



irregular

Winter Issue 2018

magazine

STAR TREK RPG
AN INDEPTH LOOK AT THE RPG

PAINTING CAMO
WW2 BRITISH ARMY CAMO

ROMAN BUILDINGS
TERRAIN FROM THE EMPIRE OF ROME

ROMAN CRIME
THE UNDERBELLY OF A ROMAN CITY

PLUS; REVIEWS, ED'S CHALLENGE, WW2 HONG KONG AND MUCH MORE



14

Cover Art; Fxquadro (Adobe Stock)

5 Editors Challenge

Ed continues to to get his grey army painted.

7 News

A round up of the latest happenings in the gaming world

13 Malifaux App

A quick look at the new smart phone app

14 Gangs of Rome

A quick overview of the new game Gangs of Rome

16 Underbelly of Rome

A look at the crimmminal world of Rome

18 Gaming on the Cheap

A look at a free to download Medieval Rule Set

20 Roman Terrain

A look at the different types of building terrain in Roman Britian



16



13



20

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STAR TREK ADVENTURES



mō

24 Hong Kong During WW2

An overview of Hong Kong under the Japanese

26 Star Trek Adventures

A review of the new Star Trek RPG

28 Painting Tutorial

How to paint WW2 British Camo

32 Model Box Review

A review of the miniature subscription service

34 Pen and Sword Review

We review two wargaming books from Pen and Sword

36 Stoessi Heroes

A review of this great range of WW2 miniatures

38 Roman Card Buildings

A review of 1/72 scale Roman Buildings



28



32



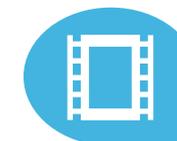
36



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Winter Issue 2018

Editorial

Jason Hubbard

Welcome to the first issue of Irregular Magazine for 2018, we're in our ninth year and its already looking to be a good year. The start of the year sees a great new historical skirmish game in the shape of Gangs of Rome, and yes I've gone all Roman mad this month. 40K is looking to go from strength to strength this year, with its first wave of releases more the Nurgle players. There seems to be more choice than ever, it generally is beginning to look like we're in a golden age of table top gaming, especially with all these new releases that explode onto the market every month.

This years also see one of the most anticipated games of recent years, if not for the last say 10, 20 possibly 30 years, basically for as long as this old duffer has been playing table top. You guessed it a Star Wars wargame. Fantasy Flight Games will be releasing Star Wars: Legions, a table top war game. The last big film IP to hit the table top was Lord of the Rings, and this proved to be very successful and still highly popular today. Star Wars has the potential to be huge and possibly the only game that could rival the other big Sci-Fi system, 40K. It remains to be seen if the Legions will topple Warhammer 40K from the top spot.

Its also time to gear up and decide which gaming shows to attend this year. There are plenty to choose from, though the two big ones are Salute and UK Gaming Expo. This year we only plan to attend UKGE.

For me this years plan is to start playing Gangs of Rome, Sigmar and more board games, along with playing 40k again as I've not played the game since 6th edition, probably around 2008. Its shaping up to be an interesting year, and I'm looking at trying to design my own skirmish rule set this year.

Well that's all for now folks, enjoy the rest of the magazine and I'll see you in the next issue.

ED'S CHALLENGE

JASON HUBBARD



PLANS FOR 2018

Well it's been a busy few months. I was promoted at work just before Christmas and then the holiday season was upon us. One of my main pledges during the holidays was to build more terrain. So far I've managed to build a Sarrissia 28mm Roman Villa, modern construction buildings by TT Combat and several fantasy ruins using old plastic Games Workshop Lord of the Rings kits.

I've also been trying to paint and finish several miniatures, which included a test piece for my Sigmar warband, and yes I've jumped back into Sigmar and 40K. For Sigmar I've decided to build two small warbands, one for the chaos faction and the other will be a Sigmar warband. As for 40K I've gone all Eldar, simply because I've never painted a space Elf before. I have a mix of Harlequins, Eldar and Dark Eldar. Which consist





of a plethora of jet bikes, some of which I've started building already.

Another game I've gone back to is Lord of the Rings. This was one of those games whose mechanics I've always loved. In my opinion it's the best miniature game produced by Games Workshop. So I now have a good selection of the various factions within the game, along with several of the hero and villain characters.

I also managed to get a few more 28mm scale Napoleonic British painted up. I'm slowly getting there



with this period, though as yet I've not played the rules set Chosen Men by Osprey. During the holiday period I managed to complete some of the 20mm US Infantry, along with managing to build a German half track and US tank in 1/72 scale. It's been slow going as I lost some of my painting motivation just before Christmas. Though I'm now back on track with my painting.



This year I'm planning to get one of my Sigmar warbands painted, along with all the WW2 tanks I have, along with a good start on the 40K miniatures. My biggest problem is I keep getting side tracked, one of my xmas gifts was Shadespire, and I've already made a start on the Sigmar miniatures from the game. I also have a Skaven Blood Bowl team to build and paint, as I plan to take part in my club's Blood Bowl League. I also want to start painting some of the miniatures from the Super Dungeon board game. Like I said I'm easily side tracked, and I have a large grey army in which to help with side tracking.

The main aim for this year is to basically paint as much as possible and get the grey army reduced. If that's even possible along with trying not to add to the pile with new shiny.

NEWS

IRREGULAR TEAM

UK GAMES EXPO NEWS



REDESIGNED GAME AWARD WINNER TO BE PUBLISHED

From prototype to publication: a success story

One of the UK Games Expo's aims is to help new designers and small publishers take their first steps into the games industry. Budding designers and publishers have access to various events and services at the UKGE including play-testing activities, seminars and chances to pitch games to publishers.

For three years before it was replaced by the Wyvern's Lair and the Speed Dating events, UK Games Expo ran a Board Game Redesign competition organized by Alan Paull of Surprised Stare and Kara Gander of Leisure Games. In 2015 this was won by designers Matthew Green and Samuel Mercer with a game called "A World Destroyed".

UK Games Expo has just learnt that this game (under the name Flicky Shapeships) is moving toward publication. Room 17 Games is working actively with Sam and Matt on the development of the Flicky Shapeships game and have confirmed that the global release will be at UK Games Expo next year. Ricard Fortun of Room 17 Games said "We want to celebrate this game's birth in the same place it was actually conceived by Mat and Sam."

Alongside Flicky Shapeships, Room 17 will also show their first game - Museum Rush - at UK Games Expo as well as other work-in-progress.

Seeking Game Designers and small publishers

Room 17 Games are actively looking for exciting and original games from unknown designers as Ricard explained. "As a UK based company, we are eager to work with other designers and small companies that may need our help to promote, represent and sell their great creations. We have a talented design team and established distribution and logistics partners ready to fulfil our sales. Supporting new authors is key to us and even more if they were recognised by the UK's largest and most important games convention."

"Room 17 Games is constantly looking for game designers to help them in their publishing dreams. We have a team that will assess your game mechanics and work with you on the editing process to take it from concept to final product. As a professional company, full and paid authorship and credits are always given. So, we say to designers, if you think you have the next UK Games Expo big hit, get in touch with us!"

You can follow Room 17 Games on Facebook and Twitter (@Room17Games) and you will have the chance to meet them at UKGE next year, but also earlier at Essen Spiel in October this year and GAMA Trade Show in March 2018.

We are now ready to take submissions for Tournaments, Gaming Events and Roleplaying Games.

Anyone running a game event at UK Games Expo is a UK Games Expo Volunteer and should have read and understood the Volunteering Policy.

This has always been the case but this year we want to ensure

UKGE EVENT SUBMISSIONS OPEN

We are now ready to take submissions for Tournaments, Gaming Events and Roleplaying Games.

Anyone running a game event at UK Games Expo is a UK Games Expo Volunteer and should have read and understood the Volunteering Policy.

This has always been the case but this year we want to ensure all volunteers receive adequate support and training. So this year we are introducing some online training to ensure that both your experience and that of the visitor is enhanced and that the events are run in an environment that is safe and secure. Submitting a game therefore requires that you agree to login to an appropriate webinar before UK Games Expo.

There are more details on this on the volunteering page at UKGE website.

To find out more and then to submit your event follow this link: http://www.ukgamesexpo.co.uk/run_event.php

You need a UK Games Expo account in order to submit an event.

Live Entertainment Tickets to go on sale 5th January

The first Live Entertainment Event Tickets will go on sale Friday 5th January at 7pm. These events are gaming related entertainment and comedy shows with lots of audience interaction. Try and escape from a Dark Room, have a Nightmare, solve a Rubik's Cube, enjoy a musical geekfest, rid the world of infection and much more...

Tournament and RPG Tickets

We are aiming to set live tickets for as many tournaments as possible as well as the first roleplaying events on Sunday 28th January.

If you keep an eye on the website you will be able to browse events as we get them set up.

Hotel Rooms

Once you have booked your entry tickets you may wish to secure a hotel room. The hotels do get very full so we strongly advise you to book early.

We have a deal with the Hilton Hotel and the Genting Hotel and in addition this year we are working with BCD Meetings & Events to offer you a range of other choices of hotels both on site and further afield to suit different budgets.

FIRST OFFICIAL SYRINSCAPE SOUNDPACK FOR THE STARFINDER ADVENTURE PATH: DEAD SUNS

Syrinscape, the award-winning app that creates movie-like, immersive, atmospheric sound for tabletop games such as Pathfinder RPG, Starfinder RPG, Mutants & Masterminds and more, announces today the release of two firsts for the Starfinder Roleplaying Game; the Incident at Absalom Station SoundPack to accompany Chapter One in the Starfinder RPG Adventure Path: Dead Suns and Into the Unknown, the first official SoundPack for a Starfinder Society Roleplaying Guild Quest. Both are now unlocked in the accounts of SuperSyrin and Sci-Fi subscribers, and are also sold individually on Syrinscape.com.

The Incident at Absalom Station SoundPack is the complete audio companion for the entire first chapter of the Starfinder Adventure Path: Dead Suns, conjuring all of the sounds of a massive space station, including a docking bay, the viewing platform, a marketplace, executive towers, a nightclub, plus laser gang wars, space combat, space goblins, void zombies and so much more. Syrinscape helps GMs immerse the players in the game as they set in motion events that could threaten the entirety of the Pact Worlds and change the face of the galaxy forever.

How to incorporate Incident at Absalom Station SoundPack into your Starfinder game, hosted by Syrinscape creator Benjamin Loomes:

https://www.youtube.com/watch?time_continue=5&v=nlyhSg6LZgA



Into the Unknown is the first Starfinder Society Quest to get its own official SoundPack which includes five, one-hour adventures that take the PCs from exploring Absalom Station to partaking in starship combat, to exploring an alien world and a climactic final showdown against an enemy starship. Custom-created sounds such as a sci-fi pawnshop, a space station garden area, a unique haunted starship, a crystal

storm, and epic boss monster allow GMs to set the mood for their players with the power of sound.

How to incorporate Into the Unknown SoundPack into your Starfinder game, hosted by Syrinscape creator Benjamin Loomes:

https://www.youtube.com/watch?time_continue=1&v=Rkp-78K5wUY

The award-winning Syrinscape apps bring fantastic, realistic sound to tabletop gaming and are compatible with nearly any mobile device or computer. Syrinscape's Fantasy Player, Sci-Fi Player and Board Game Player apps are free to download and the official sounds of Pathfinder, Starfinder, Mutants & Masterminds, Catan and hundreds of other sound creations for nearly any tabletop game are available for sale individually or as part of the Supersyrin Subscription for \$10/month.

Syrinscape can also be completely unlocked for free for 30 days at Syrinscape.com/freetrial and includes two free SoundSets to keep after the trial.

About Syrinscape

Using a powerful audio engine and complex algorithms to produce ever-changing soundscapes and rich encounter-specific music, Syrinscape conjures every aural landscape imaginable, from ethereal forests and stony shorelines, to



dank, vermin-filled dungeons, to the spooky depths of the underdark. Designed by accomplished composer and tabletop gamer Benjamin Loomes, along with the developers at the Interaction Consortium, Syrinscape builds on more than 8 years of prototyping and community feedback. Syrinscape is based in Australia. Syrinscape is available for a wide range of devices, including PCs, Macs, Android Tablets and phones, iPhones and iPads, and the players can be downloaded via syrinscape for free.

BOARD AND DICE; DECK BUILDING SOLO GAME

In 2017 we've published through the kick-starter a solo game, which was a big success for us and showed us that the solo gaming in board gaming is not only looking great but it's still growing. That's why most of our games (like Multiuniversion or Pocket Mars) have the solo mode, that many people enjoys.

That's why we will begin 2018 with a special project of a big SOLO game called Blight Chronicles: Agent Decker. We've gathered our experience and listened to the expectations of people, to create solo game in which we've focusing on few, important aspects:

- Engaging story with multiple decisions.
- Possibility to finish the story in few different ways thanks to those decisions we will see different places and engage with different opponent groups that will have an impact in the finale of the story.
- Players will feel that decisions they make have a huge impact on the progression of their agent and the ability to face new threats.
- The game is challenging and will make you change your tactics many times.

Blight Chronicles: Agent Decker have everything mentioned above. It's a story driven solo deck building game in which you take a role of an Agent of Blight - top secret government project, filled with agents specialized in infiltrating and finishing precise tasks.

The game will include:

- Almost 200 cards
- Story book.
- 14 Stage cards.
- Player board.

Story driven
deck building
SOLO GAME

KICK STARTER
March
2018



A briefing introduces the players to the setting and goals of the Mission. Each Mission is divided in several stages, each with a unique goal. At key points the player gets to choose where to go next. The most important thing for a Blight Agent is to be invisible so be sure to keep the Suspicion to a minimum. Full exposure means instant failure.

The Agent starts the game with the same deck, but as you face different obstacles your move set will change, and so will your gear. When dealing with an obstacle you're faced with a choice: Do you knock it out without making too much noise, or eliminate it and take its gear?

Choose your stages well! Each has a different set of obstacles and goal, affected by choices you made in previous stages. They also allow you to collect different gear.

It's your chance to show Blight and the World that you're worthy, ready to face everything on your path. The Mission

Story driven deck building SOLO GAME

KICK
STARTER
March
2018



From the creators of:



SUPERHOT
The Card
Game



**MULTI
UNI
VERSUM**



**POCKET
MARS
SOLO**

MODIPHIOUS UNVEILS MYTHOS FUELED AUDIO PRODUCTION FOR ACHTUNG! CTHULHU!

Hi there, today we're really pleased to announce the release of the free pilot episode A Rude Awakening from the first season of Achtung! Cthulhu Audio Adventures.

Achtung! Cthulhu Audio Adventures: Episode One, Season One, A Rude Awakening is available now as a FREE download from Modiphius.net and DriveThruRPG.com.

This first full pilot episode follows on from the audio teaser which was recently released on DriveThruRPG.com

Modiphius Entertainment is proud to present this first FREE episode in MP3 from its forthcoming Achtung! Cthulhu Audio Adventure series, which brings the Secret War to spine-tingling, terrifying life.

This full 30 minute pilot will be followed by a ten part series of searing World War Two audio adventure, written by some of the finest mythos scribes and featuring the cream of audio acting talent.

As October 1939 begins, British armed forces move over to Belgium anticipating the Nazi threat. Unbeknownst to the general public however, a secret mission set up by the British Intelligence Service, Section D, sends American Professor Richard Deadman to France. His mission: contact former Wyndham and Campbell clerk Audrey Worthington who has uncovered a strange mystery...

This pilot episode features:
Audrey Worthington - Suzie Grimsdick
Professor Deadman - William Roberts
Philipé - Philip Delancy
Additional voices were performed by Philip Delancy
Writer: Dirk Vandereyken
Script editor: John Houlihan

Editor: Josh O'Connor
Director: Samuel Webb
Producer: Chris Birch
Recorded at Carlone Music.

Soundtrack used under licence from Extreme Music, Push Forward from The World Wars Album composed by Jacob Shea, Bruce Fingers and Billie Ray Fingers

What is Achtung! Cthulhu?

As the globe is engulfed by eruption of the second world war, storm clouds gather as the nefarious Nazi cult of the Black Sun attempt to harness unclean horrors and strange supernatural entities in their quest to conquer the known world and beyond. Facing them are the brave men and women of Section M and Majestic, secret Allied agencies who harness ancient tomes and arcane magic to thwart the Nazi menace. Welcome to the Secret War, a covert conflict fought in the shadows to preserve the world from horror beyond imagining.

We hope you enjoy this first scintillating episode and look out for the full ten part series coming soon!



TRIPLE ACE GAMES: WHAT'S COMING IN 2018

The ideas machine never stops rolling and we've already got a pretty full schedule planned. Planned is the ideal word, as things can always get in the way and cause delay. Right now the schedule includes more themed dice sets, new Cthulhu pin badges, Ironclads, Leagues of Cthulhu Companion and The Dreamlands: Realms of Morpheus. We've also got a new globetrotting boardgame, Exploriana, which we'll be talking about very soon!

More importantly, June 2018 marks Triple Ace Games' 10th anniversary. That's right, we've been publishing awesome material for almost ten years now! Naturally, we intend to mark this milestone in style. Among the 10th anniversary projects is a full-color, glossy-paper, coffee-table style book showcasing some of the fantastic our artists have produced over the years. It will cover all our lines (RPGs and tabletop games), with comments from Wiggy and Robin. This won't be a gaming book, but a celebration of the art.

TRIPLE ACE GAMES: NEW RELEASES

Hellfrost Resource Management 2nd Edition

What sort of ruler will you be?

Whether you want to adopt a noble title and run a village, take up the mantle of high priest in a temple, command a loyal mercenary company, or invest your hard-earned savings in running an inn, this book is for you!

This expanded sourcebook for Hellfrost includes:

- Creating a Resource and growing in through business, diplomacy, and warfare through Ruler Actions.
- Annual Events representing how the wider world impacts on your Resource.
- A streamlined combat system for defending your Resource or taking the fight to your enemies.
- Rules for creating your Resource's neighbors, be they fair or foul.
- Resource Miracles
- Appendix covering the Land of Fire.

Ministry of Unusual Affairs

Do you have what it takes to safeguard the Empire from evil magicians, perverse cults, and supernatural creatures?

Working behind the scenes to protect the British Empire from these insidious threats is the Ministry of Unusual Affairs.

Inside this handbook you'll discover the centuries-long history of the Ministry, tour the many departments responsible for fighting evil, explore how to borrow contents from the Ministry's fabled Collection of arcane relics, and be taught how to cover up supernatural occurrences for reasons of public safety. You'll even get to meet some of the many agents who defend Great Britain and her colonies against supernatural threats.

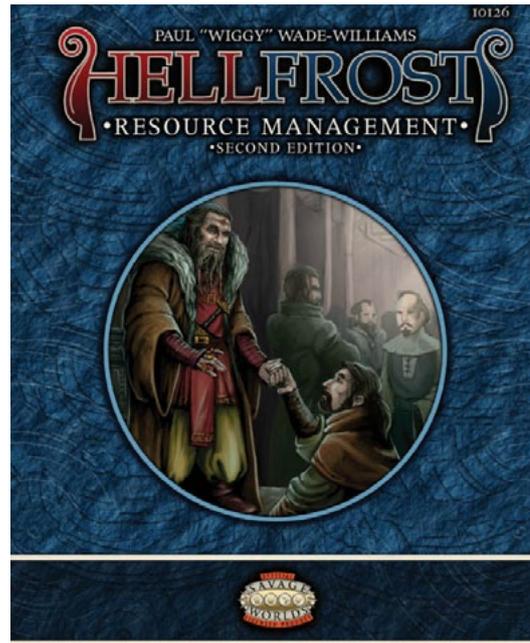
Mordavia: Land of Horror

Welcome to Mordavia, a land blighted by vampires and werewolves, insane cultists, and mad scientists.

Nestled in the mountains of Eastern Europe, Mordavia is a land where the supernatural is very real. From foreboding forests to crumbling castles, remote hamlets to the gas-lit capital itself, every nook and cranny holds a dark secret, as

do the people who dwell in this accursed land.

The book details the natives and customs of Mordavia, provides dozens of spooky locales, includes profiles for some of the more notable inhabitants and wicked cults, and gives the GM dozens of adventure seeds.



PUBLISHERS THAT TELL STORIES



Co-operation between Pegasus Spiele and Portal Games in 2018 stronger than ever before.

Pegasus Spiele and the Polish publisher Portal Games are going to deepen their partnership. Pegasus Spiele takes over the exclusive distribution for the German editions of titles from Portal Games, starting with Alien Artifacts. These titles will be published with a Pegasus Spiele logo.

Portal Games is a well-known brand in the international gaming industry. The nowadays not-so-small publisher caught the gamers' attention mostly with ambitious and innovative releases like Neuroshima Hex!, Imperial Settlers or Robinson Crusoe, and received numerous nominations and awards with them.

For a number of years now, Portal Games has been cooperating with Pegasus Spiele in Germany, both concerning distribution and the release of German localizations. With the introduction of Portal Games Germany in 2016, Portal Games also began publishing German editions under their own logo. Starting in 2018, Pegasus Spiele takes over the exclusive distribution of these German editions, starting with Alien Artifacts, which will feature a Pegasus Spiele logo in the bottom right corner of the cover.

In Alien Artifacts, humanity has expanded to the far reaches of the galaxy. Six rivaling factions continuously fight for resources and technological progress. Every player controls the development of one faction, trying to emerge as the sole victor in this galactic conflict.

In comparison to other civilization-building games, the appeal of Alien Artifacts lies in its clever card management system. Every new technology offers more actions, bonuses and scoring possibilities, while planets provide the necessary resources. This way, players always create new and individual galactic empires.

Experienced players and expert gamers can look forward to Alien Artifacts as well as a new mini expansion for Imperial Settlers in 2018. Pegasus Spiele will still be responsible for the editorial supervision of Imperial Settlers and Robinson Crusoe.

MALIFAUX APP

WYRD



Wyrd are excited to announce the launch of our Malifaux app! This app gives players a chance to track their collection, share Crews, and more!

The app makes building a new Crew easy, adding models and Upgrades, all while tracking the total cost and following the game's hiring restrictions.

You can select Schemes and track both players' scores easily in the app, but that's not all. You can also track Wounds and Conditions as the game progresses.

If you want access to the stat cards, it's a one time purchase. Once made, the app delivers every stat card in full detail, including all Abilities and Actions, allowing

you to quickly and easily reference models at any time.

When in an Encounter, a model's attached Upgrades will show as a part of its Abilities and Actions. If a model gains an Upgrade or Condition during the game, you can quickly add it.

If you've scanned in your opponent's Crew, it also lets you look at what they've brought to the Encounter, making sure that you have the knowledge you need at your fingertips.

GANGS OF ROME

RECRUIT, DOMINATE, ASCEND

JASON HUBBARD



Welcome to Rome Dominus

Inspired by the history of the great city, Gangs of Rome takes place in the shadows of the Empire where the heads of ambitious houses have gathered fighters forged hard by the streets to do their bidding and enact their schemes.

As a Dominus, the head of a house of Rome, you will seek out the most brutal of Rome's criminal denizens, plying them with the promise of wealth and glory should they aid you in your plan to rise to the Senate of Rome and cast down all enemies before you.

Closing about you like a ring of steel your gang will arm themselves and take to the streets and alleyways of the city, advancing your interests and crushing your foes.

Your strategies mixed with their savagery, mind and sword as one as you carve your name across the very pages of history.

This is your story, a tale wrought by your hand; you will rise on the backs of your fighters, gaining power and influence enough to change not only your future but that of Rome herself.

Recruit. Dominate. Ascend.

This is Gangs of Rome.

An innovative 28mm Skirmish game for the sharp of mind and bold of action.

Welcome to Rome Dominus

About War Banner

The bright and creative members of the War Banner team have been drawn together from a host of different disciplines by a shared love of games. Respect for one another's creative strengths is key to our company synergy as is our ability to gather other remarkable people under the banner of a common goal.

Our company partners with some of the UK gaming industry's finest artisans to bring our products to life - we are especially lucky to be part of Footsore Miniatures.

The War Banner team makes use of a host of modern communication technologies to interact with writers and creative consultants from across the globe, chosen for their ability to design and innovate a new generation of tabletop gaming experiences.



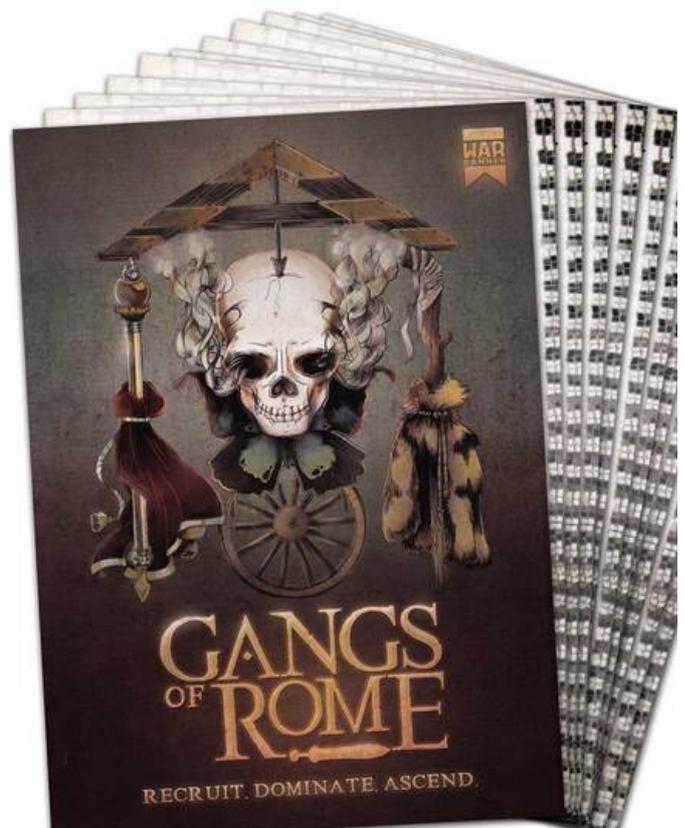
GANGS OF ROME



WWW.GANGSOFROME.COM

Our company is a firm believer in equality in the workplace and treats all members with the utmost fairness and respect.

The teams' primary focus is to seek and explore the possibilities found in all aspects of modern gaming and bring those expressions to the global community, in a high quality and intuitive way. We are committed to working with clubs and communities to adapt and tailor our products to meet the expectations of both new and experienced game players all over the world.



GANGS OF ROME

CRIME IN THE ROMAN WORLD

JASON HUBBARD



The Criminal Underbelly of the Roman World

Just like the modern world, the Roman Empire was infested with criminal elements, and gangs were everywhere, especially in the capital Rome. Some were merely petty thieves, smugglers whilst others were more like the fore bearers of modern organised gangs, such as the Mafia in Italy and the US or the Yakuza in Japan.

Some historians blame the more powerful gangs in part for the downfall of Rome and her empire. Senatorial corruption under the influence of the gangs was rife. Many gangs had become very powerful, it's also believed that some of these gangs most likely made alliances with barbarian forces.

The types of crime varied from traditional smuggling of goods, to street robbery, protection rackets, prostitution, kidnapping, arson and murder. They regularly caused disruption to daily life in the urban centres

with riots and general mayhem. A lot of the criminal activities centred around, what we would term today as fraud, such as counterfeit currency, something that was rife in late Roman Britain. They were also not adverse to producing fake id's or counterfeit high value goods.

Influencing politics at every level was a significant role for some of the more powerful gangs, along with murder and assassination. Rome was a multicultural metropolis, that attracted people from all over the empire seeking their fortune, and for some this would involve nefarious means. Many of Rome's rich elite believed this influx of foreigners were solely responsible for the growth of crime in the city.

As a result of this expansion from all over the empire, slums grew up in Rome and every other major city in the empire. These became breeding grounds for petty crime and for many gang members, this was where

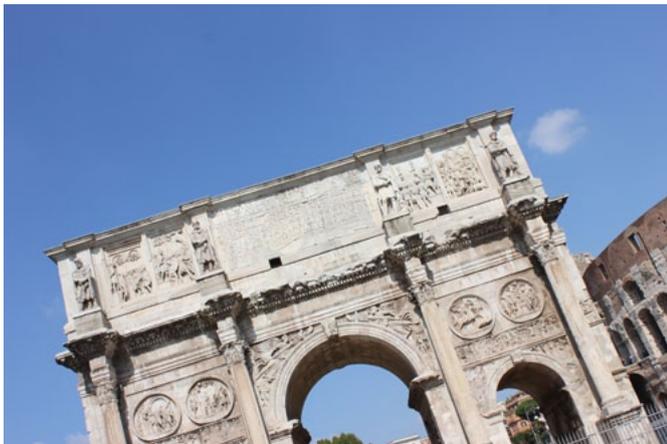
they learnt their criminal trades in pick pocketing, fraud and other illegal activities. From these slums people were hired to work as gang members in the larger more organised criminal enterprises.

Away from the busy industrious plazas Rome and every other urban centre, there were networks of alleyways, with many of them having no street lights. So roaming these alley ways after dark was a dangerous occupation, and only those who were brave or fool hardy did so, rich citizens would only venture out with armed escorts.

There was no real police force whom patrolled the streets, not one that we'd recognise today. There was a paramilitary group called the Vigiles, who would act as night watchmen, but their main task was to prevent

fires from breaking out across the city. They would provide protection for the public but it was considered questionable, and in many parts of the city were probably in the pay of the gangs to turn a blind eye on many occasion.

Arson was a frequent hazard, especially in the poorly built tenement blocks, protection rackets probably



operated in these areas, run by both the gangs and the Vigiles, either together or the Vigiles were paid to turn a blind eye.

Gambling was another favourite past time in every major urban centre, including Rome. It was often carried out in taverns and bars across the city, and fuelled with alcohol, gambling games were often susceptible to brawls erupting, especially if someone was caught or suspected of cheating.

Weapons were prohibited in the city limits Rome and other urban centres around the empire. In Rome soldiers entering the city bearing arms could be considered a rebel and an enemy of the state. Only the urban cohorts, Vigiles and in Rome the Praetorian Guard, the

Emperors body guard, were permitted to carry weapons. The urban cohorts were a legion who served in the Roman capital to protect the city from invasion,

though sometimes they also acted as a police force, mostly likely in areas such as the plazas. The carrying of knives and daggers were permitted as these weren't considered weapons but every day tools essential to many trades carried out within the city walls.



Some of the more powerful gangs set themselves up as respectable organisations known as Collegiums. These collegiums were organisations and often legal groups of businesses that functioned as guilds, social clubs or burial societies. Though the majority were just organised bodies of local businesses, the gangs would use them as a front to hide their criminal activities, and make themselves appear respectable. They were often modelled on civic governing bodies, with the senate being the epitome of these.

The criminal under world hasn't changed much in reality from the days of the Roman emperors, where ever there is an opportunity to make money then there'll be sections of society who'll do so through nefarious means, some are just petty street gangs whilst others are organized and powerful enough to control local and in some cases national politics. The old saying money talks poverty walks.



KNIGHTS & KNAVES

GAMING ON THE CHEAP

JASON HUBBARD



FREE MEDIEVAL RULES

I've recently been watching *Knightfall*, a history drama that follows the fall of the Knights Templar. This got me thinking of playing a medieval skirmish game or two, but which rule system to use. I didn't fancy going out and purchasing a new set.

So I trawled the internet and came across *Knights and Knaves* by Historic Enterprises Company (www.hisentco.com), these are free to download, but were originally available for purchase. Along with the core rules there are several expansions for *Knights and Knaves*. *Castles*, *Cogs & Chevauches*, plus *More Knights and Knaves*, these expand the rules further, introduce new scenarios, and expand on the army lists.

The game is designed for use with miniatures in 25-28mm scale, which is a great scale to game with





especially at skirmish level. The great thing about this scale

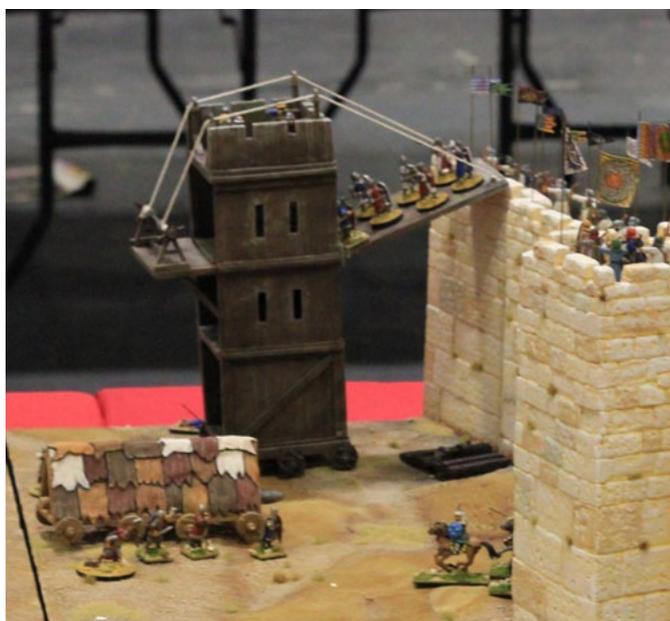
is there's plenty to choose from, whether your choice is plastic or metal. Though for those who prefer to play in a smaller scale the rules can be used with 15-20mm minis.

Generally each player controls roughly 20 figures in their warbands. These rules are great for small scale medieval clashes. The additional supplements add an additional dimension to the core rules; Castles, Cogs and Chevauches allows players to fight sieges, ship encounters along with campaign rules.

Players can set up a dukedom, raise a navy, army, besiege enemy castles and forts. It also allows players to recreate events and clashes of the Crusades and Viking periods.

More Knights and Knaves introduces new players to eight new scenarios which include barbarian surprise attack, ideal for those looking to game in the Dark Ages. It also expands on the retinue statistics for Roman, Celts, Byzantine and Ottoman armies.

Considering these rules are free to download, they're definitely worth checking out. I had quite a lot of fun playing with them. I'm now considering playing a small campaign to get the full use of the rule system. Who needs expensive fancy printed rules when there are gems like this set for free on-line.



TERRAIN SERIES

ARCHITECTURE IN ROMAN BRITAIN

JASON HUBBARD



Overview of Roman Britain

For over 400 years the Romans governed Britain, and they brought with them their culture, architecture, religion, language and military. The Roman army first arrived under Julius Caesar in 55/54 BC. The first invasion was unsuccessful, leading to a 2nd attempt the following year.

Caesar defeated Cassivelaunus in the area which is known as Hertfordshire, on this occasion the Romans didn't stay, trade contracts were increased, but there would be no permanent Roman presence until the invasion by Claudius in AD 43.

Then from AD 43 Britain would be known as Britannia, and would become a Roman Province for over 400 years. The legions quickly established themselves in South England, and very quickly colonies were established at Colchester and Lincoln further north. Road networks were built allowing troops to move quickly across the country.

It took 30 years to conquer and quell the tribes in Britain, with only one major setback in AD 60 when Boadicea and the Iceni revolted. They sacked

Londinium and ran amok, before being destroyed on the field of battle.

Agricola led the first incursions into Scotland in AD 80, which resulted in the defeat of the Caledonians in AD 84. By 87 AD the highlands of Scotland were abandoned, by 105 AD the Roman army abandoned the Scottish lowlands as well. A new frontier was established along the Stanegate (Tyne-Solway line).

Then in AD 120 Hadrian visited the Island, and establishes a permanent frontier between the Solway and the Tyne. This is known today as Hadrian's Wall, running over 80 km, it stood as a symbol of Roman power for centuries. It was also an important military zone in Britain and Europe, due to the country becoming a major producer of grain for the empire.

First of all what is a Roman town or city, there are several types of towns and cities during the Romano British period and each of these types were distinguished by many factors. Below are short descriptions of the types of settlements that were typical during the Romano British period.

Roman Settlements

Civitas Capital; This is the town from which a tribal canton (civitas) was ruled. The civities was a body of citizens as a political entity called a canton.

Client Kingdom; Client Kingdoms were usually ruled by native chiefs who had become romanised and acted as administrators to these kingdoms. The kingdoms in turn were provided with financial and military support from the Romans, a client kingdom could help stabilise a potentially chaotic region. Chiefs of these kingdoms would sign a declaration that upon his/her death a percentage of the land and wealth would automatically be given to Roman possession, this was partly responsible for the Boadicea uprising, upon the death of her husband.

Colonia; A colonia is a town/city, reserved for retired military veterans. Veterans were granted land, this also meant they assisted in the control of the provinces. In Britain there were at least four known cities? These were Colchester, Gloucester, Lincoln and York. It is possible that Londinium was elevated to a colonia status, but this is not known for definite, as yet there is no archaeological evidence to support this theory.

Municipium; A municipium was a civitas capital, which had been singled out for special treatment. The citizens of a municipium were given the status of "Latin", which meant they were more than a provincial, but at the same time it didn't quite carry the same prestige as being a citizen of Rome. Verulamium is certain to have been one of these, but it is not known if there were any other in Britain.

Oppidum; Oppidum is a Latin word for town, this was used to describe large native settlements in Britain and Gaul. Camulodunum and Calieva Atrebate both started as oppidums, which eventually became important Roman cities, Camulodunum was eventually raised to the status of a Colonia.

Vicus; A vicus is a small town or settlement which has grown up around a fort; an example of this would be the vicus at Bradwell, Nr Brough and Derby in Derbyshire, both of which were a vicus.

Bath house

Another striking example of Roman architecture is the large-scale temple and baths complex. An excellent example of this building the UK is in a town appropriately called Bath. The complex surrounded a hot water spring that was dedicated to the deity Sulis (or Min



Typical Roman Buildings

Roman building falls into two major eras; immediately post-conquest most houses and public buildings were built in timber on stone or wooden foundations, and in the 2nd century were rebuilt in stone.

Villas

There was a significant difference between the south-eastern half of Britannia (the Roman name for Britain) and the north-western region. In the south-east Roman style country homes known as villas were established. In the north and west of Britain, few villas have been found.

Most were one story in height, based on a stone foundation, and capped with slate or clay tiled roofs. These villas also boasted some creature comforts which would not be common to England again for over a thousand years after the end of the Roman era. Mosaic or marbled floors, painted plaster walls, and central heating were not unknown, especially in those villas owned by government officials.



Bath house

Another striking example of Roman architecture is the large-scale temple and baths complex. An excellent example of this building the UK is in a town appropriately called Bath. The complex surrounded a hot water spring that was dedicated to the deity Sulis (or Minerva). The spring was contained to create a pool and became the focal point of the structure. Nearby, there was also a temple devoted to Sulis and an altar where sacrifices were made. A Great Bath with vaulted ceilings was adjacent to the temple and spring. Evidence also suggests that a theatre or a Greek-style temple stood nearby. The site soon became a full-scale religious, healing, and leisure complex. This bath house was the first of this size to be built in Roman Britain.



Insulae

Roman houses were so well built, if you were rich, that many examples of Roman houses exist throughout the Roman Empire. If you were poor in Rome, you lived in simple flats or apartments – the inside of these places was symbolic of your lack of wealth. These flats were known as insulae and only contained two rooms at the most. People tended to use them only for sleeping as they had to work, visit the baths (as their flats had no running water) and they usually ate in local inns as cooking in these flats was not safe. A lot of the time these buildings weren't well built and poorly maintained, many were a health hazard to live in. It's not uncommon for these buildings to catch fire or fall down due to being badly built and maintained. They were generally owned by people who would be called rouge landlords today.

Mansio

An essential element of any reasonable road system is a place for the traveler to stop for the night. Without roadside inns, travelers would be forced to camp out, to bring their own tents, cook their own food, and build their own campfires. They would be at the mercy of wild animals and thieves in the night.

Mansiones were substantial, mostly masonry, buildings of varying size and plan providing facilities, including accommodation and stabling, for travellers associated with the *Cursus Publicus* (the provincial postal service of Roman Britain). Constructed on or adjacent to major contemporary roads, they are usually found in urban contexts or within forts, although some examples lie between towns on roads which cross the more sparsely settled rural areas. They are found throughout the Roman Empire.



Temples

People worshipped the gods in special buildings called temples. Inside the temple was a statue of a god. Priests looked after the temple. People went there to make sacrifices or offerings of food, flowers or money. Sometimes the priest killed an animal, such as a bull, as part of the sacrifice ceremony. Some Emperors said they were gods too, so everyone had to make a sacrifice to the Emperor.

Romans also had gods at home. They believed in household spirits that protected the family. They had miniature temples, or shrines, in their homes. The family would make offerings of food and drink to the household gods, and pray for good luck and protection.

Roman Roads

When the Romans began their conquest of Celtic Britain in 43AD, they found a haphazard collection of roads and paths, most connecting local fields and hamlets, but also some longer distance trade routes (e.g.. along the North Downs in Kent, and the Icknield Way along the Chilterns into Norfolk).

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The minor roads (sometimes called "economic roads") were also built by the Roman army to link economic centres, such as the Mendip lead mines and the Nene potteries, with administrative capitals like Silchester, and the coastal ports.

At a best guess there were between 8000-10,000 miles of roads constructed during the first hundred years of Roman occupation. There was a third level of roads at the local level, connecting villas, temples, farms, and villages to larger roads and market towns.

The full extent of this road building is clear when you consider that according estimates by historians, no village or farm was more than 7 miles from a purpose-built road! The most vital priority was the movement of troops and supplies from the channel ports of Richborough, Dover, and Lympne to the military centres at London, Colchester, and the front-line legionary forts.

The first frontier was set up along a road extending from Exeter to Lincoln, running through Bath, Gloucester, and Leicester. This was known as the Fosse Way, the first great Roman road in Britain. The Fosse Way has been largely adapted by modern highways.

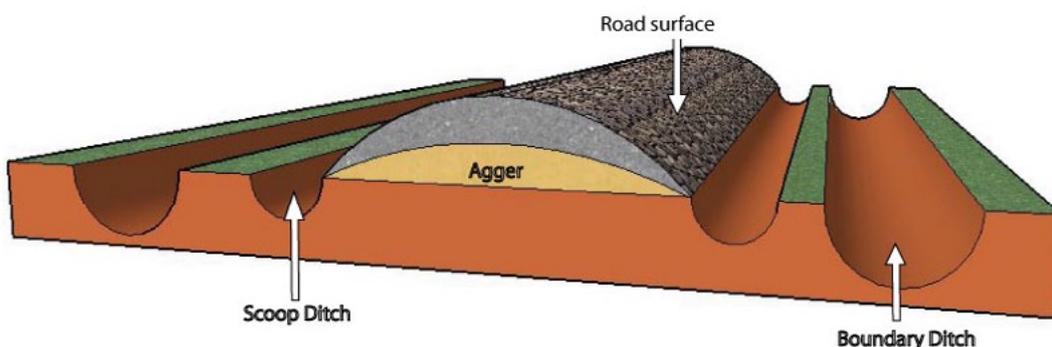
The next military push established a new frontier between Lincoln and York, Wroxeter and Chester, and Gloucester and Caerleon. After these "front-line" roads had been established. The Romans turned their attention to expanding the network of minor roads within their new possessions, to better aid the flow of trade. It is a fallacy to think that Roman roads are always straight. The Roman engineers were no fools - if there was a natural obstacle in the way, the road naturally deviated to go around it. The Romans had yet to invent front axle steering, so sharp corners were avoided.

That said, for the most part Roman roads were laid out in straight lines between sighting landmarks. Small hills were cut through, and wet ground covered by causeways, or timber embankments. So, how did the Romans build these famous roads of theirs?

The roads were literally highways, raised up on a cambered bank of material dug from roadside ditches. In general there were 3 layers. The first layer of large stones was covered by a second layer of smaller stones, then a top layer of gravel or small stones. Each layer varied in depth from 2-12 inches. The choice of material depended upon what was locally available; in the chalk areas like the Wessex Downs a mix of chalk, flint, and gravel was used. The paved area was edged with upright stones to give stability, and the major roads had ditches to each side, about 84 feet apart.

After the fall of the Roman Empire the road system fell into a state of disrepair and by the end of the Middle Ages, there was in effect no road system in the country. The only routes available were unpaved tracks, muddy and impassable in winter and dusty and impassable in summer. Diversions around particularly poor stretches resulted in sinuous alignments. The state of the roads combined with the general lawlessness at the time meant only the determined or insane travelled them.

Roman Road (simplified version)



HONG KONG

DURING WORLD WAR TWO

JASON HUBBARD



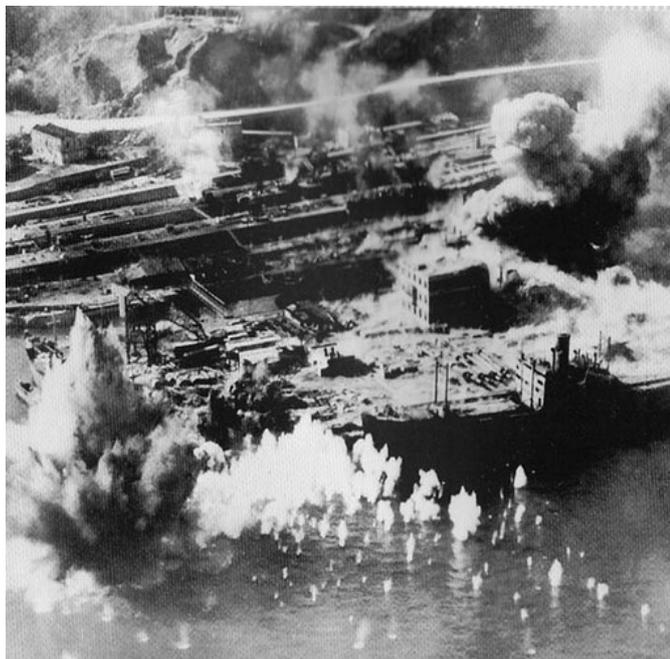
JAPANESE OCCUPATION OF HONG KONG

The Japanese occupation of Hong Kong began on the 25th December 1941. It occurred after 18 days of intense fighting, the occupation lasted for 3 years and 8 months until Japan surrendered.

In January 1942, former members of the Hong Kong police, along with Indians and Chinese were recruited into a new reformed police force called the Kempeitai and were issued new uniforms to mark this occasion.

They routinely carried out executions at Kings Park, Kowloon, they practiced Be-headings, shooting practice, and bayonet drills on local Chinese. The Japanese organised the police force into five divisions, East Hong Kong, West Hong Kong, New Territories, Kowloon and the water police.





Life was hard for the locals under Japanese occupation, food was scarce and rationed. Many of the public hospitals were taken over and converted into military medical facilities. Those that were still run as public hospitals were inadequately resourced.

HONG KONG INDEPENDENT BRIGADE

Two months after the battle for Hong Kong, the Hong Kong and Kowloon Independent brigade was formed on February 3rd 1942. It was organised by the Communist Party of China, who were in an uneasy alliance with the ruling KMT party in mainland China.

Later the brigade became the local branch of the East River Column, which comprised of guerillas from the Guangdong region. Most of the Hong Kong recruits were young Hakha villagers from the New Territories.

By 1943 the brigade was 5000 strong, their familiarity with the local terrain allowed them to rescue an estimated 800 people which included Chinese intellectuals and allied soldiers. They also provided valuable intelligence to the British Army Aid Group, who were an active British Intelligence unit operating in Mainland China.

One of the actions carried out by the brigade was the bombing of a railway bridge on Argyle street. They also assassinated collaborators which damaged Japanese intelligence gathering.

Unfortunately after the war they received very little recognition from both the UK and China. The UK government ignored their contribution because they were originally formed by the Chinese communist



party, whilst Mao accused them of localisms. It wasn't until the 1980's that both countries started to acknowledge the contribution these brave partisans/soldiers achieved in the fight against the Japanese.

BRITISH ARMY AID GROUP

BAAG (British Army Aid Group) was a military intelligence group who operated in mainland China during WW2. In the British Army order of battle it was classified as MI9. A unit who were responsible for assisting prisoners of war to escape from Japanese prison camps.

The unit was formed by Sir Lindsey Ride, who had been commander of the Hong Kong voluntary Defence Corps Field Ambulance. He was captured by the Japanese but escaped from Sham Shui Po POW camp and fled to China. Once in China he set up BAAG with three trusted officers.

During the war the group repeatedly sent agents in to Southern China and Hong Kong on intelligence gathering missions. They also facilitated many POW escapes from Hong Kong. Many of these POW's rejoined the war effort, 128 men were re-trained for operations with the Chindits in Burma.

Many of the BAAG were later recruited into leading roles in post-war Hong Kong civil administration. Lindsey Ride returned to Hong Kong and in 1949 became the University Vice Chancellor.

STAR TREK

ROLE PLAY GAME REVIEW

ALEX GARBETT



MAKE IT SO, NUMBER ONE

Star trek adventures is a narrative focused roleplay game built around the Modiphius 2d20 system. It is focused upon players taking up the role of star fleet characters from any era of the very familiar TV series and films.

The core book of Star Trek Adventures has a very strong Star Trek feel about its presentation. It uses the fonts and graphics familiar to any fan of star trek the next generation and the high quality art is very evocative of the show. There is a wonderful in character background section and the examples of play all draw upon situations plucked directly from TV episodes. This clearly is a book made by lovers of the source material and made this fan boy very happy.

By contrast, the rules content was a slog at times due

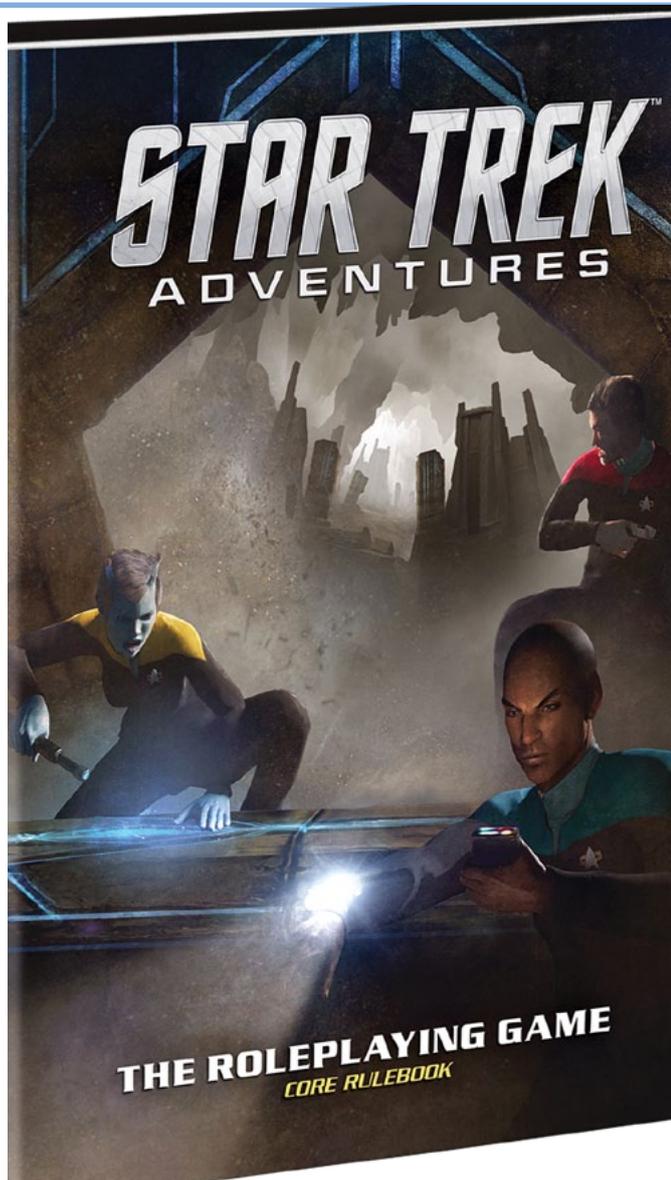
STAR TREK
ADVENTURES

MODIPHIOUS
ENTERTAINMENT



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to specific and at times technical game terminology, a few minor editing issues and typos. But let's be honest, that is not unusual for many core roleplay books and the real test of a game is on the table top. Despite this core rules concept of the game is fairly straight forwards: You add the acting characters attribute and discipline to give a target number, and rolling 2D20 to get a number of successes equal to the number of dice that roll equal to or less. The Games Master can specify a number of successes that are required depending upon difficulty. Just about everything else interacts with this core rule with players being able to get extra dice through team work, using ships systems or the resource Momentum (which is itself generated through successes), modifiers through the impact of traits or re rolls through the mechanical effects of player character values.

The GM of course has plenty of opportunities to balance these factors and without much planning is able to put together very dramatic scenes that effortlessly

establishes the core mood and themes as you find in a star trek TV show. Team work across character archetypes and use of ship systems is encouraged throughout and few tasks can be reliably accomplished without some kind of assistance. The rules have more pages devoted to rules for science and innovation than it does to combat. The extended challenge task and work required to accomplish them take technical challenges beyond 'I use a computer' to build an interesting story. When it came to writing up an adventure it is easy to find stat blocks, assign difficulty to tasks and the system of traits presented was a pleasantly descriptive way to create and define encounters and locations in a way that was flexible and open.

One particular aspect of the book I particularly liked was the way it presents two equally valid yet different methods of creating characters; life path and define in play. By going through the life path your character's back story is fleshed out and you have a simple yet descriptive character sheet that guides roleplay. Stand out in this for me was the values you create as a player. They are completely open to you as a player to create, are unique to your character and have a mechanical benefit to in play.

Though I loved this however there was a lot of head scratching about this from some players and the examples of this in the book were fairly light. The book does present an alternative to this system where a player partially develops the character prior to playing and then determines values and other facets of the character as they play the game the game in a similar way to which he may be introduced to a character during a pilot TV show.

Star Trek Adventures is an exceptionally good fit for Star Trek both in terms of presentation and how the rules play on the table top. For a games master it I found it very easy to work and players can expect a very good character creation system the fully fleshes out their characters that feel part of the universe from the start. While it may not be the most 'crunchy' of systems, it is certainly very flexible and well up to playing out just about any Star Trek story you can imagine. I would hearty recommend to any fan of Star Trek and table top roleplaying games

TUTORIAL

PAINTING BRITISH WW2 CAMO

STOESSI'S HEROES



British Army Parachute Regiment Camo

1) Started off with a base of Green Brown (MC879) and Green Ochre (MC914). Mixed in Khaki (MC988) for lights and English Uniform (MC921) for shadows (and some Black for rough darklining):

Same stage as previous picture. Nothing has to be perfect at this point. Just a general placement of light and shadow:



2) Starting on the camo, I used Reflective Green (MC890) and Bronze Green (MC897) for painting the green patches:

Painted them first with heavily thinned paint putting many small streaks next to each other. Then went on to less dilution to carefully intensify the patches with more, veery thin lines:

3) Using the same technique for adding brown patches: Flat Brown (MC984) and Mahagony Brown (MC846):

4) Created a very thin mix of the browns and greens used so far and added a tiny bit of black.

Using this to intensify shadows overall on the jacket:

5) Painted more lights with Buff (MC976) and more shadows with dark brownish tones. Also started mixing in Yellow Ink and glazed over light and mid-tone areas with a yellowish-brownish-light tone.

Doing this only in some areas in order to make the whole camo look more interesting with a few warm-colored parts now. Using Blue Ink and previous dark brown tones, I am doing the same for some of the shadow areas:

6) With Flat Brown, Mahagoni Brown, English Uniform and Buff I already have everything on my palette that I need to get the face started. I mixed the above colors together, so that I had a nice reddish dark brown.

I thinned this down quite a bit and put on two layers into all shadow and mid-tone areas. Then I mixed a very light color with Buff and Flat Brown and blocked in the lights on forehead, nose, cheekbones, etc.:



7) Well, after the last picture I kind of got lost while painting and forgot to take more pictures of the face painting process. As you can see, some magic happened along the way. I used Flat Brown, Mahogany Brown, Buff and White to paint the general lights and shadows of the face.

Then I used Yellow, Red and Blue Ink to add different tones to the face. Usually I go back and forth a bit between building out lights and shadows, glazing some areas with different colors and then going adding mid-tones and lights, etc....:

8) Painted the beret with Red (MC947), Dark Red, (MC946), Flat Brown (MC984) and Black. I also blocked in the dark-grey base color for his hair.

I love this moment when you paint a miniature and the face starts popping out really nicely as you put on color in the areas around it.

9) To paint the insignia on the beret, I painted the whole insignia black. Following a simple method for painting golden insignia from Ruben Torregrosa, I chose Golden Brown (MC877) as a base color.

For lights I simply added white and for the shadows I used Flat Brown (MC984):

10) Next, I moved on to working on the trousers. I started by intensifying the shadow areas with English Uniform. I also started mixing Blue Ink in to get darker shadows in a cold tone. I then started building out the lights using Green Ochre (MC914) mixed with white.

Pure Green Ochre to help balance out the mid-tones. I also painted a few semi-transparent layers of red in some of the mid-tone and light areas. This did a few tricks at the same time: It introduced yet another color tone to break monotony AND it contrasts really nicely with the cold shadows that I painted previously:

11) Painted the anklets with Green Grey (MC886), Iraqui Sand (MC819) and Dark Sand (MC847) (in that order working towards lighter areas).

Then used English Uniform (MC921) for shadows.

For the boots, I simply thinned down black very heavily and before the thin mix can dry on the miniature, I swipe the boot caps with my finger. Then I do a few more passes with the thin black paint, but only on the sides and at the back. In the lighter front part of each boot, I place a few irregular small dots in a light color



(whatever is on the palette at that point).

I have to admit that I absolutely hate painting feet. No one ever looks at feet... well, maybe some people do, but that is not the point. The point is that I just hate painting feet!

12) Painted the webbing incl. some of the small bags, etc. with a base of Green Grey (MC886). Applied a controlled wash with Russian Green (MC894) and then built up mid-tones and highlights with Green Grey and another very light pastel green color (MC971):

13) Blocked out the pistol and Sten gun with black and painted the leather strap of the sten with German Camo Black Brown (MC822). Painted highlights with the same pastel green color that I used for the webbing highlights (MC971), added in highlight dots and tiny scratches with Bone White.

Finally used Blue Ink and the brown base color in a mix and well diluted to glaze in shadows where I wanted the strap to look darker:

14) Painted the Pistol and the Sten Gun with Black and Bonewhite first. Starting from a dark grey – almost black base – and building up highlight by mixing more and more Bonewhite into the mix. Finally added Silver Metallic dots and lines in some places. Also used Black with random Greens and Browns mixed in (whatever is on the palette) to do darklining on the whole miniature:

15) For the base, I mixed together some of the brown, green and yellow tones that I still had on my palette and created a base where I blended all of them wet-in-wet. Next, I dry-brushed with Bonewhite and a bit of Golden Brown. Once that was all dry, I used thinned-down wood glue on parts of the base and sprinkled on my "homegrown" grass-and-stuff mix (contains different sizes and colors of grass, flock and old tobacco). After that, I also glued on a couple of grass tufts from MiniNatur.

Finally, I applied a few washes with very thinned down browns and greens and finished it up by putting on some brown dry pigments, which I rubbed into some parts of the base and over the boots:



MODELBOX

REVIEW

JASON HUBBARD



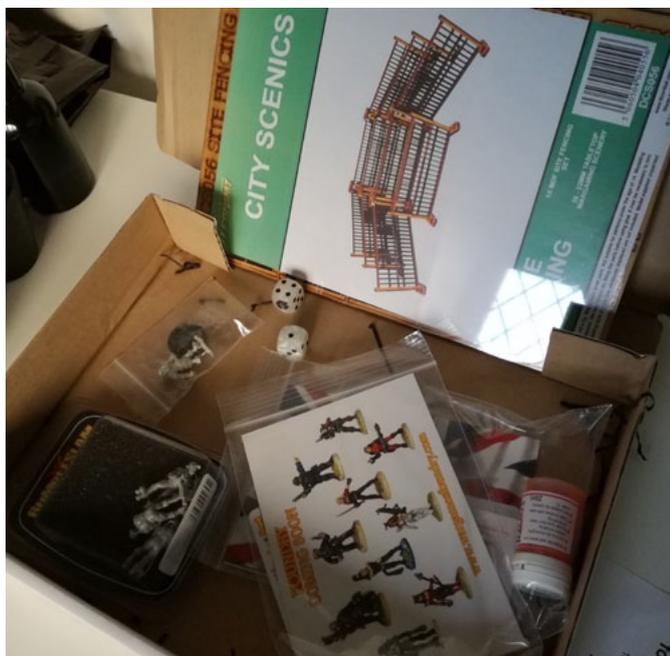
MINIATURE SUBSCRIPTION SERVICE

Model Box is designed to introduce you to companies and miniatures you wouldn't necessarily try or even know about! We theme each month on something different to allow you to get a real flavour of what the hobby industry is about! Sometimes you may even get Exclusives and Limited Edition Model Box Minis!

Every month we will send you a box packed with at least 1 miniature along with other great hobby items like a selection of paints, gaming accessories, basing materials and brushes which will all be based around a theme.

We received a copy of model box just before Christmas, the goodies arrive in a white box with the logo on the front. Inside were several different items that included miniatures, paint, dice and a terrain.





The miniatures we received were from TT Combat's Rumble Slam game, these are resin and well sculpted with minimal mold lines and flash. I saw this game at UK Games Expo last year and was quite intrigued but I have paid it any notice since. So I was rather pleased to get a blister pack in the box.

The other miniature I received was a goblin from Greeno Game's Fantasy Football range, now this is a rather nice metal miniature. Its really nicely sculpted, with visible mold lines and no flash. He's going to make a great edition to my growing Blood Bowl collection, and I may now even build a goblin team around him.



I also received two pots of Foundry paint, which is always useful. Now I've never used Foundry paints before, but I've always heard good things from those who have. So I'm looking forward to trying it.

Lastly there was piece of terrain from TT Combat. It was the mdf site fencing, which I really liked as it'll be useful for The Walking Dead; All out war. I've since expanded on this by purchasing other TT Combat terrain pieces that make up a construction site. I've built plenty of MDF kits by various manufacturers but I have to say that TT Combat's were the easiest to build.

Overall I was very pleased with the contents and definitely worth the monthly cost. I would recommend people paying for this subscription as its a good way of discovering miniature ranges by the various manufacturers in the market place.



PEN & SWORD

BOOK REVIEW

JASON HUBBARD



PAINTING WARGAMING FIGURES

Javier Gomez
Pen & Sword

Javier Gomez, a highly talented figure painter of long experience and excellent reputation, shares the secrets of his success in this accessible 'how-to' guide to painting miniatures. He takes the reader step-by-step through the whole process, from choice of materials (unlike other available guides it is not linked to any specific figure manufacturer) and preparation of the miniatures to basing and even advice on photographing the finished item. Techniques such as dry-brushing, ink-washing, shading and highlighting are all explained clearly with the help of step-by-step photographs and colour charts.

A very well known name in the painting community



PAINTING WARGAMING FIGURES



and repeat Salute Historical Painting Competition winner, Javier Gomez comes recommended by the Perry Twins. Who introduce Javier and his painting style in the book's preface.

The book is broken down into a series of chapters that deal with the application of different colours - sections on black, white, red, green, blue, brown. Core parts of the process are clearly described and illustrated with examples. The author focuses on the mixing of colours rather than the Dallimore three colour 'system' - although the end product in terms of the 'look' is pretty much the same - black linings and vivid shading.

Additional chapters deal with 'themes' such as flesh, horses, flags, shields and bases. The book gives a good comprehensive coverage of figure painting, though it is aimed primarily at the 28mm scale, although there are brief sections on smaller and larger scales. Techniques such as dry-brushing, ink-washing, shading and highlighting are all explained with the help of step-by-step photographs and colour charts.

One problem with the book are the colour references for the examples as they refer to one make of paint, Vallejo, so the reader needs to judge which colours are a match to their own paint if they don't use Vallejo.

This book is a must for anyone who has just started out in painting 28mm miniatures, regardless of period.

For those old veterans like myself its still a useful book to pick up as there is plenty of tips and ideas to be gleaned from Javier. It is a comprehensive guide to painting your own great looking miniatures almost like those you see in magazines and books. .

Its published by Barnsley based company Pen and Sword for £16.99, a must read for anyone starting out or wanting to improve their painting techniques.

TABLETOP WARGAMES

Rick Priestly and John Sutherland
Pen and Sword

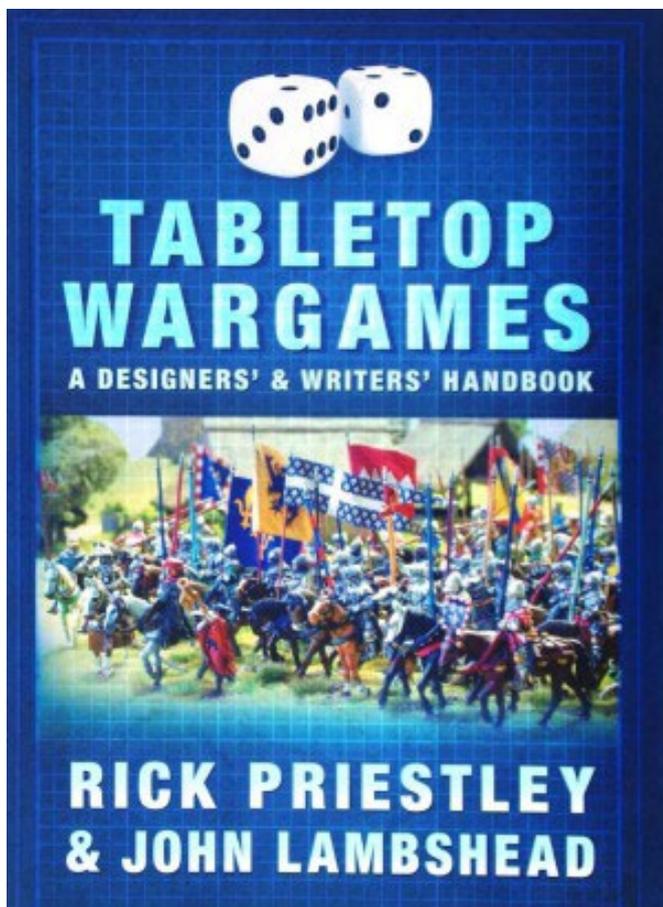
Unlike chess or backgammon, tabletop wargames have no single, accepted set of rules. Most wargamers at some point have had a go at writing their own rules and virtually all have modified commercially available sets to better suit their idea of the ideal game or to adapt favourite rules to a different historical period or setting. But many who try soon find that writing a coherent set of rules is harder than they thought, while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole.

Both Rick Priestly and John Sutherland are two well known authors in the wargame world. So when Pen and Sword published a book about designing wargames by these two, then it should be a must read.

I liked the book from the opening chapter, though this isn't a step by step guide to designing games, but rather how both these authors approach designing games. This is however an excellent starting point for anyone thinking about designing their own set of rules. It's been written in a very easy and approachable manner, which means it's one of those books you can't put down once you start reading it.

The book gives the reader a good insight into how the authors design their games, with a 157 pages packed with interesting and useful advice. The book is arranged into themed chapters that can be read in sequence or dipped into and when you like in no particular order. It's laid out in a very clear manner, though at times can be a little text heavy never the less it's an enjoyable read.

All in all the book is definitely worth picking up, there's plenty of practical information that's very useful to those embarking on designing their own rule set.



STOESSI HEROES

REVIEW

JASON HUBBARD



WORLD WAR TWO HEROES

Stoessi's Heroes is a small miniature company specialising in bringing badass heroes to the tabletop. These are beautifully sculpted, in fact some of the best historical miniatures I've seen for a long time. There are barely any mould lines and no flash on these metal figures. These minis will appeal to both the gamer and painters, I can't stress enough how good these are.

What I like about these miniatures is that each one comes with some of the historical background to each character. Most from the range are based on real life soldiers who served in WW2. Whilst other models in the range are based on characters from film and TV. A few of the miniatures are sculpted on the actors who played the real life heroes on the screen.

For instance Roy is based on the actor Sean Connery





who played Major General Roy Urquhart of the British 1st Airborne Division in the film *A bridge too far*. Another miniature that stands out in the range for me is Mad Jack Churchill. Lt Col John Thorpe Fleming Churchill gained notoriety because throughout WW2 he was armed with a longbow, bagpipes and a basket hilt Scottish broadsword. He is known for saying, "Any officer who goes into battle without his sword is improperly dressed." He is also known for the last recorded kill with a longbow and arrow, killing a German NCO in France 1940.

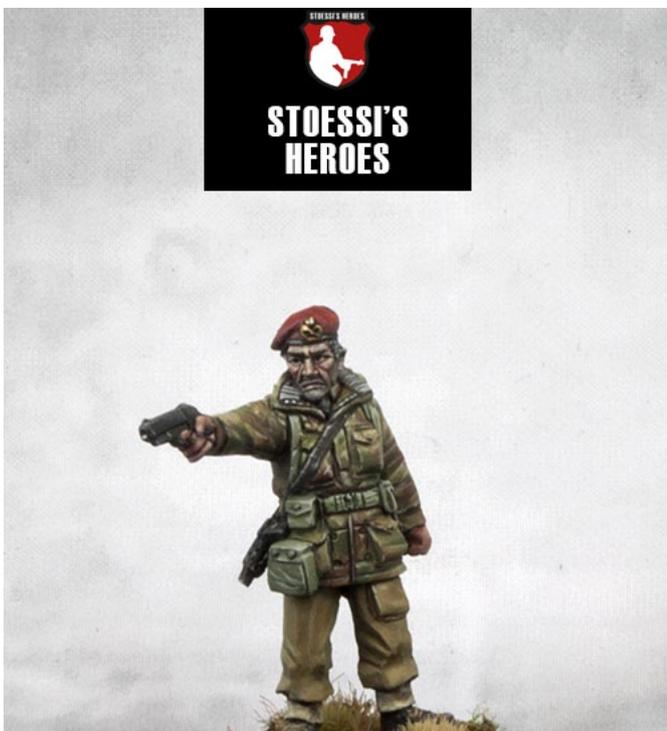


The range also includes SOE agents along with German, US and Japanese soldiers. I would like in the future to see some of the heroes who fought the Japanese in China during WW2.

If you play WW2 in 28mm then I would highly recommend picking up some of these. All those painters can't go wrong picking up some of the figures from the range as well.

You can either purchase the miniatures directly from the company website, or from many of the resellers listed on the Stoessi website.

I really can't praise these enough, I've not been this impressed with a range of models since GW launched the metal range of *Lord of the Rings* miniatures.



ROMAN BUILDING

REVIEW OF CARDBOARD BUILDINGS

JASON HUBBARD



ROMAN URBAN BUILDING 1/72 SCALE

With the sudden popularity in all things Roman. I took a look at some Roman card buildings I came across on RPGnow.com. These are in 20mm scale but could easily be printed out in 28mm. There are several buildings in the range to choose from and its good way to populate a city or town within the Roman Empire.

What's even better is the low cost, to try and populate a large 6x4 table with MDF terrain would be hugely costly, so this is a definite way to get more buildings on the table. The designs for the buildings are very good, the graphics are crisp and well done. The colour is excellent of these, in fact some of the buildings have graffiti on the walls for extra detail.

The Roman single storey houses come in two designs, one is in plain stone, whilst the other is plastered walls. I would recommend using quite a thick card, as I found a thing one didn't work as well. I would also suggest using something on the interior to act as a brace in order to give them some extra strength.

Also available are Celtic buildings, so you could add an extra dimension to a small Roman town by having a Celtic vicus on the outskirts of the town.



The quality of these models are very good and they're certainly something to consider if you're planning to game in a Roman Urban centre. You could add them onto your table as background buildings to your MDF ones.

<http://wars175x.narod.ru/wargameprint/paper.html>



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