo 2016 where it received its first prize, UK Games Expo Award 2016 as Best Children's Game 2016. Within a year, the game has received more than 10 international awards and nominations, including Major Fun Award and Seal of Excellence from Tom Vassel at The Dice Tower.

Ice Cool is a children's game for two to four players ages six and up, and takes approximately 30 minutes to play. It takes you to an undisclosed penguin school, where rascal penguins have decided to skip class and sneak some fish. But not so fast – the hall monitor is on their tails! The idea is to catch a fish or a penguin. The winner is the player with the most points on their fish cards. The special method of flicking penguins creates a whole new bag of tricks - players can make the penguin pieces slide, curve and jump. Another innovation is the new 'box-in-a-box' board concept that allows creating an immersive 3D game board in a minute.

More information about the game and video are available on <http://www.publishing.brain-games.com/ice-cool>.



REVELL

It's back to the 1970s for a classic American car known for its powerful V8 engines. And we've got the car that brought back the traditional sportscar to the delight of car enthusiasts. For the military model builders, we've got an iconic American Sherman tank. Check them all out below and click on the package image for complete kit information.

'76 Ford Gran Torino
1/25 scale • Level 4 paint & glue kit • 85-4412

Kit features detailed 351 cubic inch Windsor engine, tampo printed white wall tires, and a factory stock suspension.



'92 Mazda Miata MX-5
1/24 scale • Level 4 paint & glue kit • 85-4432

Kit details include full front and rear independent suspension, a choice of top up, down or stylish boot cover, and stock or custom front and rear bumpers.



M4 Sherman Tank
1/35 scale • Level 4 paint & glue kit • 86-7864

Kit features include moveable gun and turret, separate hatches and 1-piece tracks, and 3 military figures,



HEROES WEAR MASKS

Avalon Games is happy to announce the release of our great super hero RPG system, Heroes Wear Mask, now compatible with 5e D&D.

Yep it is here, finally super heroes for 5e D&D. All the fun, all the excitement and all the spandex. Taking Avalon Game's popular HWM for Pathfinder we have updated the system for use with the great grand-daddy of all RPGs, 5e D&D.

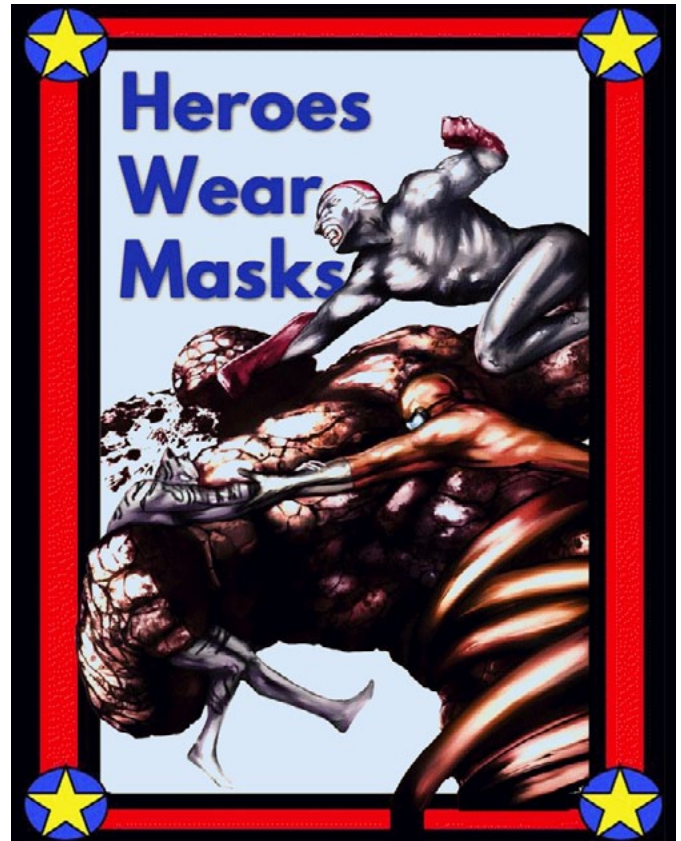
Dungeons & Dragons has always been a game about bravery and heroism, an adventurer fighting to survive in a world beset by magic and evil. It's a very short trip from there to the world of superheroes.

D&D games and superhero fiction have a lot in common. They are both tales of powerful, extraordinary individuals, some heroic, some definitely not, who go out and have adventures.

Saving a town from being destroyed by a rampaging monster works equally well as a Dungeons & Dragons sessions or an issue of a comic book. The core experiences fundamentally click.

The original Heroes Wear Masks sought to bring superheroes to Pathfinder. This version gives the same treatment to Dungeons & Dragons 5th Edition.

If you are familiar with Fifth Edition, you will recognize most of the rules. If you are familiar with superheroes,



you will be familiar with most of the setting. If you are familiar with both, you will be right at home here. A metropolis strains under the weight of crime. The police are helpless against a new breed of costumed super-being. The city cries out for heroes.

Will you answer the call, or help burn it to the ground?

EDITORS CHALLENGE

JASON HUBBARD

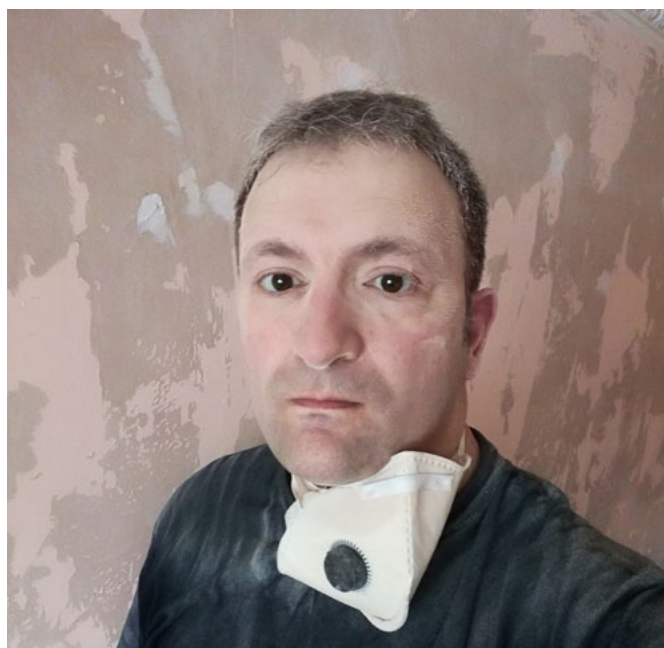


BUILDING A MAN CAVE

So I recently moved house, all the way from down south in Bath upto Sunny Sheffield in Yorkshire. This also meant we were able to purchase a much larger property, and I finally get a room to myself, a man cave, or as the other half refers to it the JUNK ROOM.

The room need to be redecorated as it was in quite a state, wall paper needed to be stripped off the walls before I could give it a lick of paint.

The walls also required sanding prior to any paint being slapped on them. This in turn created a ton of dust which was a real pain to clean up afterwards before painting. As you can see from the pic below I was slightly cover in dust....lol



Once this was done the next step was to get some paint on the walls. I decided on plain white as I was hoped this would allow light to bounce around the room and make it much brighter. The wall required several coats in the end mainly to cover up the years of staining on the walls.



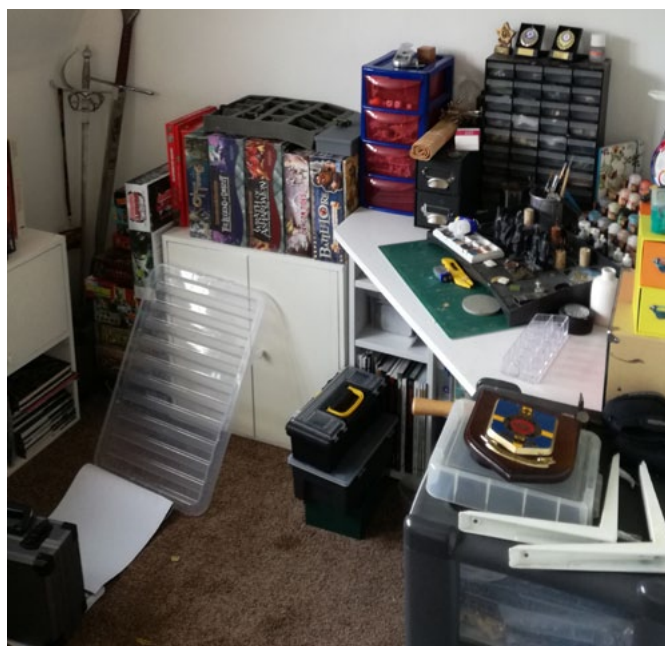
also had to fit a new radiator in this room as the previous one leaked, and parts were rusted through.



So the next stage was to get some furniture in the room, namely the painting desk. I decided not to remove the built in wardrobe as this would be useful as a storage cupboard, plus the small desk next to it would be ideal for the laptop.

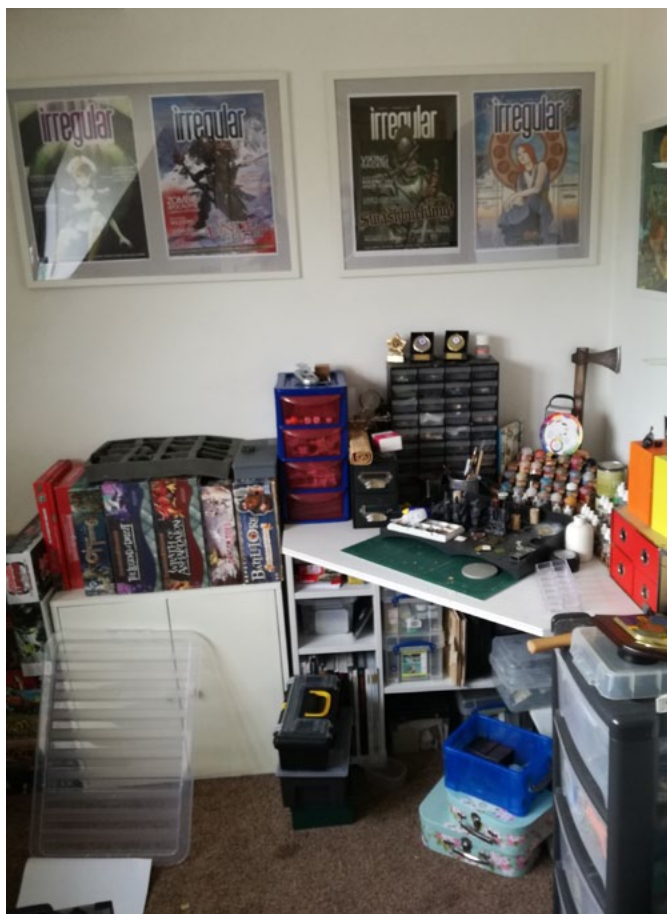


So with the desk in all I needed to do was to start bringing all my gaming/hobby items up from the garage and setting up the room how I wanted it. This included all my old re-enactment weapons, which have been in storage in previous properties due to simply not having anywhere to put them.

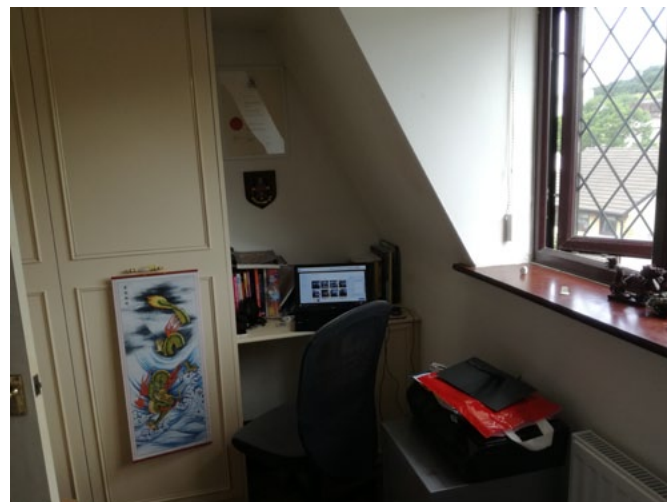




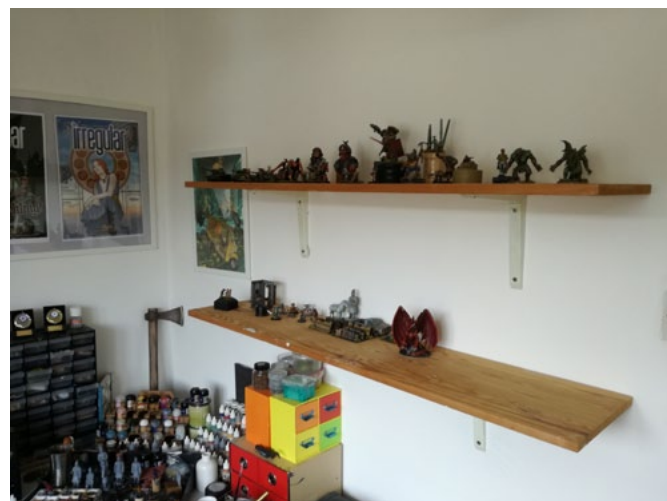
Now I had my own space to work in, it also meant I could finally hang some of the art work I have from Irregular Magazine, which included some TUK TUK artwork by Wil Kirby.



So things started to take shape, I was finally getting a man cave. For the last 3 years I've not had any real space to paint or work in general. Which has meant getting hobby stuff done has been virtually impossible, even finding time to write blog posts has been a nightmare. So getting this room to work in has been great.



One of the last things I needed to do was replace the shelves that I'd taken down to paint the walls. I planned to display some of my painted goodies on the shelves.



Since finishing the room I've managed to get quite a few bits and pieces painted, as well as write a few more blog posts. I think I've done more in the last week or so than I've managed in the last 18-24 months.

AN INTERVIEW WITH JAMES M HEWITT

JASON HUBBARD



James M Hewitt is a name that's well recognised within the gaming industry along side other designers such as Alessio or Rick Priestly. He's fast become one of the most widely known new designers in the hobby, starting his career with Mantic before moving to Games Workshop where he designed the rules for three board games: The Horus Heresy: Betrayal at Calth, Warhammer Quest: Silver Tower and Gorechosen.

He entered the industry as a community manager with Mantic Games, but lucky break whilst at the company led to him becoming one of the designers

on Dreadball. A futuristic football game that took the gaming community by storm. He eventually sealed a position at the mecca for table top gaming Games Workshop where he worked in the publication department contributing to several army books, codexes and and board games. In 2016 he moved across to the new Specialist Games department, where he was responsible for curating the newest edition of Blood Bowl, as well as designing Adeptus Titanicus. He took inspiration from previous editions of Adeptus but updated it for a modern audience.

Now he's finally going solo and set-up under the banner Needycat Games, where he can supply a number of services to the gaming industry, such as Tabletop



Games Design and Development, Game Design Consultancy and Community Engagement. So with James recently leaving Games Workshop to go it alone, we managed to catch up with him to find out why and what the future holds.

What is Needy Cat Games?

In a lot of ways, for now, it's just a pseudonym! I'm the sole 'employee', the only writer, everything comes through me... it's just a nice way of putting an obvious mark on things I've written independently. There are two reasons for doing it, really. First up, although I'm initially working as a freelancer, the long-term plan is to produce games for myself, and it seemed sensible to get a brand built up. The second reason is a bit of a strange one; see, when you google James Hewitt, I'm not the first person that pops up! I've been writing under "James M Hewitt" for a few years now, for that main reason, but this way I can sidestep the issue entirely.

Some would say you had a great job at GW, so why the sudden urge to leave?

I did indeed have a great job at GW! It's very, very rare that you can get a job designing games full-time in an office environment, with things like evenings, weekends, overtime pay, annual leave, sick days... not to mention a full support structure and hundreds of helpful colleagues. So yeah, good question! The biggest reason, I suppose, is that I wanted to have more control over things I worked on. This is not in any way a slight against Games Workshop, but when you're working as part of a 'big' company (GW really isn't that big, in terms of companies in general), there are always factors that are out of your control. You design a

game, and you might have one idea for how it'll work, but you then need to change it to fit with something that another part of the

business is doing. That's just the nature of that kind of job! For a while I've really wanted to try tackling the whole process myself, managing a project from inception to delivery, and that's not something that's possible within that framework – hence the decision to do my own thing! Also, on a more personal note, I'm not getting any younger. This is something I've dreamed of doing for decades, and a couple of events recently reminded me how short life can be. Sometimes you need to take a leap of faith!



What are your plans going forward with Needy Cat?

Initially, I'm focussing on freelance work for existing companies – I offer services as a writer, games designer and design consultant, and I'm happy to say that there's already been a good deal of interest in all three! I can't say much more about the things I'm working on (the non-disclosure agreements are quite specific, I'm afraid) but in the future – hopefully within a year – I'd like to start releasing my own games. I'd definitely like to move more into board games than miniatures games, mainly because it's an area I haven't explored much, but also because it has more opportunity to do different, weird and wacky things. I can't wait!



To date which game has been your favourite to design/work on and why?

It's a tough one! I'd say it's a tie between Warhammer Quest: Silver Tower and Gorechosen, the former because of how complex it was and the latter because of how simple it was! Silver Tower was an absolute labour of love. Everyone involved in it really threw themselves into the project, and it was an absolute thrill to brainstorm and collaborate with such a talented bunch of people. When I first pitched the idea for the gameplay – fully co-operative, with an Adventure book which guides the players a little like a Fighting Fantasy gamebook or Choose Your Own Adventure novel – I didn't quite realise what I was letting myself in for; it became a puzzle, trying to make everything fit into the adventure book. I didn't make it any easier by setting a few limitations on myself; for example,

no single spread could have more than one trial's final passage, no linked passages could be on the same spread... oh, and I wanted there to be 90 passages exactly, because 9 is a thematically relevant number. It led to a lot of unpaid, voluntary overtime and many sleepless nights, but I think the end result speaks for itself.

Gorechosen, on the other hand, was so much simpler. The pitch was such a simple, clear, evocative one, and within a week of making the first prototype the game was in an almost finished state (compared to Silver Tower, which had countless failed prototypes and several returns to the drawing board). I knew I was on to a winner with this one when the playtesting room door opened and Pete Foley, the office manager, was standing there with a grin on his face. He'd had to come through and see what all the laughter was about. That, to me, is a sign of a solid game – every playtest we had, people were clearly enjoying themselves from five minutes in, and were having too much fun to stay quiet and professional about it!

Is there a particular genre of game you'd like to design for?

I really want to sink my teeth into a chunky euro-game – lots of wooden pieces and bright colours, a fairly insipid theme, very little direct conflict between players... it's so unlike what I've designed before, but some of my favourite board games are euros (Village, Keyflower and Terra Mystica, to mention three off the top of my head).

Is there a particular designer, artist or writer you'd really like to work with on a project and why?

Ooh, good question. I'm a bit of a Rob Daviau fan-boy – he's the brains behind a number of games that I've loved, and he seems to be driven by a desire to break the mould and question people's assumptions about games, which I couldn't be more excited by. The chance to work on a project with him would be fantastic, although I imagine he's got enough on his plate for a while! That said, he's recently launched a new company, Restoration Games, which revitalises old games for a modern audience... and hey, I've got some experience doing just that! I might have to drop him a line.

How different are GW and Mantic to work for as a game designer?

It's difficult to say, as I had fairly different experiences with each! With Mantic, I came in as a freelance wannabe designer – I'd written several games but never had one published. I knew they were looking to create



a sports game, so I put together a game called Razordisc (Ultimate Frisbee with a razor-sharp disc, because why not?) and although Ronnie liked it, he was concerned that I didn't have any experience. In hindsight I can absolutely see why he made the call! Anyway, long story short, I ended up working on DreadBall with Jake Thornton. He was the lead designer but I managed to have a lot of input, and elements of Razordisc definitely made it in. But that's the most game design experience I had at Mantic, really, whereas I was a full-time designer for three years at Games Workshop. In general, a lot of it comes down to scale; Mantic is a much smaller company, so it can afford to react more swiftly to what its fanbase wants, whereas GW takes a bit longer. The flip-side of that is that Games Workshop can support its staff better, there are a lot of people around with decades of experience in various elements of game design, and there's never a shortage of in-house playtesters. In other words, they're very different!

What projects are you currently working on?

Again, I can't give many details, but I'm currently creating a board game and a tabletop miniatures game, I'm writing a couple of magazine articles, I'm doing some consultancy for a game that's already been written

but needs some jazzing up and I'm writing a children's story. It's been a busy first month!

As a gamer, what's your current flavour of month currently?

There's a question! I've not had a chance to play many wargames lately (between switching jobs, having a busy life in general and having a toddler), but there are a few board games that I really can't get enough of at the minute. Captain Sonar is an odd one, because you really need eight players to get it working properly, but when you get a game organised it's amazing – it's a game about two submarines, each trying to track the other down and torpedo it before the same happens to them. On the surface it's a bit like Battleship with some extra bells and whistles, but it plays in real-time, two teams of four shouting over each other and desperately trying to charge their systems while deducing where the other sub might be. It's ace. Other than that, one of my all-time favourite board games is Stronghold, which recently got a second edition after being out of print and unavailable for some time. In my opinion the first edition's better, but that's just the standard snobby gamer thing to say, isn't it? It's a very clever asymmetrical siege game, where every action the attacker makes in preparation for at



tacking gives the defender additional time to shore up the walls and train troops. It's a real corker, with some very interesting rules for victory – it's a bit dry if you're used to wargames (there are no dice, for a start, and it's all wooden cubes!), but I think any gamer will get a kick out of it.

Finally, an honourable mention goes to *Escape from the Aliens in Outer Space*, which is a hidden movement game published by Osprey (well, the pretty version is published by them – there's been a print-and-play version available for years). It involves a bunch of scientists trying to flee a pitch-black space station, while the other half of the players – the aliens – try to hunt them down. It's all done with hidden movement, each player having their own copy of the map, and it can be phenomenally tense when it goes well.

How do you see the industry changing as we move forward?

There is no doubt that we are in a golden age of tabletop gaming. It's hard to pinpoint exactly when it began; I think it was several things happening at once, rather than a single event that started it. Kickstarter was definitely a key player, though. Those first few games that struck it big through crowdfunding did two things: they showed wannabe designers that sometimes following your dreams is a possibility, and they proved to investors that there's money in this industry. As a result we've seen loads more money

being funnelled in from both crowdfunding and corporate investment, and that's a great thing. Of course, there are all the things you'd expect from any industry that has such a sudden growth spurt – lots of small companies starting up then folding calamitously, third parties muscling in with rip-off products – but overall, the quality and quantity of games is only going up. Also, geek culture in general is so much more mainstream these days. Gaming is becoming more and more normalised. I remember when I was at school, a few of us were into the old Star Wars customisable card game (the one published by Decipher in the 90s), and we tried playing it at lunch break one day. We were already the outcast nerdy kids, but that was seen as something utterly outlandish and bizarre even by our standards – these days, you see kids starting up lunchtime Warhammer clubs, Yu-Gi-Oh! tournaments, and so on, and they get good attendance! I think the advent of smartphones and the introduction of 'family' gaming consoles (such as the Wii) have made digital gaming more normal, which in turn has made the idea of gaming in general a bit less 'fringe'. This means that tabletop gaming is becoming more mainstream, and these days you don't have to be a proper geek to want to play games! I think the trend towards quicker, easier-to-learn rules (Games Workshop's more recent output, for instance) is all about making it easier for these more casual gamers to get involved, and I think that's a great thing.

NECROMUNDA

RETURNS

EDITORIAL TEAM

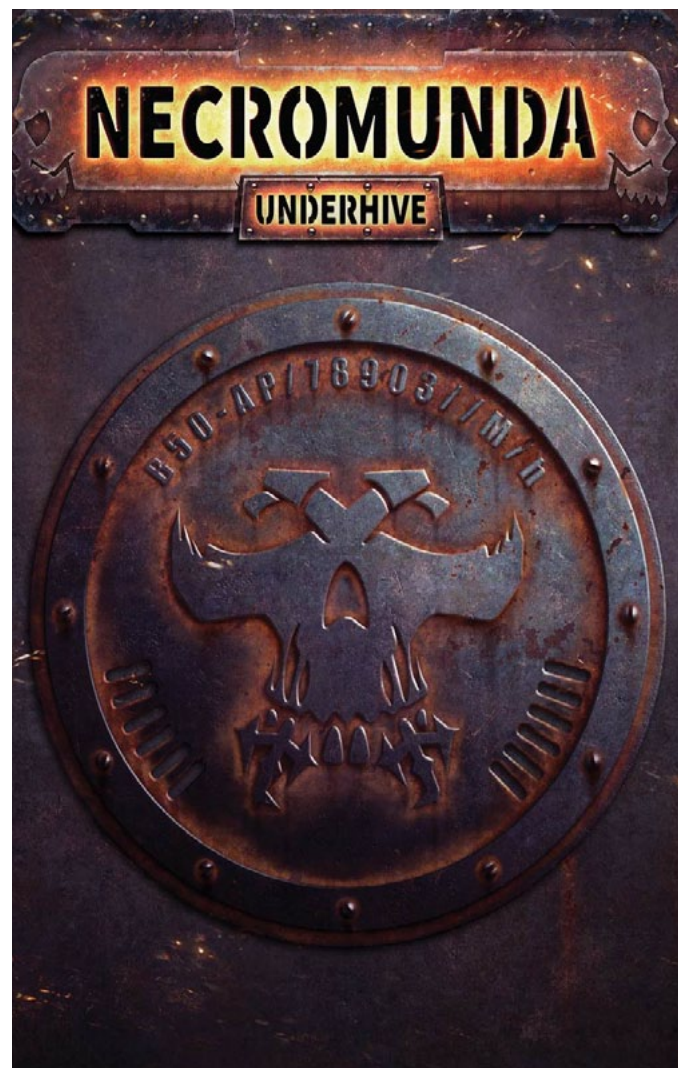


Necromunda has returned, yes I'm not kidding. Games Workshop has announced that the skirmish game set in the under hive will return in November. This was my intro to the world of 40K, I played this before I entered the battlefields of the 40K world with my first Space Marine army.

Necromunda dives into the underworld of the Imperium, allowing players to control their own Hive Gang – a pack of ruthless criminal killers augmented with black-market cybernetics, gene modifications and scavenged weaponry. Where Warhammer 40,000 puts you at the head of an army, in Necromunda, the scale is much smaller but the action is just as intense – every single Ganger counts.

Between intense skirmish battles, your gang will grow from a pack of battle-hungry Juves to a feared and respected syndicate of hardened veterans. To get there, however, you'll have to battle against your fellow players, each with a gang of their own. The Underhive is a big place, and the gangs that inhabit it are as diverse as the alien races that inhabit the 41st Millennium. We're launching Necromunda with two classics.

Gangs from House Escher are fast, deadly, and





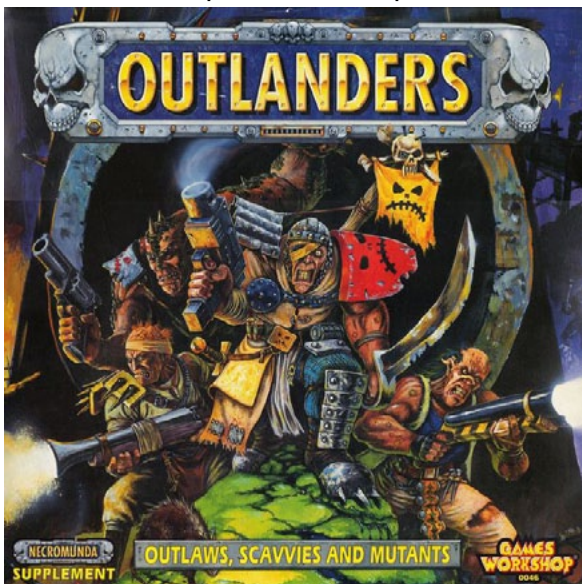
cruel. While lightly armoured, these cunning warrior women hold their own in melee combat, while at range, they are notorious for their use of armour-melting plasma weaponry.

The gangers of House Goliath are a living testament to brawn over brains. Every member of House Goliath is a slab of vat-grown muscle, armed and armoured with re-purposed industrial gear.

(taken from Warhammer Community Website)
So what is Necromunda

For those who have never played this game before, Necromunda is essentially gang warfare, fighting over territories, goods, vengeance, bounties and anything else you can think of. Its set in the under hive of Imperium cities. This is a skirmish level game, where you play a small war-band of gang members unlike 40K where you field an entire army.

Necromunda was spun off from a previous attempt



of Games Workshop to popularize a set of rules for low-key skirmish battles in a hive world setting. White Dwarf magazine published such a rule set between autumn and winter 1990–91 dubbing it "Confrontation". It was set on the hive world of Necromunda but made no reference to houses and such, instead concentrating itself on the various types of gangs: clan warriors from the spires, brat 'poseurs' from the upper levels which went 'down' to experience the thrills of lowlife, under-city mutants, diseased scavengers from the toxic wastes and the Adeptus Arbites ever-ready to deal swift and summary "Judge Dredd"-like justice.





There are six main houses to build your gang from.

- Orlock – These are miners that look like a biker gang, a very good all round gang.
- Escher – An all female gang with a cyber-punk style of dress. Agile melee gang
- Goliath – Gym monsters, these guys are slow but can handle heavy weaponry not a very good melee gang
- Van Saar – These are from the upper echelons of the Hive city with access to higher technology than other gangs.
- Delaque - Sneaky Molemen/Matrix hybrids.
- Cawdor - Holier-Than-Thou cultists.

The above Gangs are the “House Gangs” or the base non-expansion gangs, this doesn’t stop you from developing your own gang. There are also other factions, under the heading Outlanders, that includes several different gang types.

I’m really looking forward to seeing this game revamped, the miniatures look really cool, so I’m hoping there will be some scenery to come with the base game. This was one of the best specialist games produced by Games Workshop alongside Mordheim, Blood Bowl and Space Hulk. This was the game that introduced me to 40K, and now this is on the horizon I don’t think I’ll be diving back into 40K for my Warhammer 40,000 fix.



FIRST GOLDEN KOBOLD CHIBI MINI PAINTING CONTEST

NINJA DIVISION



CHIBI MINI PAINTING CONTEST WINNERS ANNOUNCED

The first major chibi-style miniature painting contest, The Golden Kobold, hosted by Ninja Division Publishing at Gencon 2017, resulted in an amazing collection of talent and skill. With more than forty entries, the judges were hard-pressed to determine the best painted miniatures. The results are in and the workmanship and artistry of the contestants is undeniable. Winner of the Best In Show award was Ian Markon.

His entry of the Colonel Clayton demonstrated a high level of sophistication and hard work. The beard alone had six different layers of coloring, shading, and highlighting that was outstanding, according to one of the four judges, Drew Drescher, which is just one of the reasons the judges awarded him First Place and Best In Show.



Other winners included for single miniatures were Second Place awarded to Todd McNeall for his Twilight Knight and Third Place was taken by Bobby Cahoon for their adorable crocodile warrior miniature, Sobek. In the large figure categories, First Place was taken by Robert Cahoon for his Angry Bear, Second Place went to Kevin Fannin for his Beatrix the Witch Queen and Third Place was earned by Joe Wiedem for his version of Angry Bear.



In the diorama category, First Place went to Andrew Leung for his Shojo in a Cup, Second Place to Chris Schmidt for his Clan Ika Oni and Third Place to Vincent Venturella for his "Not Left Handed" diorama. So many high-quality entries created quite the challenge for the four judges.



The judges brought in by Ninja Division for the contest are all long-time painters of miniature models and brought a great deal of experience and talent to the event. Judges included: Mark Maxey, an award-winning miniature enthusiast with more than twenty years painting miniatures, who has worked with multiple gaming companies, Elizabeth Beckley, a professional painter of miniatures working with companies such as Kingdom Death and CoolMiniOrNot.



Both Mark and Elizabeth found their passion for chibi-style miniatures with Ninja Division's and Soda Pop Miniatures' release of their flagship game, Super Dungeon Explore.



Other judges were Drew Drescher, an avid painter of miniatures since the age of ten who teaches painting at his local hobby store as well as operating his own painting studio for private collectors and companies, and Scott Ferguson, who has been painting miniatures since childhood as well as after discovering role playing games and the figures that accompany them.

The term “chibi” originally derived from “chichanabito” or “chitchana no hito,” is a Japanese slang term for an entire sub-genre of models and art portraying characters small in stature, comic-like truncated anatomy, and large heads. It can include mechanical objects, monsters, and characters as well as demonstrated in the large line of miniatures produced by Ninja Division and their partner studio, Soda Pop Miniatures



The Golden Kobold 2017 was the first of an annual event to be held at Gencon every year by Ninja Division. Inspired by the chibi-style miniatures of their games Super Dungeon Explore and Ninja All Stars, the painting contest was open to any chibi-style miniature from any company.



BRUTAL KINGDOM

THAMES & KOSMOS

JASON HUBBARD



THE GAME OF BEASTLY BETRAYAL

Brutal Kingdom is one of 12 fantastic new board games being launched by games company, Thames & Kosmos in the the year during 2017.

There's no place for the faint hearted in this 3-4 player game. Players secretly plot to gain the greatest amount of power in three spheres of influence: royal, clerical and mystical. It's survival of the fittest in this game of feral human nature!

The key character, the bishop has avoided being poisoned, but now danger awaits the abbot, who himself pursues the witch. The king and queen are at each other's throats, while the executioner

awaits his next assignment. The law is survival, with the 20 stunningly illustrated anthropomorphised animal characters, players will feel the tension at every turn.

The game plays really well, and works well as a pub game or something to play in a lunch time. The artwork is superb which makes this a very visually nice game to play. A game will take roughly 30 minutes to play. Its a good game for anyone over the age of 12, though I suspect most 10-11 years could just as easily grasp the game as well.

INTERVIEW

MODEL BOX LIMITED

JASON HUBBARD



Model Box

The Monthly SUBSCRIPTION Box for the Miniature HOBBYist

In recent years there has been an explosion of subscription services within the hobby industry, mainly associated to gaming. so when we came across a miniature orientated subscription box service, we decided to investigate further. We tracked down George Kleanthous who runs and owns model box and asked a selection of questions.

Why did you start Your Model Box?

Well I'm a huge fan of subscription boxes like Loot Crate, so naturally wanted one which was solely based around my wargaming hobby. After a lot of searching, I found that there was no such box. I asked around online and no one had heard of one. After careful deliberation, I decided that if I would like a wargaming subscription box then so would others, so I started one myself!





What pitfalls did you have to overcome to get Your Model Box up and running?

Starting a business was extremely scary and daunting. My fiancé and I did so much research to ensure that we knew what we were getting into. We knew once we started we needed to be 100% committed to Model Box. Fortunately, subscription services tend to be self-sustaining so we did not need much money to cover start-up costs at the beginning.

I was running a cinema for the first 7 months of Model Box's life which added a lot of stress and didn't allow me to give my all to Model Box. It was in that 7th month that I decided that if I wanted Model Box to become the success I wanted it to be then I had to leave my full time job and focus on Model Box.

The biggest challenge for us now is getting our name out, trying to get as many people as possible to know about Model Box. We are still a young company, celebrating 1 year in July!

Why set up a subscription service?

E-Commerce Subscription Services are a relatively young business model which allows subscribers to get what they like sent to their door every month, so when I found out about the gap in the market for us hobbyists a made the jump and have not looked back.

I have a background in Cinema Management which meant long hours and late nights, so it was also an added benefit to work from home, be my own boss and work my own hours (although it feels like I'm always on the clock!) as well as do something I enjoy!





What can a subscriber expect each month?

We tailor our boxes around themes every month, so expect miniatures and accessories that fit the theme that will bolster your collection. We feature at least 1 miniature every month (however we aim for 2 or 3) and, depending on the theme and what we can get our hands on each month, subscribers can expect to receive paints, paint brushes, basing materials etc. We asked people early on what they did not want to see in our boxes and we've tried to keep to our word.

Why should someone subscribe?

Model Box is primarily about discovery (that will always be our main goal) however we always make sure that our subscribers get more than what they have paid for as well!

There are so many great companies, ranges and games systems out there which are being overshadowed by the big guys like Games Workshop and Corvus Belli who really deserve to be in the spotlight.

Don't get me wrong, I love the big companies like GW and the stuff they produce, I am always working on something GW related however, I feel that they are somewhat monopolising the hobby. That's where Model Box comes in! Bored of batch painting your Skaven? Looking for new content for your YouTube channel? Want a break from your commissions? Or just want to paint something new? Model Box will allow you to discover more to our great hobby, replenish your paint range and add to your collection!

We also run a monthly painting competition for our

subscribers to give them a chance to show off their skills on minis from the themed boxes and get a chance to win some prizes for their efforts!

What's been your favourite miniature so far that's been included in a box?

That's a tough one! I really loved our Horrifying Box last October. We packed it with loads of horror themed stuff from Malifaux minis, Mantic's Walking Dead zombies to gross bases from Secret Weapon and muted paints from Army Painter to name a few things!

We are working really hard on the next October box to make sure we can live up to expectations, with something top secret being released along with the box which we will be announcing towards the end of September ;)

What's been the response so far?

People have been very supportive and appreciate what we are trying to do. As I write this 4 talented companies have announced their closure which is incredibly sad. I'd like to think the Model Box can help as much as we can to broaden hobbyist's horizons and smaller companies get the recognition they deserve!

I've had a lot of subscribers talk us up to their friends and clubs, and even start YouTube channels to do unboxing videos!

It's amazing really because we wanted to create a community of 'Model Boxers' and it's beginning to take off!

Is there a miniature company or range you'd like to include in a future box?

That's a tough one as there are so many great companies! We spoke to so many great people at Salute as we were scouting for future boxes and we have them all lined up! It's just a matter of when we can fit them in!

What are your future plans for the subscription?

We would love to branch out to slightly more tailored boxes like 'Sci-Fi' or 'Fantasy' only boxes and are currently considering the logistics of it. We also want to be big enough in the industry to be able to secure exclusive miniatures from companies before general release.

We would love to advertise Kickstarter's by sending our subscribers sample minis however that takes a lot to consider and negotiate.

Ultimately, we would love to have our own range of miniatures sculpted by some of the best artists in the industry and at some point in the future even organise a Model Box Convention to really show support for smaller companies and their work!

Are you a plastic, resin or metal mini fan and why?

Preferably plastic as I like to convert and kit-bash however if the mini is detailed enough and inspires me then I am happy regardless of the material.

Are you a painter, gamer or collector?

I am primarily a painter and collector as I previously had no time to play, however since starting Model Box and making it my sole focus I have been able to learn new games. The dice gods are rarely in my favour but I love it!

<http://yourmodelbox.com/>



THE COLD WAR SERIES

CIVIL WAR IN CHINA

JASON HUBBARD



Introduction to the Cold War

The Soviets and the United States engaged in a hostile confrontation on political, economic and diplomatic levels for most of the last century post World War 2. Though they managed to avert the outbreak of a third world war, that would most likely have turned nuclear with catastrophic consequences for the world.

There were several flash points where the Cold War either went hot such as the Korean War, or they came very close such as the Cuban Missile Crisis in the 60's. The Korean War is a good example of the Cold War going hot, though it didn't erupt into a global conflict. During the Korean war the US and Soviet pilots clashed in the skies over what was known as MIG Alley, but neither side wanted to go to war with each

other. In fact Mao didn't want to be dragged into the Korean conflict either, and he only agreed to support North Korea if the US pushed north of the 38th parallel. In the next issue I'll be taking a closer look at the Korean War, known by many as the forgotten war.

The Cold War rivalry started after the 2nd World War, though some historians believe it probably had its roots during WW2. It was seen by many as Capitalists Vs Socialism, the US feared the Russians wanted to take over the world and destroy capitalism. Where as the Soviets believed the Americans were rebuilding Europe and Japan to further their influence and create new markets to aid them destroying the Soviets, to some extent both were correct.

The big issue during this period was weapons of mass destruction, the bombing of Hiroshima and Nagasaki by the US with the Atomic bomb pushed the Soviets into developing their arsenal of atomic and nuclear weapons. In turn as the Soviets increased theirs likewise the US expanded its nuclear programme.

One of the first flash points was the blockade of Berlin in 48, the Soviets tried to cut off Berlin by blocking the main roads into Berlin. The allies got around this with an air lift parachuting supplies into the western half of the city. This eventually led to the East Germans with Soviet help to build the infamous wall dividing Berlin permanently in 1961 until the early 90's when Germany was finally unified.

After the Berlin airlift the US started a policy of containment which was designed to halt the spread of Communism. By trying to stop all expansion and influence of the Soviets. In Europe this was in the form of the Marshall plan which in the form of grants and credits for billions of dollars, which helped to rebuild Europe. They also helped to form NATO as a military response, the CIA would intervene in elections in foreign countries when there was a likelihood of a political party with communist leaning gaining power.



There was plenty of Cold war conflicts around the globe, such as the Korean War and the disastrous conflict in Vietnam. It was a disaster for the US as they got bogged down fighting the Soviet backed North Vietnamese. Likewise when Russia entered Afghanistan in the 1980's the CIA trained and supplied local guerilla units many of whom would later fight against the US when they invaded the country after 9/11. The US would support several disastrous Latin American governments who would become dictatorships in attempt to stop the spread of Communism closer to home.

Other areas of the globe that saw conflict due to the Cold war included the Middle East, during the 50's saw the Suez crisis, where Egypt tried to nationalise

the Suez canal, which is a vital waterway that connects the Mediterranean with the East, which effectively is a short cut allowing ships to avoid going around the South of the African continent. Both Britain and France sent troops to prevent Egyptian plans. The CIA intervened in Iran to overthrow the legitimate government, because they were planning to nationalise the country's oil industry. The Soviets also used military power in Eastern Europe to control countries and put down any risings.



The 1980's started to see the slow decline of the Soviet regime, as leaders such as Gorbachev opened up Russia economically and politically. Slowly the Soviet Union broke down, and the Warsaw Pact disintegrated as countries such as Poland sought democratic process. As we moved into the new century the only surviving real communist countries are China and North Korea, though China has reformed economically allowing the west in. This has led to China becoming a global powerhouse, whilst North Korea is still very much a closed society.

So this leads me to the first possible flash point, which was China post WW2. This would allow Bolt Action players to fight a Cold War gone hot, as not much had changed militarily after Germany and Japan had surrendered.





The Civil War in China

In 1947, after the US left the truce talks in China fighting broke out in the North of the country between the two main political factions, the Nationalists under Chiang Kai Shek and the Communists under Chairman Mao.

A large communist force established itself in the Tapieh mountains to the North West of Wuhan. The communists had prepared to fight a guerilla campaign. Yet the battles that occurred during the civil war often involved thousands on both sides.

The end of the 2nd World War in China had brought the rivalry between the two political parties back into the open. Whilst fighting the Japanese, both sides kept a difficult truce while at the same time carefully holding back resources in the event hostilities continued once the Japanese had been beaten. The Allies had sponsored the Nationalists during the fight with Japan, whilst the Soviets had backed the Communists with military resources. After the war the Allies tried to broker a settlement between the two factions, even stationing several divisions in China to try and stabilise the situation but with a large Soviet presence in Manchuria supporting the Communists it placed a large strain on the whole issue.

There were repeated attempts to establish a power sharing council, but the Nationalists constantly



objected and unwilling to share or concede any control to the communists. In 1947 the Americans became disgusted with the whole situation blaming both sides equally and left the talks highly critical of both sides. The country slowly descended into to a bitter civil war.

By October 1949 the bitter hard fought civil war came to an end, with the Communists in control of the country. The decisive battle came when the Communists attacked south from Shantang and captured Su-chow, a major victory which led to several Nationalist armies being destroyed or surrounded. Further fighting in the south ended in January 1949 which saw the destruction of seven Nationalist armies and the loss of 550,000 men either killed, wounded or captured.

The result of the Huai Hai campaign was to destroy any chance of the Nationalists preventing the Communists takeover of China north of the Yangtze River.

The Nationalists retreated to Taiwan where Chiang Kai Shek took control of the country and ruled as a dictator. Likewise Mao became a dictator in mainland China.

There were several flash points leading up to the Americans leaving China that involved the US military in minor skirmishes with the Communist forces. These could have easily blown out into a wider conflict with the US supporting the Nationalist against the Communists forces under Mao.

Operation Beleaguer

Operation Beleaguer was a US military operation in North Eastern China between 1945-49. The main objective was to repatriate over 600,000 Japanese and Koreans still in China after WW2., along with protecting Americans and US owned property.

During these 4 years the US military engaged in several small battles and Skirmishes with Communist forces. All of which had the potential to become flash-points that could have escalated into a wider conflict.

The first skirmish between US military personnel and Communist forces occurred on the October 6th 1945 along the Tientsin-Peking road which was barely a week after the US marines involved arrived in China. The day before a recon patrol found 36 unguarded road blocks, which made the road unpassable. A detail of engineers along with a rifle platoon were sent to clear the road. Whilst carrying out the detail they came under attack from 40-50 Communist soldiers. After a fire fight the US soldiers were forced to retreat with 3 wounded individuals. The next day another group of engineers were sent to clear the road, this time escorted by a larger force of infantrymen and tanks. Though this time they didn't come under any hostilities from Communists.



The Kuyeh Incident

One of the more notable skirmishes between American and Communist forces became known as the Kuyeh Incident. On November 14, a train carrying General Dewitt Peck, 7th Marines, and an inspection party consisting of Marines were fired on near the village of Kuyeh, while it was traveling from Tangshan to Chinwangtao. For over three hours the Marines exchanged fire with the Communists, who were positioned around the village, about 500 yards north of the railroad tracks. Chinese fire from the village was so intense at one point the Americans called in air support. However, because the Marine aircraft could not clearly identify enemy targets, and because there was a risk of harming innocent civilians, permission to open fire was not given. Therefore, the aircraft flew over the Communists, but they did not actually fire on them. Later that day, a company from the 7th Marines was sent to reinforce the ambushed train. Men of the company found that the resistance had "melted away," so General Peck's train proceeded into Kuyeh after nightfall. There were no casualties among the Marines. Chinese casualties, if any, are unknown.



On the next day, Peck's train was ambushed again in the same area as before. This time, the Chinese had torn up about 400 yards of the railroad tracks, and the workers sent to fix them had been killed or wounded by land mines. Since it was expected that repair work on the railroad would take at least two days, Peck returned to Tangshan and boarded an observation plane, in order to fly to Chinwangtao.

The Kuyeh incident demonstrated the need for a strong Nationalist offensive action to clear the railroad line, and to arrange this, General Peck was authorized to deal directly with Lieutenant General Tu Li-ming, who was the commanding general in the Northeast China Command. Li-ming agreed to drive back the Communists and avoid Marine positions while doing so, in order to keep American forces out of the conflict. The Marines, in turn, would help release Nationalist

troops for the operation by assuming responsibility for guarding all rail bridges over 100 meters long between Tangku and Chinwangtao, a distance of approximately 135 miles. Even before taking on these new responsibilities, the 7th Marines was short on manpower. As a result, 1st Battalion, 29th Marines, 6th Division, was transferred from Tsingtao to Hopeh and placed under the 7th Marines' operational control.



Peitaiho and Anping

Another serious incident occurred in July 1946. On July 7, the Communist Party of China issued a statement regarding their displeasure with the United States' policy toward China, and shortly thereafter, Communists troops launched two minor attacks against American forces. The first skirmish occurred on July 13, when the Communists ambushed and then captured seven Marines who were guarding a bridge about fifteen miles from Peitaiho.



After some negotiation, the Marines were released unharmed on July 24, but in return the Communists asked for an apology from the United States government for invading what they called a "liberated area." However, the United States responded with a "strong protest" instead.

Five days later, on July 29, 1946, a routine motor patrol (made up from B Battery, 11th Marines and a mortar squad from the 5th Marine regiment) – consisting of one lieutenant and forty enlisted men – was escorting six supply trucks from Tientsin to Peking when it was ambushed near the village of Anping by a strong force of uniformed Communists, who were armed with automatic weapons, and hand grenades. The ensuing battle lasted four hours.

A relief column with air support from Tientsin attempted to trap and destroy the Communists, but it failed to arrive in time. Three Marines, Lt. Douglas Cowin, Cpl Gilbert Tate, and PFC Larry Punch were killed and twelve others were wounded during what was, up to that point, the most serious clash between American and Chinese forces. One other Marine, PFC John Lopez, later died of wounds received in the battle, and two more were injured when they crashed their jeep while returning to Tientsin for aid.

According to Shaw, "the deliberate Communist ambush was additional proof that the chances for peace in China were non-existent. Without regard to their truce agreements, both sides initiated hostilities wherever the military situation seemed to favour them, and each side took the stand with General Marshall that the other was provoking the fighting and could not be trusted to go through with an agreement."

These had the potential to expand the conflict and drag the US and its allies into a conflict in China, the Soviets were supporting the Chinese Communists.



Had the US sided with the Nationalists its probable that the Soviets would have also been dragged into the ensuing conflict. An escalation in Asia was possible, and it did eventually occur but not in China. It occurred on the Korean peninsula on June 25th 1950. It was the first conflict that did go hot, with Communists forces fighting against an Allied force. We'll be taking a look at the Korean War in closer detail in the next issue of Irregular.

As this was at the end of the second World War, those involved were equipped with military armaments from this period. The Nationalists had been supplied by the US and British on a lend lease scheme in the later stages of the conflict with the Japanese. Where as the Communists were supported and supplied by the Soviets with military resources. This an ideal conflict along with the Korean war for Bolt Action and WW2 players to take the Cold War hot for a US Vs Soviets conflict.

There is also the chance to bring in new developments with military hardware. For instance the British military had developed the Centurion tank, starting in 1943 and manufacture started in 1945. It first saw combat in the Korean War, but had a conflict started in Asia post war, this would have been much sooner. The US M26 Pershing would have seen more action than it had done during WW2, or the M48 and M47 would have seen action.

The next part if this series covering the Cold War will include a look at the Korean War along with some of the developments in military research. I'll also be looking at some of the minatures available to play the Korean Conflict.



PATHFINDER

The Adventurer's Guide

JASON HUBBARD

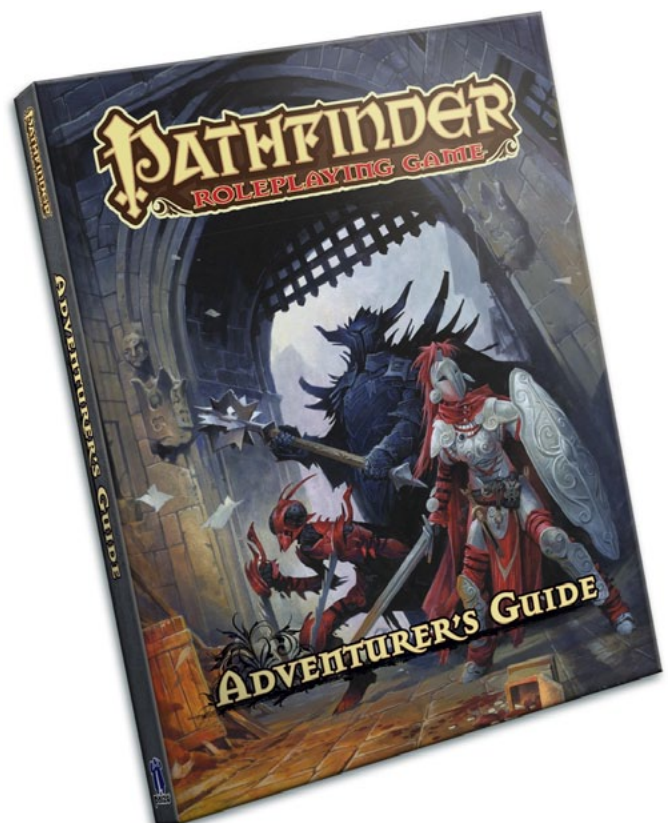


An Indispensable guide for players to explore the dangerous reaches of the World

The adventurer's guide is an indispensable guide for players to explore the dangerous reaches of the world with support, supplies, and secrets from powerful organisations.

Being an adventurer is a dangerous line of work, but the rewards are well worth the risk. The smartest adventurers never go it alone—they not only bring allies to help explore the dangerous reaches of the world, but also seek aid in the form of support, supplies, and secrets from powerful organizations. With such a group to serve as a guide, an adventuring party's chances for success have never been better!

Pathfinder RPG Adventurer's Guide presents several such organizations, each with its own suite of benefits and boons to grant those affiliated with it. Designed for the Pathfinder Roleplaying Game and drawing upon the rich traditions of the official Pathfinder campaign setting, this indispensable guide for adventurers provides a wealth of





new character options for your game.

Designed for the Pathfinder RPG and drawing on rich traditions of the official Pathfinder campaign setting, the adventurers guide includes;

Details on 18 different organisations that use adventurers to further their goals, including the law enforcing Hellknights, the sinister assassins of the Red Mantis and the world renowned Pathfinder Society.

A wealth of new player options, which includes feats, spells, magic items, prestige classes, archetypes, and new abilities and powers for a wide range of classes.

Rules and advice for incorporating new options found within this book into any campaign.

It also includes notes on the movers and shakers of each organisation – along with NPCs who can come alive in the game as allies and advisors for the player characters.

The world of Golarion is the official Pathfinder world setting, so all of these organisations are from that setting. It would only be natural, then,

to produce a book that better shows off how player characters fit into the world of Golarion. It has new options for your adventurer, and allows you to join the varying organisations that frequent the Golarion world setting.

The book itself is nicely illustrated and designed as with all of Piazó's books, it runs at just shy of 200 pages in a hard cover.

About a quarter of the book is reprint from other sources, but that means 3 quarters is new, for me I found this really exciting but I know other players have been a little disappointed. I think if you're new to Pathfinder like myself then this book will be a must have, but if you're a veteran player you may decide its not your bag.

I wouldn't say this is an adventurers guide its more a guide to the varying factions and organisations that exist in the world of Golarion, which is why I can understand why some players will be disappointed, but for a new player its a pretty good resource, and its useful for newbie GM's as well.

So if you're new to Pathfinder then I'd recommend it, if you're a veteran then I guess its one you probably won't care to have on the shelf.

UK GAMES EXPO

NEC BIRMINGHAM

JASON HUBBARD



The UK's Largest Gaming Convention

So that time of year rolled round again, and it seem rather quick, UK Games Expo was upon us. Its the biggest gaming show in the UK housed at the NEC in Birmingham. Its predominantly a board game show but slowly wargame companies are now starting attend.

I decided to trundle along for the second year to the event. Last year I was pleasantly surprised at how good it was. So I was looking forward to attending this year, I made sure to attend the press meet and greet this year, which I missed last year. This is basically were the press get the chance to meet several of those showcasing new games at the event in a quieter atmosphere. After chatting to several designers regarding some of the new games on display, it was time to wander around the show.

My first port of call was Games Workshop, who were there show casing the new 40k rules and the new Primaris Marines. They had both a large store area as well a big demo space with several tables. One of the companies that impressed me from last year was Brain





Games, who show cased Ice Cool last year. These guys produce games aimed at the younger end of the table top market, which is great for introducing youngsters to the hobby.

There were several big names at the show as well as a plethora of smaller companies show casing new games. A show like this really highlights that we're currently experiencing a golden age for the hobby. There is far greater choice available than at any other period since I started gaming way back in the 80's. At some level this is great but it can also be a bane, as which game do you buy, where do you start the choice is endless. As well as games companies show casing the latest game, there are also a plethora of designers showcasing future Kick Starter projects, demoing prototype versions of the game in attempt to garner interest.



This years show seemed much larger than last year, which is another indicator that the hobby is growing and slowly reaching the point where it'll break into mainstream as another form of entertainment. Attending a show like this really emphasises how much is out there. The choice of games in various forms is growing each year and its getting to the point where there may be too much choice.

I wandered around totally lost with how much was there, and where do I begin. Which games do I make a detailed exploration. The event is run out over 3 days, which gives you plenty of time to check out as much

as possible, though I'll doubt you'll manage to see everything in 3 days.





So what stood out for me, well for starters the new 40k. Its slicker and easier to play and games are much faster. Plus the new Space Marine Primaris are very nice, though I personally plan to build and paint a chaos army.

Another was Reef Route by Brain Games its aimed at players aged 5+. Even though its aimed at the younger market it has a lot of strategy, but its simple to play and learn. The artwork is great, and is a definite must buy if you have kids. Also on the Brain Games stand was Ice Cool, the display for the game was impressive.



This is another game I can recommend picking up for the younger gamers.

The show also has a bring and buy section which I visited this year. Its a great place to grab bargains. I didn't pick anything up even though there were plenty of bargains to be had, just none of them appealed to me.

Its definitely a show to visit with plenty to offer all hobbyists whether they play card, board or war games. You'll need all three days to get around the show and see as much as possible. I enjoyed attending for the second year. In fact I would place this show above my other favourite show, Salute. Next year I've decided to miss Salute for the first time in 10 years in favour of Expo. Mainly I can't afford both, especially when one is based in London for one day, whilst Expo is three days. The one thing I will miss from not attending Salute is the free miniature and the painting competition.



INTERVIEW

LONG PACK GAMES

EDITORIAL TEAM



We caught up with Shanghai based Long Pack Games at the UK Games Expo and decided to find out more about them.

LongPack Games is a board and card game manufacturer owned by LongPack Co., Ltd., a printing and packaging company located in Shanghai, China. We have over 10 years of experience in the printing and packaging field. With our deep level of expertise and specialized in-house printing and assembly factories, we have provided packaging solutions to over 500 different companies from all across the world.

What and who are Long Pack Games?

LongPack Games is a card and board game manufacturing company situated in Shanghai, China. We have been providing our clients with manufacturing solutions for many years, and we can assist clients in the production of all elements that make up a board game, be it paper, wooden, plastic or miniatures.





Can you name some of the previous games you've produced?

While we have produced many games over the years, a few more popular ones that we have been producing recently include: Kingdomino, Unfair, Heroes, Dr. Eureka and Race to the North Pole.

How long on average does it take to produce a fully finished game, once you've received all the artwork from the client?

As each project is different and has different aspects to it that may or may not require extra attention, it is

very difficult to put exact numbers on this. The biggest potential for delays occurs during the preparation of the files and the checking of the artwork, as well as during the sampling stage. Once everything is sorted and mass production starts then normally it will be 30-60 days until a game is done.

If a client wants miniatures as part of the game, what is the process?

As we all know miniatures are dominating the industry as of late, so we get a lot of inquiries for projects involving miniatures. Depending on the client, some



of them will have the 3d files ready, and some will only have a sculpture or even just a drawing of what they want. If the client doesn't have a 3D file ready then we can help them prepare it and make it suitable for mass production. We create a 3D printed sample, which is used to create the mold for the mass production process. Because we know that 3D files and miniature creation is not as easy as it seems, we put a lot of time and effort into assisting and guiding our customers to help them create the best looking miniatures possible.

What's the largest and smallest miniature you can produce? Can you produce multi-part miniatures or are they only one piece plastic, and what would the process be?

For miniatures they can be as small as 5mm, but of course that will be at the expense of the details; the smaller they get the less detailed they can be made. As for the largest, I'd say there isn't really such a thing as a maximum to the size we can make them; miniatures that are more complex are put together using multiple parts and therefore in theory you could make them rather large by increasing the number of different parts that they are build from.

What different types of game components can you produce?

We get asked this question a lot, and honestly usually our answer is: try to find something we can't do! Over the course of the years I can honestly say we've rarely had instances where we could not help a customer produce what it was they were after. Of course we can help produce the more standard components such as

those made from paper, wood, plastic and metal as well as dice, miniatures, tokens, coins, meeples, but we've also had some quirkier inquiries that we managed to fulfill, such as inflatable pillows.

Are you able to produce custom dice, and what materials can you use?

We can customize dice in any way you'd like! Normally they will be made from resin or acrylic, but we can also do wooden and metal dice. The dice can be made from a custom mold, engraved or silkscreened; for each purpose we can help produce the most appropriate type and style of dice.

What size game boards can you produce, largest and smallest?

I wouldn't say there is such a thing as the smallest game board that we can produce; however at certain sizes I'm not sure if it's still a game board or just a large token. The largest game board we have produced was 1000 x 1000 mm, so I can confidently say that we can produce that; perhaps we could go even bigger! 10; What is the process from when a client contacts you about a game, how do they send artwork and in what format? What are the design to finish product stages?

There are multiple roads that lead to Rome; for most things we can accept different file formats and we actively help clients get the files ready for printing. We also have some guidelines and templates up on our website, which most find very helpful. After we go back and forth between our graphics department





and the client until the files are 100% print ready, we always start by making a colour proof and a digital print sample. This gets sent to the client to check if everything is according to specification and expectation, and once we get the approval from the client we start the mass production process.

What is the smallest and largest order a client can ask for?

We have an MOQ (minimum order quantity) of 500; as for the largest order, we dare any client to come and place an order so big we can't handle it!

Where do you see board game manufacturing going in regards to new technologies in the future?

It's hard to really say where the industry as a whole is going because, along with the growth the market is seeing, I think there are different developments occurring at the same time. The most obvious one from recent times is huge amount of attention miniatures have been getting, and as a result the blurring of the lines between traditional board gaming and tabletop and RPG gaming.

But, although slowly, more and more games are using apps and other digital outlets to add to and enhance the gaming experience they offer, which we think will get a lot bigger in the future too. And although we're still far from it, I'm sure someone will at some point (or perhaps already is doing it) create a game using techniques such as augmented reality. Imagine no longer needing hit tokens because your HP is projected directly onto your character on the table!



EXIT: PHAROAH'S TOMB THAMES & KOSMOS

JASON HUBBARD



CAN YOU ESCAPE THE TOMB?

A new phenomenon has been surging across the UK, called exit or escape games where a group of friends get together to solve the clues and EXIT out of the room within the time limit. These escape rooms have popped up all over the UK, each with its own theme and storyline. They combine both physical and mental challenges to escape the room.

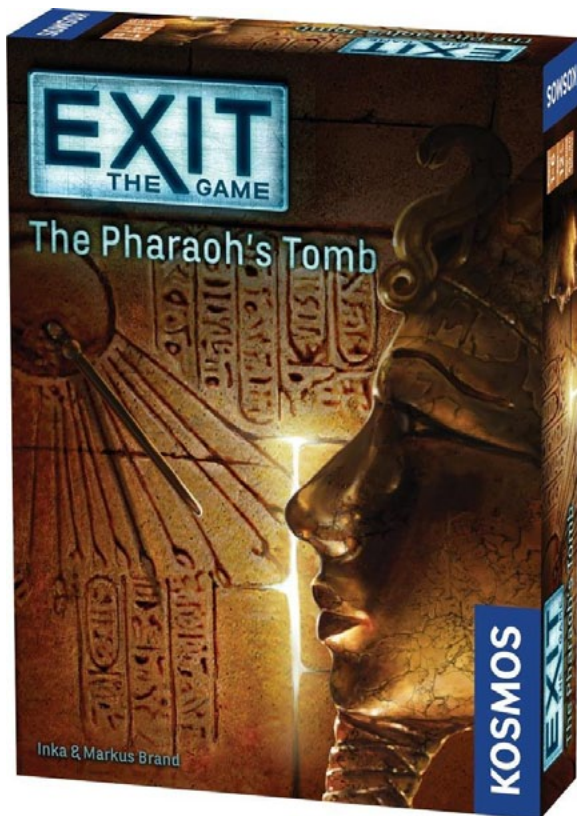
Now this has made its way to the board game with the release of new EXIT games from Thames Kosmos. They currently have three different themed games to choose from.
The Pharaohs Tomb

The Abandoned Cabin
The Secret Lab

Each plays differently from one another, but have been crafted to replicate the truly immersive and collaborative experience of an escape room, in a board game format.

We managed to get our hands on a copy of the Pharaohs Tomb;

The excursion to the Valley of the Kings is the highlight of your vacation to Egypt. As you crawl through the narrow passageways, you lose the rest of your tour group. You enter a mysterious



burial chamber. A massive stone door closes behind you. On the floor lie a dusty notebook and an ancient disk.

Players must use their team spirit, creativity, and powers of deduction to crack codes, solve puzzles, collect objects, and earn their freedom bit by bit.

The game has been designed for up-to 6 players, and each game will last approximatively 45-90 minutes long. The team will start each game locked in the room, and players will need to work together to solve a series of puzzles to unlock the doors, revealing the next challenge, eventually bringing the players to freedom.

The components/mechanics of the game (shown on the box) are three decks of cards - Riddles, Answers and Clues - a book and a decoder ring

The puzzles weren't about the right balance, they weren't so difficult that it was nigh impossible to solve, but equally they weren't too simple either. The game components were a little on the small size for a large group to gather round and all see, but they are nicely illustrated and well made.

It was a really fun game to play, though my only real gripe is that it can only be played once. I'd prefer the ability to play it again with another group of friends. Its definitely one to play though, and could quite easily be taken on holiday or to the pub to play.

Both of these games or at least one of them should definitely be your list to play. I can highly recommend both. The EXIT game can be played only once, because you mark-up, fold, and tear the game materials. This is really my only gripe with the EXIT game, is its re-playability, though this won't bother a lot of gamers, so its not a massive issue.



INTERVIEW

RAKU GAMES

EDITORIAL TEAM



Whilst at Games Expo we came across Raku Games and decided to find out more about this new UK based games company.

What is Raku Games?

Raku Games was a company I opened in 2008 in Poland to publish my first adventure game Dragon's Ordeal. In my early 20s (2009) without much experience, I released the game. Even I tried my best, I failed to release another title and had to close my business. It is a quite typical mistake among inexperienced people - the mistake is called "one game publisher". Lack of knowledge, being naive and too confident lead me to ruin. However, I got an incredible experience which I will use when I relaunch my business next year! So look out because in early 2018 I'll be Kickstarting my

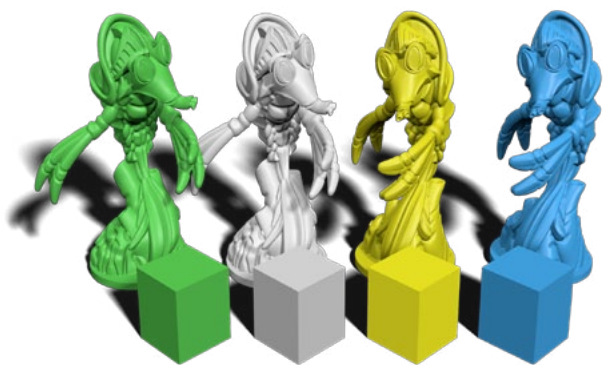
first game - Krill!

Do you have any games in production or prototype?

We are working on few titles. We got one game almost ready to go - Krill. A little tile laying, strategy game centred around growing your krill swarm. In the game, players can play krill swarm tiles, special tiles, krill knights or rotate tiles and move their knights on the board. Very entertaining game concentrated on delivering a very competitive experience.

Could you explain more about Raku Support Team?

I believe in helping other people! By helping others, we can change the world and our wonderful board game industry. I'm writing a blog Raku on the Board



to support fellow publishers, and I'm running a board game group in Thornbury to add value to the local community. For the same reason, I launched RST - to help designers to create better games. I see the need of an organised group of playtesters, proofreaders, translators and supportive people so that creators have a better start and they're not left alone in their journey!

It all started while I was in a middle of designing Krill. I found very challenging to find playtester and supportive people. I was very blessed with wonderful members of Thornbury Board Game Group and Chance & Counters cafe who helped me a lot. But I know it is tough to find 100 playtesters. That pushed me to do something about it. To help myself and help others!



What are your long term aims?

My goal is to create games in top 10 BGG. It's the biggest challenge for a designer, and I believe I can achieve it! Just hard work and dedication. The whole

business is not all about money but mainly focused on delivering people good games. I don't like the idea of doing it just for the money.

We aim to publish at least one game per year. Not amount but quality matters to us!

What's your design process, how do you go about inventing a new game?

a. First I got loads of different ideas. But not from every idea there will be a good game. At this point, I'm going through all my ideas and deciding which one is most promising. There are few questions I like to ask. For instance, what people are looking for in games, what is most popular at this moment, etc.? Let say Mars theme is on top atm.

b. At this stage, I write down what I want people to experience while playing the game. Which feelings or emotions the game will stir up? Is the game going to make people laugh, or maybe make them argue and auction, or maybe make them stay very quiet and concentrated while making their moves.

Another thing to do is to ask other people what they would like to see in the game, let say the imaginary title "Zombies on Mars". Some people might say, we want to hide from zombies. Other might say, we want to collect resources and build buildings and weapons to survive. Other might say we want to work together against zombies. This way I can find out what people are looking for and I can make a decision about mechanics I'm going to use. From above description, it could be a cooperative, survival game on Mars.

The year 2050, a big city on Mars. Some kind of virus from the planet infected the population, and they become deadly zombies. The government decided to destroy the city to stop the plague. The city is in ruins; there are only a few of you left alive, what's going to happen now. Are all zombies dead?

c. So now I know my goal. I'm creating my first prototype using only pencil and paper. Nothing fancy. That gives me the flexibility to change things quickly. I'm putting everything together keeping in mind my goal.

d. And I playtest it with my wife and silent playtesters. Once the game is more balanced and working, then I go to playtest meet-ups, invite people to playtest the game at my house or ask my board game group members.



e. When I think the game is ready for blind playtesting, I'm writing rules and creating a blind playtest prototype, and now I would upload it to Raku Support Team. Blind playtest is not only to test the game but the rulebook as well. So from now on, I'm playtesting and blind playtesting the game "traditional" way and online. I playtest the game till the publish date, even if I think it's ready. There is always a chance to find a hole in the game even a few days before the print.

What type of games will Raku be producing?

We are planning to publish all sort of games - we don't want to limit ourselves. Any game which is remarkable can find a place in Raku Games. Personally, games which tell stories is something I'm thinking about!

I'd like to highlight in our games some interesting subjects regarding future of our planet, solar system, technology. To make games which can bring up some thoughts.

What games are you currently playing?

I'm playing a lot of games. I love worker placement games, engine builders and cooperative games. Here is a short list of games I recently played. Caverna, Steampunk Rally, Sub Terra, Roll for the Galaxy, This War of Mine, Niet!, Creature Collage, Pickomino.

Where can people see you, what shows will you be attending in the future?

It's hard to say which shows we'll visit. I'd love to visit all places like GenCon, Dice Tower Con, BGG Con, but

it's not possible at this moment. Most likely we will have a stand at UKGE. However, if someone is looking to see me, visit our board game group in Thornbury!

When did you first become interested in game design and why?

I was very creative from my early years. When I was 9 I started creating games. When I was about 13 I made a card game about summoning creatures which was very popular among my friends. It was a top game for a couple of months time!

What advice can you give to aspiring designers?

a. First, play, play and again play. Play as many new board games as you can and learn from their mechanics. Join couple BG groups.

b. Second, do not rely on your friends and families opinion.

c. Third, do not fall in love with your game, rather be very harsh with it.

d. And fourth, read blogs, listen to podcasts and watch vlogs about board game design! Join few Facebook board game groups. Learn from more experienced designers.

You need to be more tactical about moving characters around and discharging of any guns.

WARHAMMER WORLD GAMES WORKSHOP

JASON HUBBARD



So recently I took a trip to Warhammer World to check out the new developments. The last time I went was back in 2010, back then I arrived into Nottingham by train and strolled along the canal to Lenton.

Now you can hop on the tram all the way to GW central from the city centre, this is a massive improvement for the city and especially hobbyists. Making it far easier to get down to Warhammer World without a car which will in turn help improve footfall.



So I arrived at Warhammer World, and the Space Marine has been replaced with a Sigmar statue. Outside the customer entrance to is the Rhino, and a great photo opportunity for all visitors, though I couldn't be bothered.

Once inside the entrance this area has changed, the stairs have been modernised, and there are small diorama displays showcasing both 40K and Sigmar. At the





back wall is a set of shelves showcasing the exclusive items that can be bought at Warhammer World.

The stairs take you straight up into the shop, which is much bigger and better laid out than the previous store. The one thing I really liked about the new shop were the display cabinets in each section showcasing the available miniatures for purchase. I found this extremely useful, because those not on the shelf can be requested from a staff member.

What I did notice was the lack of demo tables, the ones that were in the store were very small and easily missed. Plus there also seemed to be a lack of staff than compared with the old store. Another aspect was no one spoke to me until I went to the till. Now this isn't a massive problem per say for me, but I did find it unusual for a GW store. One of the company's best features is the customer service, the openly friendly staff member asking about your own hobby and providing advice, that was missing.

Next stop was the Forge World store, now this is a massive improvement. I always remember that if you wanted FW items in the past you had to place an order at the till and wait for at least 30 minutes for the item to be sent up to the store. Now most items are

on the shelf easily grabbed and paid for, large items displayed in the cabinets, still have to be ordered but a staff member fetches it immediately.

Yet again there was very little interaction from the staff, though one member did speak to me briefly to ask if I needed any help, but that was it. Previously staff members would have engaged in a conversation regarding your army and painting. On the plus side having a dedicated Forge World store is a massive improvement, and lets be honest most people going to WHW to purchase something are probably going to buy Forge World items.





After mooching around the Forge World store, we wandered into Bugman's and barely anything had changed since 2010. though there seemed to be a greater choice of beer on tap than I previously remembered. I opted for a coffee rather than taste of the beers on offer. The food was excellent and the service impeccable, the food arrived quite fast after ordering.

After eating I visited the miniatures museum, now I was surprised at the cost, £7.50. Last time I visited the miniatures display it was free, albeit it was in a smaller room. Its now displayed over 4 rooms, showcasing the range of both fantasy and 40k miniatures, along with impressive dioramas. The displays were impressive and spectacular dioramas, pure eye candy.

My big complaint with it is the price tag, £7.50 is steep, in my humble opinion the displays don't warrant such a price tag. For £2.50 more I could pick up a box of the new 40K Primaris Marines and be much more satisfied after parting with my money. I'm glad I toured the museum, especially for the dioramas but it wasn't worth the price in my opinion.

The changes they've made to Warhammer world are good and its a vat improvement especially regarding the Forge World store. Overall I wasn't disappointed with my visit apart from the entrance fee for the museum.



BLAST FROM THE PAST

MK1 IMPERIAL LAND RAIDER

ALEX GARBETT



Warhammer 40,000 Rogue Trader MK1 Imperial Land Raider

"With a crash and roar of engines the Imperial Land Raider climbed over the trenches crushing the enemies of the Imperium before it. Like lightning and thunder, the twin-linked Lascannons erupted with arcing fury, spewing super-hot laser fire across the sky towards their targets as vehicles and emplacements turned into smouldering molten wrecks as the Land Raider advanced...."

That's the vision and story which forms in my head when I think back to the Artwork on the original Games Workshop Rogue Trader MK1 Imperial Land Raider box.

There is something magical about the artwork of the Rogue Trader era which fills me with something that the new style of Artwork doesn't. Maybe it's the nos

talgia mixed with rarity of the artwork or perhaps it's the simplicity of the time and uncluttered focus of the works being just on a key character, vehicle or kit.... I can't put my finger on it but I do so love the artwork!

Games Workshop released back in 1988 the Original MK1 Land Raider kit which was based on Dave Andrews Prototype Scratch Build kit that in turn went on

to become part of the masters for mould making of this famous kit.

Original Land Raiders when I started my journey into Warhammer 40,000 and the Games Workshop Hobby were beyond gold dust back in 1997, the kit having been deleted by this time (I'm unsure why but if anyone knows please let me know!).



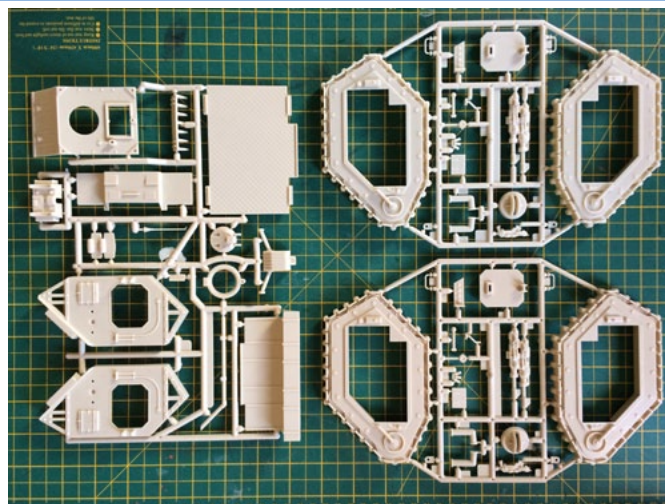
Land Raiders were legendary tanks existing in data-sheets only in my second edition boxset or mentioned in Codexes of old and beyond seeing old White Dwarfs or the Ultramarine Chapter display at the first incarnation of the Museum at Warhammer world were completely unknown to me and gamers in my local group at school.

Fast forward the clock to the year 2000 and in White Dwarf 245 the new plastic MKIII/MKV (MKIII sponson's front, MKV sponson's rear) was given to us in all its new glory bringing in a new era within Games Workshop of the plastic kits and when combined with the new Space Marines, Rhino variants and more the kit has proven the test of time with still new variants being released, modelled and converted.

The Kit

The original Land Raider design and kit tooling had a distinct late 80's look and feel to it from the bulky tracks, detailing on the model and again looking back at the art and packaging of the model.

It does amaze me when looking back how much of the stuff we take for granted like heavy bolters, Las-cannons and more were actually included in this kit right at the beginning. It's almost like someone knew ahead of time what the game would develop into and included those parts and pieces in the very early designs of this era in the game but also in physical kits themselves.



Even by today's standards the original MK1 Land Raider is still a large kit which towers over the Rhino and other models of the day and even still now. The kit build is rather complex for a late 80's model with lots of components and parts being both integral and yet optional to the build from hand rails, tracks and placement of the Heavy Bolters.

In the box you find the Sprues which as you can imagine are a mirror giving you the tracks and sides of the vehicle with a third for the central hull and seat which runs through the model.

When building you have lots of choice on weapon placements and customising your model. The sprues and designs do have a lot of potential for conversions....and if you know your Games Workshop White Dwarf History some of you will remember the original Space Marine Land Raider Spartan.

Next as touched on already is the art of the box and different paint styles of the kit – which features several patterns of camouflage for various chapters...something you don't find now a days in Warhammer 40,000. Lastly are the transfers which feature prominently several standard chapters who's logo is not as evolved as today and its really nice to see and understand the change of design...particularly the Dark and Blood Angels respectively.

Hunting down the STC

As above the original MK1 Land Raider kit was produced in 1988 and only available for a short period of time with Games Workshop not having produced many of them back in the day. Why so few were produced I'm not aware of but given the look and style of releases geared towards the Rhino Kit it could be down to player and Gaming styles or perhaps something worse with the mould being damaged.



Given that next year the original Land Raider kit will be some 30 years old they are becoming even more rare to acquire with fewer and fewer kits remaining on the sprue as new generations and owners possess the kit for converting or keeping as collectors items. Current eBay trending is anywhere from £70 to £120 for a build and unpainted MK1 Land Raider with a kit on the sprue being £150 to £200+, if your kit is boxed with the original transfers....well it only goes up and up!



While collecting older Rogue Trader and early Games Workshop kits let alone leaving models on the sprue isn't for everyone there is a certain pull for some of the older Gamers and Hobbyists out there who love to live the old memories of the kits. As a new comer to the hobby and game back in 1997 I did miss out on much of the early Rogue Trader and 2nd Edition days but I managed enough to get a hunger and thirst for the older and original magic of those kits and releases.



I have been on a bit of a quest trying to buy and collect some of the original Space Marine releases and through hook or Crook have managed to get myself some of the original Land Raider kits which I'm pleased to be sharing with you now in full glory.... although my wallet is dramatically lighter in weight! Some may say that the older kits can't complete with the newer models on the market or with the modern range of Land Raiders and variants available, let alone the insane cost for older deleted kits but for me there is such a magic and wonder at these original kits and equally if not more their boxes which I view almost like a lost history, but now a piece of history I can truly treasure and save.

Enjoy
Alex



OPEN COMBAT

RULES FOR FIGHTING MINIATURE BATTLES

JASON HUBBARD



CREATE THE HEROES, ADVENTURES AND BATTLES OF YOUR IMAGINATION

This rule set has seen quite a lot of interest on the interweb recently, so I decided to see what all the fuss was about and check them out for myself. So the basic premise of Open Combat is a simple, robust set of rules that allow players to field their model collection against each other. There are no basing rules or strict guides on how you should base your models, likewise there's no restriction of historical period or genre. Though it is strongly focussed towards historical and fantasy gaming, but there's no reason why you couldn't introduce Sci-Fi miniatures into the mix.

Open Combat has been written by Carl Brown, a former GW staffer with additional development by another GW staffer Gav Thorpe, so you know these are a well written set of rules.





The rules are available in both hard and digital copies, which is something that's becoming quite standardised these days. The rules come in at 50 pages, which means there's not too much to digest before getting some models on the table top. There are five stats for each model, which doesn't over complicate things but does give enough depth for good competitive play.

The combat system is really very simple process to understand and its fast which helps to make this a quick system to play. The combat gives a very thematic feel to the game, which helps to make those water cooler talking points. The rules overall are pure simplicity which allows it to be quick to pick up and start playing. The book provides three scenarios to help players get going, which are fairly standard.

These are Skirmish rules and as such can be played on a 2 ft by 2ft board. This means games are fast and very brutal affairs, which is just what you want from a skirmish game. These are a great set of rules that can be picked up by anyone. Which makes them a great set of entry level rules for those new to war-gaming, but equally are excellent for those who want a set which are good for those short on time. Its been designed to give players a simple, concise skirmish game with just a handful of miniatures.

There is also a supplement to go alongside the core rules, called Sword Masters, it provides additional skills, abilities, weapons and rules to expand games of Open Combat. The new rules and abilities are specifically for sword fighters and give a sense of drama and flamboyance.



The new supplement also comes with three new scenarios, the duel, for Honour and brawl. Brawl is ideal for re-creating the famous bar fight scenes from many western movies. Duel is one on one combat, those gentlemanly affairs to prove ones honour/innocence of a crime. Finally there is honour, which is a war-band clash between two opposing factions for the honour of a school, as seen in many Chinese martial art movies, clan or family.

I really like these rules, the last set of skirmish rules that really impressed me were Ganesha Games, Song of Blades and Heroes, and they're my go to fantasy skirmish game. Open Combat will definitely become my go to historical skirmish rule set. I would highly recommend both books, as Sword Masters is great for several periods, such as the 17th Century, Medieval Japan or China and Knightly Tournaments.



COLD WAR COMMANDER

RULES FOR MODERN CONFLICTS

JASON HUBBARD

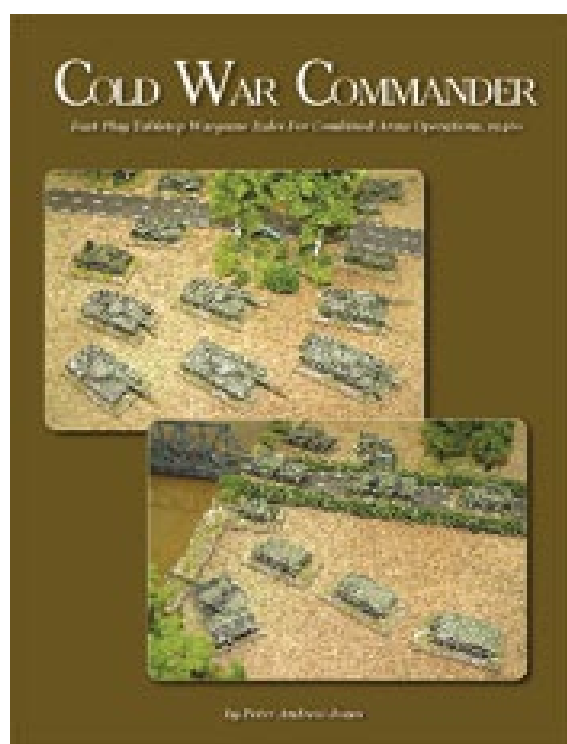


RE-CREATE BATTLES FROM THE FIRST INDO-CHINA WAR RIGHT UP TO THE PRESENT DAY

When I said I was planning a Cold War series and delving into the period to play at 20mm and 28mm Cold War Commander was one of the rules mentioned to me. So I decide to take a look at them.

Cold War Commander is an exciting wargame that allows you to re-create battles from the First Indo-China War right up to the present day using miniatures on a tabletop. Command anything from a company right up to a division and get a result in 2-3 hours without becoming bogged-down in detail. Cold war Commander are rules that are a streamlined historical set that's built for combined arms suitable for scales between 6-28mm. Though most who play the game use between 6-15mm scales.

The book is about 140 pages where more than half is different army list for different conflicts after 1946 to modern times. Of the remaining 70 pages are 40 pages rules including long examples with full colour pictures that explain the different rules and game play. A4-sized perfect bound book with over 60 full colour





pictures that illustrate how to play the game. These feature real miniatures as you see them on the gaming table.

The rules are quite complex but not too the point of them making play boring and bogged down looking at stats. Cold war Commander is a I go you go system. One commander completes a full turn and then it's the opponents turn to respond. Which is fine and makes for reasonably quick war-game, very similar in vein to Games Workshop's 40K. As I said before the game plays quickly without the need for a lot of paperwork or record keeping, which allows for concentration on the playing rather than the paperwork. The rules cover everything from infantry and tanks right through to artillery and flying units such as tank hunting helicopters.



The game play is basically broken down into 4 stages, stage 1 or Phased stage is for pre-scheduled support such as off board artillery or airborne support. Stage 2 is the initiative stage, this is the phase whereby combat units can react to the enemy without any orders. The third stage is the command phase, where you issue orders such as move, shoot or assault. You can also order in artillery fire or air support. The final stage is where you check for victory conditions and remove any hit markers. That's a very basic description of the rules, and there is far more depth to them than that.

I do like the speed and flexibility of the rules set, games that don't bog you down in statistics and paperwork are always much more enjoyable to play. It does tend to push you into making quick decisions whilst playing the game. It also works for quick pick



up and play games, but where it comes into its own is campaign gaming. These are ideal rules for playing a campaign, it allows you to go into greater depth.

There is a plethora of army lists available in the book—pretty much covering every major conflict starting from France-Viet Minh in 1948 up to First Gulf War is covered in the book. There are also additional lists on the web site for a Cold War gone hot scenario. I found them suitable for the Chinese Civil War, though they'll be of more use when I take a look at the Korean War next issue.

The fact that these rules cover such a wide period of modern warfare is a bonus, as you'll only need this one set to play any conflict since the second world war. I do think there could have been more images in the rule book, but that's just my preference. Overall it's a good solid set of rules and an ideal choice for anyone looking to drop into the Cold War period or play any of the conflicts in the last 70 years.





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