

irregular

Winter Issue 2019

magazine

*Getting into
Team Yankee*

*Gaming &
Bionic Arms*

*WW2 Heroes
Test of Honour*

Plus News, Reviews, and much, much more



Cover Art; (Adobe Stock.com)

5 News

A round up of the latest happenings in the gaming world

13 Ed's Challenge

Our editor continues painting his grey army.

17 Newark Wargame Show

A quick preview of the wargame show in Newark

22 Great Escape in Asia

How a British officer escaped from Hong Kong and travelled through China

25 Getting into Team Yankee

Alex takes a look at starting Team Yankee

29 Gamer Designs his Own Bionic Arm

A British gamer designs his own bionic arm

33 Defence of Sihang Warehouse

A famous defence of a warehouse during the battle for Shanghai

37 Games for the Family

A look at some of best family games on the market

40 Test of Honour 2nd Edition

News that Test of Honour is going to 2nd edition

43 CoCo's reviews

Our new 12 year reviewer gives a kids eye view of some games

46 Quick Skirmish Games

A quick look at a new book from Pen and Sward

49 New York Toy Fair

A look at some of the highlights from the New York Toy Fair

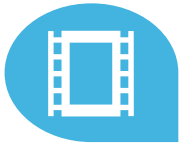




[.twitter.com/Irregularmag](https://twitter.com/Irregularmag)



[.facebook.com/irregularmagazine](https://facebook.com/irregularmagazine)



youtube.com/irregularmagazine

The Irregular Team

Editor: Jason Hubbard

Co-Editor: Alex Garbett

Proofing: Irregular Team

Cover Art:

Graphic Design/Layout: Jason Hubbard

Interior Art:

Web Site: Dave Barker

Social Media: Irregular Team



Winter Issue 2019

Editorial

Jason Hubbard

Well it's the start of a new year, which means new projects. This year I plan to finally to start playing Test of Honour and Team Yankee. I've decided to build a Chinese PLA army for Team Yankee, which will make use of Russian tanks with slight conversions. My other major plan for this year is to finish my three small Bolt Action armies which are slowly coming along. This month will see me play some Mordhiem, a game I've always loved. I put together a small article of my clubs' campaign in the next issue.

In other big news we'll be leaving the EU in a few short weeks, and how this will affect the gaming industry remains to be seen. As we get closer to the leave date, I plan to write an article looking at the possible consequences it may have on our hobby and the industry of table top games.

Soon it'll time to attend the two big show of the year, Salute and the UK Games Expo, we plan to bring you coverage of both events. Though the biggest news for 2019 is Irregular Magazine will be 10 years old in June, so we plan to bring some of the highlights from the last 10 years in a bumper summer issue. Also, this year we're starting a new project that will be additional to the magazine, in the form of a regular podcast. When this issue is released, we should have at least one episode on-line. There is a short article on the new project in this issue along with out YouTube address.

That's all folks.....see you next time.

Jason



Trick Your Way to Glory in Thrown—Coming Soon!



WizKids is pleased to announce the upcoming release of *Thrown*, a new trick taking game designed by Adam Porter, designer of the acclaimed *Pikoko*. Adding dice into the traditional trick-taking formula, *Thrown* puts a whole new spin on one of gaming's most popular and long-standing mechanics.

In *Thrown*, players take on the roles of nobles vying for the throne after the death of the Monarch. Each round, players go around the table rolling 1-3 dice of a single colour from their pool, attempting to roll the highest possible result. The chosen colour for each round is referred to as the trick colour. Each colour represents a different suit. If a player is unable to roll a die in the correct suit for that round, that player must attempt to trump by rolling a 6 on any other colour die. The player who rolled the highest number wins the round unless another player successfully rolled a trump, in which case that player wins and receives 1 gold for each die rolled by every opponent.

In addition to rolling dice, players have access to a communal set of cards in the centre of the table, called the Display. These cards have an array of powers and abilities which can be used at various times during each round. For example, some cards, called Discard Powers, allow players to discard their dice in order to re-roll or access additional dice during their turn. Other cards, such as Result Powers and Victory Powers, may be used after your turn or at the end of the trick and can impact the result of the trick. The game ends after several rounds equal to the number of players, and the player with the highest total amount of gold is the winner and becomes the kingdom's new Monarch!



This new twist on trick-taking games turns this classic formula into a fresh, new experience. With 40 dice, 22-character cards, and limitless possibilities, this dice-rolling fantasy game will provide endless re-playability for new and experienced gamers alike."

<https://wizkids.com/thrown/>

Fantasy Flights - Star Wars Legions

Chewbacca Operative Expansion

As Han Solo's ever-faithful companion, Chewbacca isn't afraid to follow his friends into battle. Once there, it isn't hard to see how he can aid Rebel commanders as they attempt to capture crucial objectives or secure a foothold on the battlefield. His immense strength and personal connection to Solo, Luke Skywalker, and Leia Organa make him a natural choice to join these iconic heroes on the battlefield as an operative.

Inside the Chewbacca Operative Expansion, you'll find everything you need to add Chewbacca to your Rebel army in Star Wars™: Legion. A single unpainted, easily assembled miniature depicts Chewbacca roaring into battle, his trusty bowcaster at the ready. Three upgrade cards provide more tools for preparing Chewbacca and your other units for battle, and three command cards can add more variety to your hand, allowing Chewbacca to team up with the three Rebel commanders.



Wookiee Warriors Unit Expansion

Despite their imposing size, Wookiees are normally peaceful and proud. After years of suffering under Imperial rule, however, many Wookiees have taken to the battlefields of the Galactic Civil War as members of the Rebel Alliance. Although they are a rare sight on the battlefield, Wookiees can quickly enter a berserker rage that any surviving enemies will not soon forget.

Within the Wookiee Warriors Unit Expansion for Star Wars: Legion, Rebel generals will find everything they need to add a group of Wookiees to their army as a special force's unit. Four unpainted, easily assembled miniatures display the Wookiees charging into the fray brandishing their Ryyk Blades, while five unique upgrade cards can prepare them for whatever they may face on the battlefield.



Occupier Combat Assault Tank Unit Expansion

For the Galactic Empire, conquering a planet is only the beginning of the battle. Massive vehicles like AT-STs and elite shock troops like Imperial Death Troopers may be effective at sweeping across battlefields and capturing new territory, but they rarely stick around to hold this ground. A TX-225 GAVw Occupier Combat Assault Tank, however, is more than enough to quell any resistance to Imperial occupation.

Heavily armed and capable of carrying either cargo or personnel, one of these tanks can be a versatile asset to stormtrooper detachments on occupation duty. With the TX-225 GAVw Occupier Combat Assault Tank Unit Expansion, your Imperial armies gain a single finely sculpted, menacing TX-225 miniature that can work in tandem with your ground troops to impose the Empire's will wherever it's assigned. In addition to this beautiful miniature, this expansion also contains all the unit cards, upgrade cards, and tokens that you'll need to add one to your armies and outfit it for battle.



X-34 Landspeeder Unit Expansion

Unable to match the Empire's production of military equipment, the Rebel Alliance makes do with whatever they have on hand—which often means converting civilian vehicles into weapons of war. In addition to being outfitted with stolen weaponry to support Rebel soldiers in combat, the nondescript appearance of these vehicles is often useful in avoiding capture. With an X-34 Landspeeder in your arsenal, you'll be able to adapt one of the Star Wars saga's most iconic speeders to fit your needs on the battlefields of the Galactic Civil War.

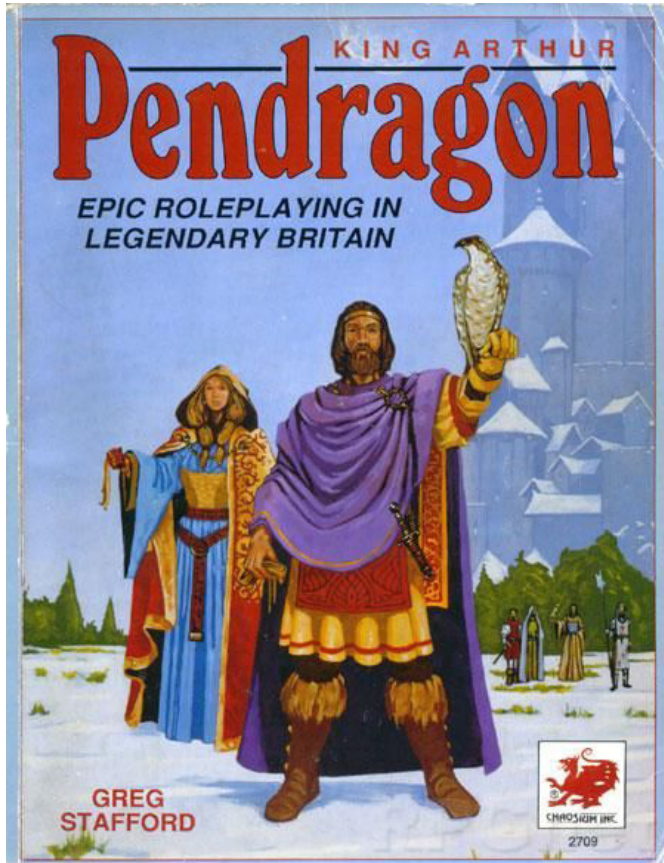
Already a speedy craft thanks to its powerful repulsor engine, an X-34 Landspeeder becomes a threat to even the toughest Imperial opponents when driven by an experienced pilot and equipped with an assortment of weapons. The X-34 Landspeeder Unit Expansion adds one X-34 landspeeder miniature—complete with two unique weapon options—to your Rebel armies. Along with the beautifully sculpted, finely detailed miniature, you'll also find a unit card and all the tokens you need to get your X-34 up and running in this expansion, as well as a range of upgrade cards to customize it to your specific battle plans.



King Arthur Pendragon RPG returns to Chaosium

Chaosium Inc, original publishers of Greg Stafford's King Arthur Pendragon roleplaying game (KAP), will once again become the owners and publishers of the game, it was announced today.

All rights to KAP and the Prince Valiant story-telling game have been transferred from the ownership of Nocturnal Media to Chaosium.



Greg Stafford, founder of Chaosium and creator of both games, passed away in October this year. The return of these titles to Chaosium has the blessing of Greg Stafford's wife Suzanne and his children.

Steve Wieck speaking for Nocturnal Media on the transition of Pendragon back to Chaosium:

"There's a story behind this story. In the early 1990's, the staff of Chaosium were celebrating with a feast at Mader's Restaurant in Milwaukee after a successful Gen Con. At the table next to them, the White Wolf staff also feasted on haunches of meat and steins of beer. My brother Stewart and Mark Rein Hagen, founders of White Wolf, stood and toasted Greg Stafford and the Chaosium crew, "Hail to Chaosium, the pioneers, the seers, the shamans, who ignited the flame of storytelling in our roleplaying hobby", and the White Wolf table cheered their respect.

Naturally, one cannot possibly out-do Greg Stafford, the creator of Pendragon, in matters of feasting etiquette. Thus, Greg rose and toasted back with supreme humility, "We were merely keeping the fire lit through the cold, dark night, for we heard in the distance the howl of the wolf and knew the wolf would come to turn the flame to a bonfire."

It would be years later that White Wolf would end up acquiring Greg's King Arthur Pendragon game (which had already travelled from Chaosium to Green Knight Publishing). And still later, after White Wolf merged with CCP, ownership of the Pendragon game travelled back to Stewart's new company Nocturnal Media. Stewart immediately started collaborating with Greg to publish a new edition and supplemental material for the game.

Then both Stewart and Greg passed, and it's been a bit of a cold, dark night. Those of us who remain at Nocturnal have tried to keep the Pendragon fire lit through the night, publishing new KAP supplements and the Paladin game, but it's clear that for the fire to become a bonfire, the wheel should turn full circle and Pendragon return to its origin, return to Chaosium. We pass the torch to our friends at Chaosium, knowing that greatness awaits. The Boy King is ready to become a Conqueror. Long live the King."

Earlier this year at Gen Con it was announced that Chaosium was assisting Nocturnal Media in release and distribution of its products and would help with the fulfilment of several of its Kickstarters. That assistance will continue.

Chaosium.com,



The Giant Book of Battle Mats

Attention Adventurers! The game is afoot, and it just got bigger.

Keep the party rolling through random and planned encounters as you adventure through dungeons, across deserts and through winding alleys and cave systems in search of excitement (and obviously treasure). This tome of A3 RPG encounter mats is the must have tool to illustrate for your campaign.



From the publishers who brought you the Big Book of Battle Mats (Winner of the UK Games Expo People's Choice Best Accessory 2018), the A3 Giant Book of Battle Mats will be launching in November 2018 following a successful Kickstarter campaign.

The Giant Book of Battle Mats is an essential part of any Game Master's toolkit. Designed to illustrate and help track encounters, as well as spark the imagination a little, this tool hugely reduces game preparation time.



The Giant book of Battle Mats features

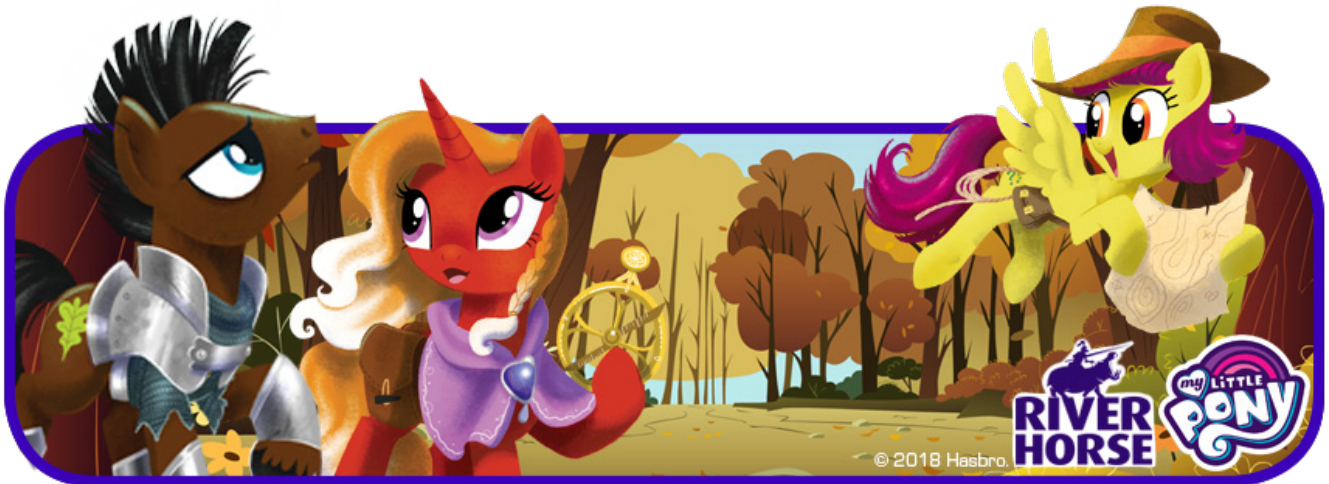
- A3 format
- 62 wipe clean Battle mat pages for RPG encounters
- Fantasy themed
- 1 inch grid throughout
- Complimentary maps on opposing pages creating an A2 map
- Wire bound spine gives handy lay flat format
- Designs ranging from dungeons to caves, castles, swamps, deserts and graveyards.

The Giant Book of Battle Mats also features designs which line up across multiple books, so two or more books can be used to create larger more complex scenarios.

<https://www.battlemats.co.uk/battlematbooks.html>



Tails of Equestria 2019-River Horse Distributing in North America



Over the past two years, our team at River Horse has been working closely with Shinobi 7, who we have collaborated with on distribution of the My Little Pony: Tails of Equestria storytelling series in North America since the product was released. We learned a great deal from this collaboration, and our friends at Shinobi 7 have our thanks for all the help in laying the foundation for this fantastic product range, and for the valuable experience.



From the 1st of January 2019, River Horse will be taking on responsibility for Tails of Equestria in North America. When Tails of Equestria first launched in 2017, it was after a long period of hard work creating, approving, and preparing the product for market. As a UK based company, we began looking for potential partners across the pond to help with the promotion and selling of the range. With experience in North American markets, Shinobi 7 presented us a great opportunity, and through this collaboration, Tails of Equestria was launched worldwide.

With 2 years success in the market place, River Horse is now prepared to grow Tails of Equestria range. As part of this plan, River Horse will have full oversight of marketing and distribution of Tails of Equestria in North America starting January 2019.

Please look out for more information regarding Tails of Equestria in North America. We are very excited about bringing this storytelling series to even more people next year.

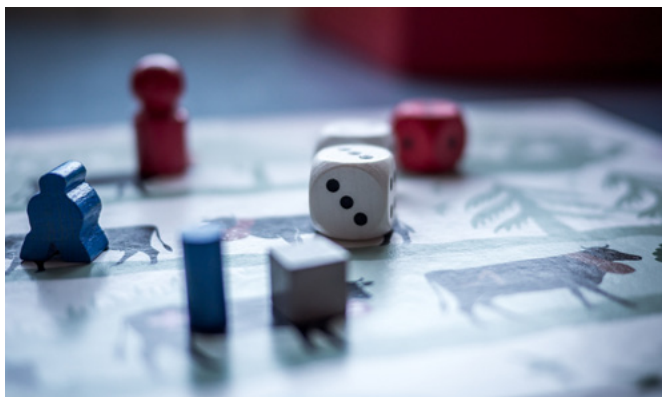
www.hasbro.com

ADC Blackfire Entertainment in discussions to join Asmodee

The Asmodee Group has announced today that it has entered into exclusive discussions to acquire ADC Blackfire Entertainment, a longtime partner. Founded in 1999, Blackfire is present in 3 markets and distributes collectible card games, toys, boardgames and pop culture products. The synergy between Asmodee's catalogue and Blackfire's operations in Czech Republic and Romania creates [...]

The Asmodee Group has announced today that it has entered into exclusive discussions to acquire ADC Blackfire Entertainment, a longtime partner.

Founded in 1999, Blackfire is present in 3 markets and distributes collectible card games, toys, boardgames and pop culture products.



The synergy between Asmodee's catalogue and Blackfire's operations in Czech Republic and Romania creates a great opportunity to improve the supply of games, from the Asmodee Group studios and from all Asmodee partners, directly into these markets.

The acquisition of the newly developed, high-quality operations of Blackfire Germany will allow Asmodee to offer an even better service to vendors and customers in Germany and all over Europe.

"We are delighted to welcome Blackfire to the Asmodee Group. We have been working with them as partners for many years. We have always shared the same passion to provide our audiences with great games and entertainment experiences. Today the combination of Asmodee's and Blackfire's highly seasoned and professional teams will enable us to strengthen our operations and presence in Europe. Our key objective is to continuously offer the best products and services to our communities, consumers and retail partners." said Stéphane Carville CEO of Asmodee Group.

"We have been successfully building Blackfire for almost 20 years and a good part of this path has been with Asmodee as a great partner. We are now happy to announce the next step in our relationship, a merger which I have no doubt saying will create an awesome synergy of experience, brands and products. Our ultimate goal and vision to deliver the best entertainment to kids, families and fans of games is going to be much easier to fulfill. We are looking forward to write the next great chapter of our story." Said Martin Polak, CEO of Blackfire Czech Republic.



"Over the years both companies have become key players in their segments of the games industry – and now we are taking the next step forward to grow best in class, combining a comprehensive assortment of distributed titles and owned intellectual properties with state-of-the-art logistics and customer service.

I am sure this will create game-changing synergies from which customers will benefit greatly." Said Alexander Dubynski, CEO of Blackfire Germany

"I am thrilled that over just a couple of years Blackfire Romania, our youngest branch, has become one of the biggest distributors of toys and games in Romania and the preferred partner for major manufacturers and licensors. This merger will yield great synergies and benefits in the years ahead." Said Loredana Orzață (Dobraniș), CEO of Blackfire Romania

CMON ACQUIRES LICENSE FOR NIGHT OF THE LIVING DEAD

Fifty years ago, George A. Romero's *Night of the Living Dead* changed the horror movie industry and created the zombie genre. Since then, zombies have become a mainstay in popular culture, and now, CMON Ltd., maker of worldwide best-selling tabletop games including their flagship title *Zombicide*, has acquired the license from Living Dead Media to create branded board games and associated play accessories (including miniature PVC figures, board, dice and tokens/coins, cards) based on Romero's original iconic movie. These new games are officially approved by Image Ten, the original production company and custodians of George A. Romero's iconic film, making them the definitive tabletop products based on the horror classic.

Geoff Skinner, CMON's VP of Media Development, said of the partnership, "*Night of the Living Dead* is the quintessential zombie movie. It's an honor to work with such a property, and we are excited to be able to partner with Living Dead Media and Image Ten on creating a game worthy of the movie's legacy."

For this release, CMON Ltd. is once again working with Evolution USA LLC, the licensing and brand management agent of Living Dead Media. Their first collaboration was a tabletop game based on the popular Gaumont-produced Netflix series, *Narcos*.

Travis Rutherford, Partner/Chief Revenue Officer at Evolution, said, "We're thrilled for *Night of the Living Dead* to be hitting gaming tables all over the world next year and are excited to see what the team at CMON has cooked up. Just like their work on *Narcos*, we know this will be a fitting addition to a legendary franchise."

"Living Dead Media and Image Ten are proud to partner with CMON to bring legions of fans a new way to experience *Night of the Living Dead*. And, Living Dead Media will be honoring George A. Romero by donating a portion of its profits to the newly formed George A. Romero Foundation known as GARF," said Steve Wolsh, CEO of Living Dead Media.

The announcement to create games based on *Night of the Living Dead* coincides with CMON Ltd.'s opening of their new L.A. office. From there, CMON looks to further work with licensors to create tabletop products. Earlier this year, CMON successfully launched the *A Song of Ice and Fire: Tabletop Miniatures Game* based on the NYT Bestselling book series by George R. R. Martin as well as *Bloodborne: The Card Game* based on Sony's best-selling PS4-exclusive video game,



Bloodborne. In Q2 of 2019, they will be releasing a family tabletop game based on Hanna-Barbera's classic *Wacky Races* cartoon series. The L.A. Office is being led by Geoff Skinner.

Of his mission in L.A., Geoff Skinner said, "CMON is the premiere tabletop gaming company in the world, and I couldn't be more proud to help establish our footprint in Hollywood. By opening an office in L.A., we're looking forward to strengthening our licensor relationships in the film, TV, and electronic gaming communities, as well as to forging partnerships that will expand the narrative of our own IPs into television, features and animation."

<https://www.asmodee.co.uk>

THE BIGGEST BATTLE ROYALE CLASH OF ALL TIME



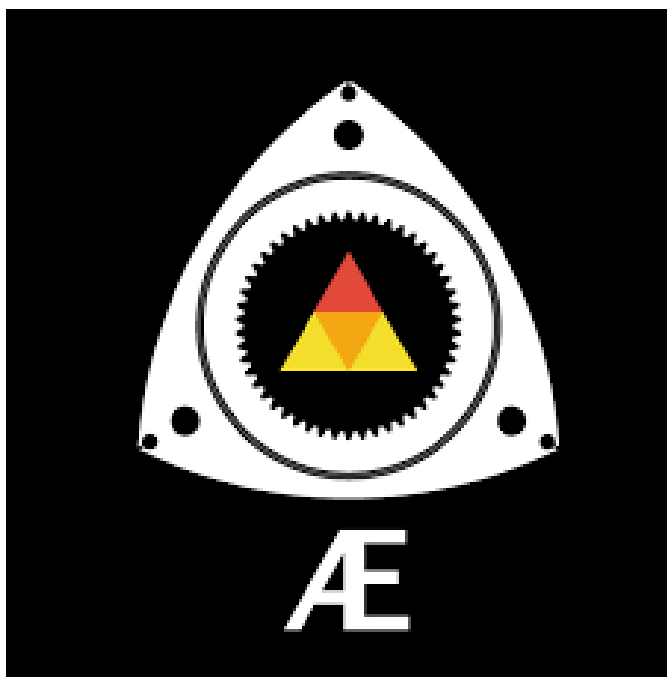
The biggest battle royale clash ever seen in gaming has arrived, as Hadean looks to perform a record-breaking stress test of its Aether Engine tech.

Up to 10,000 players will face off against each other in a single space battle, the winner being the last player to survive the chaotic clash. Only players who quickly adapt to the anarchy around them will thrive in this unique combat scenario, as the sheer number of players involved means that old battle royale tactics no longer apply.



Developed by London tech start-up Hadean, the space showdown will showcase Aether Engine's ability to handle a record-breaking number of players, breathing new life into the popular battle royale genre and opening up fresh gameplay possibilities for creative developers. It will also highlight the versatility of Hadean's distributed simulation engine, as Aether Engine is also being used by the Francis Crick Institute for cancer cell research.

You can sign up right now at www.aetherengine.io/pvp-10k. For those who sign up, the battle royale clash will be free to play on PC in late February.



Irregular Magazine Podcast Project



This year we've finally bitten the bullet and decided to produce a regular podcast. Both myself and Alex have talked about producing a podcast for some time and decided that as it the magazine's tenth anniversary that we would start it this year.

The first episode is an introduction about me and Alex and how Irregular magazine came about. We talk about some of the changes that the magazine has seen in the hobby over the last ten years and why we still play with toy soldiers.



We plan to cover numerous topics related to the hobby that will include television, film and gaming. We plan to release one episode every week onto our YouTube channel, each episode will be hosted by me and Alex and may also include guests. Most shows will be around 30-60 minutes long, where we chat about the topic of the week.

We are also considering recording a separate podcast during our painting sessions where we discuss a wide variety of subjects, from painting through to modern warfare (well old war stories from me and a couple of other who served in the military).

We may even record some RPG specials of local groups playing a weekly RPG session. All of these will be showcased on our YouTube channel.

youtube.com/irregularmagazine

Ed's Challenge

Jason Hubbard



It's the first Editors Painting Challenge of 2019, and I've started thinking about new projects and painting challenges. I've still a couple of projects from last year that need to be finished as well, these include the on-going painting project Lord of the Rings, this will be on going due to the mountain of miniatures that need to be painted. Other projects include the Bolt Action armies, British SAS & LRDG, Late War Germans and Chinese army. This year I plan to start a few new projects, which includes a Chinese PLA army for Team Yankee, also a couple of warbands for Test of Honor.

Team Yankee

I and a couple of friends have decided to start playing Team Yankee, the plan is to start an Asian Pacific campaign. With this in mind I decided to build and play PLA Chinese army, this meant I would be the main protagonist in the campaign. Team Yankee is a 15mm wargame set in a fictional World War 3, our campaign will be set in Asia, where China invades Hong Kong and Taiwan to reclaim lost territory, later in the campaign China will also try to take back land lost to Russia at the end of WW2.



To date Battlefront hasn't released anything for the PLA, so this will require me to convert and kit bash Russian armor into Chinese versions. I will mainly use T-54/55 and convert them into Type 59, Type 69 and Type 79 tanks. I also discovered whilst researching the PLA of the 80's that China bought 30 Gazelle helicopters, so I plan to take a couple for my army. Whilst researching I found out that during the Sino-Soviet border clashes China captured a T-62, so I asked my fellow gamers if I could change this to a T-64, which would allow me to take a unit of three T-64's, fortunately they agreed.

Test of Honor

Last year before Christmas I picked up the starter set for Test of Honor, I also received for my birthday a couple of the additional factions, Ninjas and the bandits warbands, along with some other odds and ends. Some of these include some Ronin from the Perry's Samurai range, which I've already started painting. I'm hoping to generate some interest at the club, which is why I'm planning to build and paint several warbands so I can demo the game. I'm also planning to add a couple of more factions, Chinese and Korean, so I can expand out of Japan.



2018 Projects

Lord of the Rings

This has and will be an ongoing project simply due to the mountain of miniatures I have. I have enough to build both a good and evil army, though I intend to play it as a narrative skirmish game. I plan to introduce my 12-year-old niece to the game, by playing out scenes from the film. We played a couple over the Christmas holidays and she enjoyed the experience. So, I'm slowly plodding on with this again in 2019, I'm going to focus more on some of the characters for the next few months. This is mainly because I've painted several goblins, a cave troll and Harad miniatures during 2018.



Bolt Action

I've been slowly building three armies for Bolt Action, this includes British SAS and LRDG, Late War Germans and Chinese Nationalists/Communist armies. Last year I painted up several SAS/LRDG infantry, so the plan this year is to paint some vehicles. Regarding the Germans I have painted several infantry miniatures from a variety of different ranges. I have built ready for painting a Panzer III and Puma tanks. The Chinese have been a little slower to build because I'm having to convert Japanese and German infantry to build Chinese infantry. I have managed to build a T-34 for the Communists, but this is really for use in the Chinese Civil and Korean Wars rather than WW2. This year I plan to convert more infantry, possibly pick up some of the Chinese Warlord miniatures from Copplestone to bulk out the army.



Other Smaller Projects

I have several smaller projects that need to be painted this year which includes the zombies for Walking Dead, a small Napoleonic warband for Osprey's Chosen Man rule set and terrain for various games I play. I've also started Space Marines for Kill Team, so far, I've painted 5 marines, but they need basing for to say they're complete. I also have a small medieval/fantasy human army to paint up so that I can play various fantasy skirmish rules. Other painting projects include various single miniatures which are mainly monsters for use in dungeon crawling games.



Hammerhead 2019 - Saturday 2nd March

H

ammerhead is run by Kallistra Ltd with assistance from The Forest Outlaws Wargamers Club, GCN and support from Miniature Wargames, Wargames Illustrated and Wargames Soldiers and Strategy.

Two Great Spaces Full of Fantastic Games!

Top Manufacturers / Traders and up to 70 Participation Games and Activities plus the Wargames Illustrated Painting Competition!



The Venue

The Gamers Lounge and the George Stephenson Exhibition Hall

The Cedric Ford Pavilion - Gamers Lounge - offers a welcoming, warm and comfortable, carpeted environment in which you can play games, shop for wargame goodies from a selection of traders. There is a fully licensed bar and seating area and it has its own catering facilities, which will be serving a variety of reasonably priced hot and cold food throughout the day - enjoy a meal and may be a drink from the bar and socialise with fellow gamers.

The George Stephenson Exhibition Hall offers a welcoming environment with plenty of space (3000sq metres), with natural light in which you can play games, shop for wargame goodies from a selection of top traders positioned around the perimeter of the hall. The visitor participation games are all located in the central area of the exhibition hall. It has its own catering facilities, which will be serving a variety of reasonably priced hot and cold food throughout the day

The Wargames Illustrated Hammerhead Painting Competition returns for 2019

The Wargames Illustrated Painting Competition located in the George Stephenson hall. Wargames Illustrated are running the Hammerhead painting competition. There is no entry fee to the competition - just bring your painted miniatures along to the Wargames Illustrated stand located in the George Stephenson Hall. Entries will be accepted from opening until 12pm(noon).

All entries to be personally handed in by their creator and registered at the Wargames Illustrated Hammerhead Painting Competition Desk.

Prizes

WI will award prizes for First, Second, and Third place in each category. In addition, there will be a trophy awarded for Best in Show.

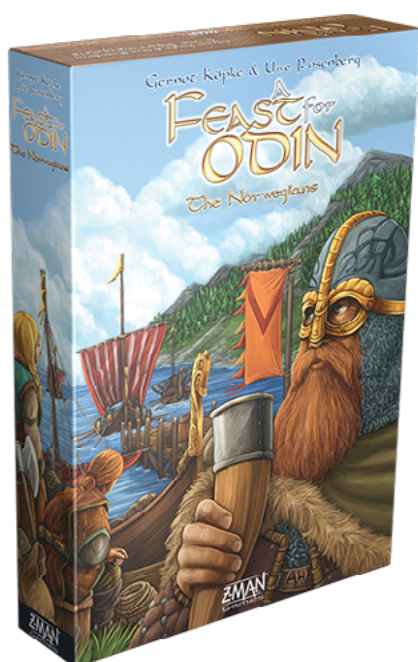
Categories

1. Historical Single Miniature.
A single figure, foot or mounted, for any historical period.
2. Historical Unit/War Machine.
Any unit of 3 or more models (foot or mounted) or a single vehicle or war machine with crew, for any historical period.
3. Fantasy Single Miniature.
A single figure, foot or mounted, for non-historical genres including fantasy and steampunk.
4. Fantasy Unit/War Machine.
Any unit of 3 or more models or a single vehicle, or war machine with crew, for nonhistorical genres including fantasy and steampunk.
5. Sci-Fi Single Miniature.
A single figure, foot or mounted, for non-historical genres including science fiction, Weird War, and post-apocalyptic.
6. Sci-Fi Unit/War Machine.
Any unit of 3 or more models or a single vehicle or a war machine with crew, for non-historical genres including science fiction, Weird War, and post-apocalyptic.
7. Youth Category.
A single figure, foot or mounted, any period or genre, for painters 16 and younger.
8. Open Category.
Any model, vignette, or diorama of any scale, up to 8" x 8" x 8", any period or genre.
9. Kallistra – Historical or Fantasy.
Any unit of 12mm figures manufactured by Kallistra (the hosts of Hammerhead).



CHANGING ENVIRONMENTS

Living along the rugged coast of Scandinavia, your Vikings excel at making do with what's available to them, extracting what resources they can from the land and supplanting their crops when the harvest fails. Replacing the action board and extensions from the base game, the three new double-sided action boards in *The Norwegians* combine to create a varying tableau of options for different player counts, forcing you to adjust your strategy to seek new paths to victory.



At the two-player count, players will find their options constrained and face more competition for some of the most coveted actions spaces, like Pillaging. If your opponent claims the chance to lead a Pillaging raid before you, perhaps you might choose a subtler route and take a knarr out for some Theft. Your weapons more commonly used for hunting can be just as useful for thievery, and your knarr can allow you to barter your goods, opening new paths.

With only one game hunt available on the board, you might seek to claim the hunt before your opponent, taking home a lesser hide than setting a snare but still bringing back much meat for your evening feast. Or you may choose to range further afield to claim the antlers of an elk, as well as a new weapon for your future endeavors. Heading out further for hunting and claiming that space in the new fifth column is a tempting choice but will end your round. After placing Vikings on action spaces in the fifth column, you cannot place any more Vikings that round and must pass. So, consider carefully when you send your Vikings out and to which task.

More options unfold with three players, with flourishing trade giving you more options to add to your hoard, while new horizons for both exploration and pillage greet your ships. Finally, with all four players, animals to hunt become more readily available, both on land and sea, and more players can take advantage of their skilled crafters to build warm houses and sturdy ships.



TAKE ADVANTAGE OF UNIQUE OPPORTUNITIES

Among your people are many skilled crafters, but they will need lodgings, tools, and supplies to properly utilize their talents for the benefit of the clan. At the beginning of the game, each player will be dealt a double-sided artisan shed. You can build either side of the artisan shed during the game, instead of building a normal shed. Once built, it will need to be stocked not only with the food and goods of a standard building, but with each artisan's preferred materials and tools.

The armory, for instance, will require ore for the forge, while the whaling hut will need a whaling boat to

reach its full potential. Once they are up and running, the artisans can provide you with unique rewards: the armory will not only forge new swords for you but can also provide you with excess ore to arm your longships or create new tools. Meanwhile, the whaling hut gives you their excess catch in the form of stockfish for the table.



These new opportunities can help direct your strategy throughout the game. Utilizing new goods and puzzling them into place on your unique board can give you an edge over your opponents. Here the player starting with the beekeeper can place the new pig goods tile onto the board. The pig surrounds the mead icon, activating that bonus and giving that player a new good tile. The beekeeper can make an excellent honey mead and placing the new mead tile onto the board gets rid of the negative two points.





A JUST RECOMPENSE

Occupation cards are an important facet of your strategy: having a Grain Merchant or Berserker among your clan can make a major difference in your strategy throughout the game. However, sometimes a newly-drawn occupation card may not correspond with a plan you've already adopted for this game, or you may have drawn it just a bit too late. While before you might have played them and possibly claimed some small recompense in the form of their printed points values, now you can take a more substantial reward in the form of the new victory point tokens.

With the Norwegians expansion, whenever you could play an occupation card, you can instead discard that card to take a victory point token, which are worth either 2, 3, or 4 points at the end of the game. There are a limited number of 3- and 4-value victory point tokens available, so those who take them early will benefit the most, but you always have the option to discard an occupation for a solid 2 points.

Grab your copy of *A Feast for Odin: The Norwegians* today to become the greatest Viking chieftain!



Major John Monro and the Asian Great Escape

Jason Hubbard

POW escapes in Europe are well known to the public through books and films such as the Great Escape and the Colditz story, but prisoner of war escapes in Asia are generally not so well known. Some of the reasons for this were the conditions those prisoners were kept in. Most Japanese POW's didn't want to talk about their experiences, my Great Uncle was one of them. The Japanese treated prisoners horrifically regardless of nationality, many were made to perform hard labor under extreme conditions, and many females were forced into becoming comfort women.

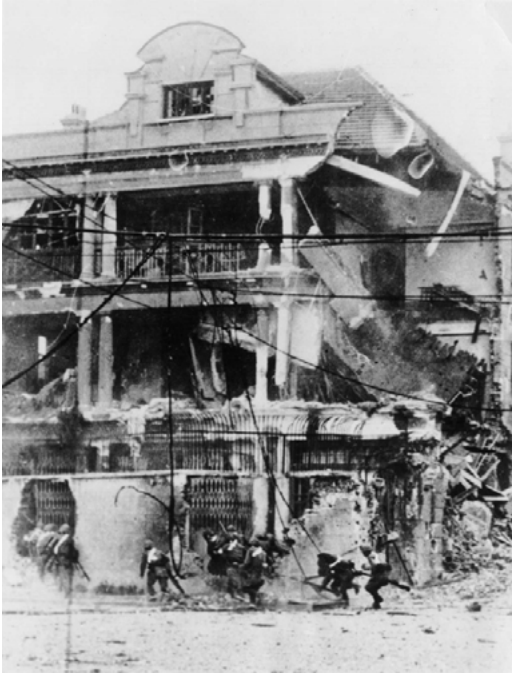
Yet there were many exceptional escapes by allied POW's and John Monro was one of those men. His escape along with two other British officers is one of legendary status, it involved a 1,200-mile trek across enemy held territory through dense Chinese jungle to reach Allied lines.

His entire journey was fraught with danger at every corner, from being captured by Japanese patrols, to being killed by Chinese loyal to the Japanese invaders as well as the environment John and his fellow escapees were travelling through.



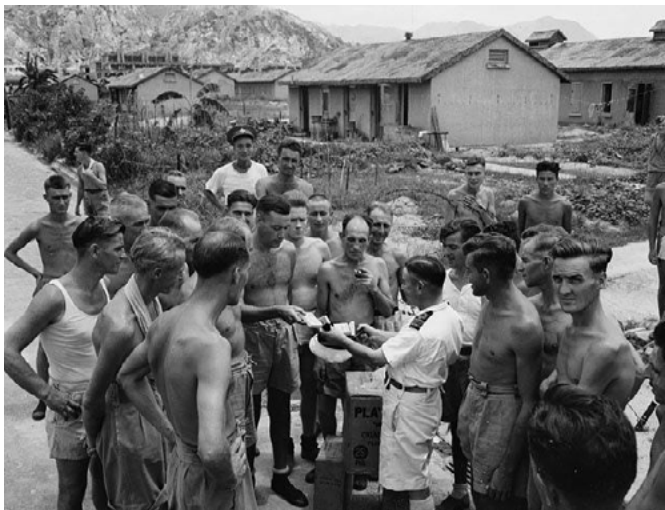
If the Japanese re-captured all three of them there was a possibility that they would either be beheaded, used as bayonet practice or buried alive. The Japanese were brutal

towards those who tried to escape, and it was quite common for them to execute those who tried in an extremely brutal manner, and that may have involved torture before being killed as well. So, the decision to escape wasn't taken lightly by those who made escape attempts.



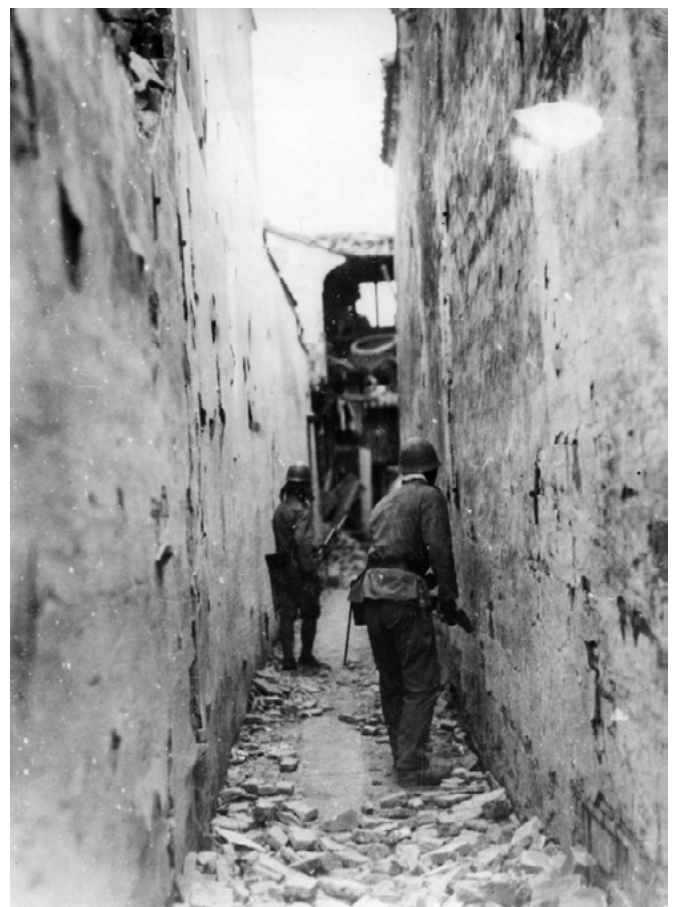
We know about John's escape because he documented his war time experiences, including the escape in diaries and letters home. Which is why we know what he endured in the POW camp and during his 1,200-mile trek to Chongqing, China to reach safety. He was originally captured after the battle for Hong Kong in 1941, where he was in command of an artillery unit. Upon capture he was sent to the notorious Sham Shui Po, two months later he escaped along with two others.

They escaped under the cover of night, by sneaking through a hole in the barbed wire. The camp was water locked and therefore the Japanese assumed it impossible to escape from, or rather that the prisoners wouldn't make an attempt to cross open water to landfall. They waded into the sea, dragging a home-made raft produced using minimal materials they managed to fine around the camp.



The two other officers who made the escape alongside John were, Flying Officer Norman Baugh and Captain I.B Trevor, it took all three of them over an hour to swim to the mainland. From there they disappeared into the dense Chinese countryside. This was the start of their epic 1,200-mile journey, unarmed and trying to avoid re-capture.

The journey took two months to complete, fleeing the POW camp to the Chinese army based in Chongqing, unarmed, no money with minimal Chinese language skills. At one point they encountered an armed Chinese Guerrilla force who thought they were Japanese spies. John wrote, "For a time they refused to believe we were escaped prisoners, we had with us packs, a little food and some basic equipment, as well as



watches. All of which was viewed with suspicion. "We explained to them that we carried our packs and clothes on a raft, but they refused to believe us, as they could not believe that the Japanese would allow us the opportunity to build such a thing. They were only convinced when they discovered our wet shorts in our packs that tasted of salt water."

They finally reached Chongqing in April 1942, having trekked a distance of 1200 miles and taking two months to do so. John remained in Chongqing for a year working as a military attaché before returning to Britain and re-deployed to the Burma campaign



where he fought until the end of the war.
Gaming the escape

To game this story I would suggest using Bolt Action, though you could any WW2 rule set that are more familiar to you and your gaming group.

If you wanted to play a series of scenarios of this escape, then I would suggest using suitable Chindit models from the Warlord range or kit bashing Desert War 8th Army British, obviously painting them in tropical clothing colours. If you want to arm them then I would suggest using Japanese small arms as these would have been the only available options for them. Most likely pistols, bayonets and made be at a push a rifle.

Scenarios could include escaping the POW camp without detection and swimming to safety, the encounter with the Guerrilla force, avoiding Japanese patrols, a skirmish with a patrol of Japanese or Chinese Police (Collaborators) whilst trying to avoid a small populated area.

I would suggest using stats for regular British Officers for Flying Officer Norman Baugh and Captain I.B Trevor and I'd make John a veteran, with the Tough Fighter special rule to all three, as you'd have to be tough and resilient soldiers to achieve what these three officers managed. I would also assign the stubborn rule to all three as well, as these individuals were very determined and wouldn't give in easily.

This escape was truly one of those stories of legend from the Second World War, what these three accomplished was nothing short of extraordinary.





TEAM YANKEE – Diving into Combat

Alex Garbett

"The two officers turned in the direction of the noise just in time to see two jets come screaming into the valley from the east, drop down low and fly up the valley on the right of the Team's positions. Bannon didn't recognize the aircraft type. Aircraft recognition wasn't one of his strong points. But it wasn't necessary to identify the exact type. A glimpse of the red star on the fuselage told him everything that he needed to know about the two jets. The waiting was over. The balloon had gone up. Team Yankee was at war."

Harold Coyle, Team Yankee

If you've been to your local hobby store you have probably seen Team Yankee or come across it as part of the Flames Of War range produced by Battlefront Miniatures.

Team Yankee – World War III is based on the 1987 book of the same name by Harold Coyle and tells of the invasion of the west through East Germany by an aggressive and resurgent Soviet Union with the focus of the story told through the actions of a United States Armoured Company stationed on the front as war breaks out.

The game as we know it now was released back in 2015 and saw its initial releases backed up with further products and ranges to now encompass most major players within NATO and the Warsaw Pact.



Battlefront Miniatures building upon their experience in their World War II miniature range have made sure that core Armour (Tanks) sets within Team Yankee are available as multipart Plastic Kits and these have been the focus of several generations of Starter Sets along



with the game also spawning its TANKS – The Modern Age spin off skirmish game.

Personally I have been aware of Flames Of War for years and specifically Team Yankee since its release when I took a trip down to Firestorm Games in Cardiff on the way back from Caerphilly and Caerleon and took a spy at the Starter Boxes, Bannon's Boys and Potecknov's Bears.



While I was interested in the game and feeling the pull my hobby funds at the time were directed to the likes of Star Wars: X-Wing, Imperial Assault and Armada all made by Fantasy Flight Games, who bar Imperial Assault were offering pre-painted miniatures of a very high standard but also due to these games being the focus of my local gaming group.

Historically I have always been fascinated with the Cold War period and how close the world has come several times to its end, yet how through the will of special leaders and more, its been steered from the brink, even to the point of the Doomsday clock being moved back from its 1 minute to Midnight position with the eventual fall of the Berlin Wall and fall of the Soviet Union.

After adding World Of Tanks to the mix and continuing to look on a regular basis at the Team Yankee products in my local independent stockist the final pillar fell when Jason (Editor) told me and send pictures of some of his models over facebook one evening and with that I took the plunge and put an order in to get some shiny shiny Cold War Team Yankee Goodness.

So based on the above I am somewhat late to the Team Yankee party but I feel that I've been quite fortunate in that entering the game at this stage means lots more units and kits are available to me now which wouldn't have been at the beginning offering me much more choice and modelling opportunities.



Over the last few weeks I have taken several entry points into Team Yankee...

- TANKS – The Modern Age: I've used these for getting kits for a cheap price but also for the skirmish game
- TANKS – The Modern Age Expansions: Various expansions and one off miniatures to use in Tanks for Skirmish but also to build different models.
- Hammerfall – Team Yankee Starter Set: Again for the above mentioned miniatures and access to a miniature rulebook
- Team Yankee Rulebook: I was fortunate to find this going cheap on ebay and picked up a copy in good condition.
- Team Yankee Platoon Boxes: I have acquired various platoon boxes for US, UK, France, Germany, NATO and Russia as either specific buys from my local independent stockist or as impulse buys.





In a short space of time I have been able to put together a larger range of miniatures from which to game and start learning the rules from...However...I have yet to learn the rules, nor play so its very much been a building and limited painting exercise only, but I have certainly enjoyed this!

I initially started off painting my German Leopard 2 tanks but having not thought the Camouflage patterning through I realised that the Black should have gone over the Brown, not Brown over the Black.



After realising the mistake I did resume painting a test piece which wound up looking like the below. I used a mix of paints but primarily using Games Workshops Citadel Paints and Army Painter Sprays to undercoat.

Not knowing at this stage too which faction I wanted to go with I chose to paint up some of the Russian T-72's which represent the bulk of the tanks I figured the NATO forces would be fighting against.

I went a similar direction with these as the Leopard 2 tanks however I used Chieftain Green over a Brown/black undercoat which gave to my eyes a lovely muted green.



On top of this green I applied a thin coat of Citadel's Agrax Earthshade all over to sink into the recesses and once dry I did several layers of dry brushing to bring up the hard edges on the tank. I wanted to go one step further though and using a ripped sponge I stippled chips to the paint and metallic flecks onto the hull to give a weathered and worn torn feel to the Russian tanks thinking that perhaps some of these tanks had been shipped into Eastern Europe from

Afghanistan as vehicles which had served against the Mujahideen.



Compared with the Leopard 2's I was very happy with the finished T-72's and have since gone on to paint a section of T64's in the same scheme albeit more heavily weathered as they are older tanks.

My journey into Team Yankee is still very fresh but so far I have been having a blast modelling, building and painting the few vehicles I have managed to find the time to complete.



I'm not sure what the overriding factor is for why I have had so much fun but I suspect it's a combination of:

- 15mm Scale: I normally hobby and model at 28mm/Heroic scale so its been nice to create and model within a 1/100 scale environment.
- Historic Vehicles: Sci-Fi has always been the pull for me into wargaming so moving onto historical vehicles has given me a buzz for delving more into the Cold War, its history, the vehicles of each nation, camouflage schemes, the tactics used by the various nations and the mindset behind the vehicles and their designs.
- New and Shiny: Team Yankee and the background along with the Novel represent something new for me to discover within the game, its lore and history....even to the point of speculating beyond the Team Yankee story into an uncertain world.
- The Future: On the horizon from Battlefront Miniatures is a new expansion book for Team Yankee which focus's on the Middle East and brings in Israeli and other forces along with a raft of new kits and tanks.

- Jason's Involvement: Normally I find myself hobbying or modelling into a particular game or background on my own with no one to really share the passion or experience, however with Jason and hopefully others down the line looking to play and join in this should yield many an exciting game and painting sessions down the line

So that's me and Team Yankee early in 2019!

Enjoy



British designer talks 3D printing, inspirational journey and video games.

Dan Melville grew up with a prosthetic arm that did not improve his life, however thanks to UK company Open Bionics now boasts a 3D printed bionic arm based on a video game character.





Melville, 27, was born without a right hand with his childhood marred by having to wear a prosthetic hand that did nothing to improve his life or confidence.

An avid video game player, Melville was persuaded by his girlfriend Harriet to get in touch with Open Bionics, a fledgling UK company developing low-cost bionic hands who were looking for testers.

After meeting with founder Joel Gibbard, Melville soon became the first person ever to use a 3D printed bionic arm made from a video game character - Adam Jensen, the mechanically augmented protagonist of the game Deus Ex. He was the first character Melville felt he could relate to.

The bionic arm is simple and effective, it uses the pulses from when Melville tenses the muscles in his arm to open and close his hand. He can pick things up with his finger and thumb, something he could never do before.

The Guinness World Record holder's life changed for the better with his bionic arm allowing him to quit his job and start his own 3D printing business along with giving workshops to spread his inspirational message.

Here is an exclusive Q&A with Melville near his home in Reading.

Can you explain how much more confidence your bionic arm has given you?

Growing up I had prosthetic arms that didn't do anything. You wore them because you thought that was the normal thing to do. I only ever got them to get time off school because I hated school, but I hated the arm too. It was a catch-22. I felt more disabled wearing it and for many years I stopped wearing them.

I grew up with sci-fi films, though, so I wanted a bionic arm like the Terminator or Robocop. There were bionic arms out there, but we are talking £50,000 and I didn't want to put my Mum and Dad through that with an arm that I might grow out of. Years later, I stumbled across Open Bionics and, from day one, what fascinated me was that I could open and close my hand and pick things up like a piece of chalk whereas, when I was growing up, I couldn't do any of that. The last few years we have worked on changing the grip and making it stronger. I use pulses in my arm at the top and bottom of the muscles to open and close it. When I tense my muscles, it changes the grip pattern to certain modes. The arm can take up to 8kg of weight, which is insane for a 3D printed bionic arm. In the future, I hope for individual finger movement too so I can go to a heavy metal concert and do the horns!

What does this innovation represent for other people going forward?

You are just as good as someone with two hands, if not cooler and better. Growing up, when I had the prosthetic arms made I had to have a casting with plaster of Paris. They would let it set, you would get it cut off and then they would use the measurements. By the time I got that arm, I would already be too big for it. Open Bionics use a 3D scanner, so the whole process has gone down from a day to a couple of hours and kids can get a bionic arm delivered in a few days now which is great for kids. Making it lower cost, easier for fitting and less troublesome for everyone makes it such a positive experience for people plus the arms are really cool to look at.

I know Open Bionics are working with Disney using properties such as Marvel, Star Wars and Frozen. They will have Disney inspired arms for kids and that is a massive leap forward. I am a big kid so I was like, 'I want a Spiderman or Venom arm!' For a kid to have a superhero power of their own is really cool. Channel 4's "We're The Superhumans" TV campaign for the 2012 London Paralympics was a massive, awesome statement for everyone. People didn't take disability seriously before then, but it has broken down boundaries.



A lot of people who I have made friends with in the past few years are being signed up for campaigns. My friend Tilly Lockey, who lost both her arms to meningitis, was recently on an O2 ad with her bionic arms and I have a couple more friends who did a River Island campaign.

It is becoming more normal. People like Samuka (Red Bull BC One breakdancer with one leg) have shown that there are no boundaries anymore. You can do what the hell you want whether you have a disability or not. You have just got to stop saying no.



Will esports players with disabilities be able to compete at the highest level?

When I use my computer to play video games, I use my bionic arm because I can use the mouse to click on it and use my left hand to use the keyboard. I can't really use a controller because the thumb isn't as mobile as an actual thumb, so it is easier to use a PC than a console. It will still take disabled esports players a couple of years to compete against able-bodied players. If you are passionate about something, you always find a way of doing it which is why I am always playing video games. This day and age we are living in, there are so many more immersive games with so many different things that can potentially happen. Technology is fascinating to people.

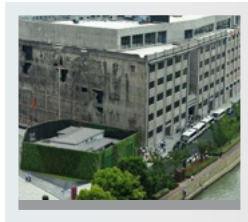
What are your own hopes for the future?

I started to love designing my own stuff after I hooked up with Open Bionics and did it as a fun side hobby alongside my full-time job. One day I thought, 'I don't want to do this job anymore'. I quit and moved back in with family to start my own business. I bought a new printer and in the last year I have somehow collected seven printers. I am backed by The Prince's Trust too.

I have a mentor who helps me with my finances and teaching me how to network with business. I sell my designs but one person also said to me, 'Have you thought about holding a workshop for kids and families?' If the kids do a doodle, I can do a 3D print for them so they have something memorable that they can take home.

What I would like to do as a small business is branch out more and do more talks and workshops along with making new stuff. Funnily enough when I was at school we were asked, 'What do you want to be doing in 10-years-time?' I kid you not I said, 'I want to start my own small shop that helps people make knick-knacks, arms and stuff'. It was mad that I said this all those years ago and it is now what I am doing.





Xie Jinyuan; The hero of Sihang Warehouse

The Defence of Sihang Warehouse took place from October 26 to November 1, 1937 and marked the beginning of the end of the three-month Battle of Shanghai in the opening phase of the Second Sino-Japanese War. Defenders of the warehouse held out against numerous waves of Japanese forces and covered Chinese forces retreating west during the Battle of Shanghai.



Xie attended the Whampoa Military Academy in Guangzhou and graduated in 1925 majoring in politics. After graduation he was assigned to the 5th Regiment, 2nd Division as a platoon commander, he was later promoted to company commander. In 1929 the division was involved in the defence of Shandong from a Japanese invasion, where Xie was badly wounded during the battle. After recovering from his wounds, he took command of the regiments machine gun battalion and was later promoted to major and was eventually transferred to the Wuhan HQ as a staff officer.

In 1931 he sent on assignment to the 78th Division of the 19th Route Army, and in October he was transferred to the 88th as the battalion commander of the Reserve Regiment. Xie fought against the Japanese again during the Shanghai War of 1932. He later served as vice regimental commander and was promoted to the rank lieutenant colonel.

The Battle of Shanghai started on August 13th, 1937. After defending in Zhabei, Shanghai, for over two months, the Chinese Kuomintang 88th Division decided to make a tactical withdrawal leaving a battalion behind to cover its retreat. Lieutenant Colonel Xie Jinyuan from 524th Regiment of the 262nd Brigade, volunteered to command the battalion with orders to defend the warehouse against all odds.



Defence of the Sihang Warehouse

National Revolutionary Army

Lieutenant Colonel Xie Jinyuan, commander of the Chinese force

524th Regiment, 88th Division: Regimental commander (CO), Army Lieutenant Colonel Xie Jinyuan
 Executive officer (XO), Army Major Shangguan Zhibiao
 1st Battalion, 524th Regiment: Battalion Commander, Army Major Yang Ruifu
 1st Company, 1st Battalion: Company commander, Army Captain Tao Xingchun
 2nd Company, 1st Battalion: Company commander, Army Captain Deng Ying
 3rd Company, 1st Battalion: Company commander, Army Captain Shi Meihao (wounded), Army Captain Tang Di
 Machine Gun Company, 1st Battalion: Company commander, Army Captain Lei Xiong



The battalion soldiers were issued one of either a Gewehr 98 or Karabiner 98k rifle, two crates of grenades, 27 light machine guns, most of which were Czech ZB vz.26, they also had 4 water-cooled Type 24 Maxim guns. The battalion was originally full strength of 800 men at the start of the battle for Shanghai,



but by the time of the warehouse defence they were down to 426 men, all battle-hardened combat veterans.

Against the defenders was the Imperial Japanese Army's 3Rd Division, whom had access to armoured cars, most likely Type 94 Tankettes, the average soldier would have been armed with an Arisaka Type 38 Rifle.



On 26 October 1937, as the Chinese defence of Zhabei faltered, Chiang Kai-shek wanted to withdraw all Chinese forces to defend the rural western regions of Shanghai and ordered acting commander of the 3rd Military Region Gu Zhutong to leave the 88th Division behind to cover their retreat. Gu was personally attached to the 88th Division and was vehemently against this plan, as was the division's commander Sun Yuanliang, who sent his chief of staff Zhang Boting to Gu's headquarters to argue against it. However, both hesitated to go against Chiang's orders; Sun instead suggested that the number of troops left behind to cover the withdrawal would not matter.





He proposed (through Zhang) that a single regiment instead be left to defend one or two fortified regions, a plan Gu approved. Back at his own headquarters, however, Sun decided that a regiment would still be too many lives wasted and decided to instead order a single over-strength battalion - the 524th Regiment, which had been reduced to 423 men - to defend the divisional headquarters at Sihang Warehouse instead. Xie Jinyuan, relatively new to the 88th, volunteered to lead the regiment, relieving command from Yang Ruifu on 26 October.

When he was transferred to the 524th Regiment, Xie was not familiar with any of the men under his command. Its proximity to the Shanghai International Settlement made it world-famous and brought the war between the Chinese and Japanese to the world's attention, if only briefly. During the defence Girl Guide Yang Huimin secretly delivered a Republic of China flag to the defenders; when she asked what Xie's plans were, she replied "Defend to the death!". Moved, she asked for a list of the names of the defenders to announce to the entire country. Xie realized that doing so would reveal to the Japanese (who had been fooled into thinking an entire regiment was stationed at the warehouse) their real strength. However, not wanting to disappoint Yang, he gave her the original roster of the 524th Regiment - 800 men, nearly double their actual strength.

By 31 October the rest of the Chinese forces had retreated and been redeployed to defend more favourable areas and the nearby Shanghai International Settlement was concerned at the combat taking place so close to them and petitioned Chiang to stop the fighting. Chiang, who considered the fight already won, agreed to withdraw the 524th Regiment to the foreign concessions before regrouping with the rest of the 88th Division.

On 1 November the 524th withdrew; in the defence of the Sihang Warehouse escaping across the bridge to the British concession under the cover of darkness and heavy fire from the Japanese forces. Commander of the 1st battalion, Yang Weifu wrote, "The Japanese army lighted the Tibet road up with searchlights and blanketed the crossing with machine-guns. At about 10 o'clock, their firepower became even more intensified with flat fire guns and trench mortars bombing once per second at the battle's height."





Casualties in the defence of Sihang Warehouse

1st Battalion 524th Regiment; 10 killed and 37 wounded

Japanese 3rd Division; Over 200 Japanese soldiers killed, unknown amount wounded (this is likely to be significantly higher than those killed, possibly in the 1000+ region). Also, several armoured cars were destroyed and damaged.

Once the remaining soldiers had escaped, they planned to regroup with the rest of the 88th Division. However, they were placed under arrest by British troops, the reason was because the Japanese threatened to invade the concessions if the soldiers were allowed to regroup with their division. They were confined into the Italian area of the concessions and fenced off. They stayed there until after the attack on Peral Harbour, when the Japanese moved into the concessions and captured the soldiers.

Xie Jinyuan was murdered on 24 April 1941 at 5 a.m. by Sergeant He Dingcheng and three others of his own soldiers, who were bought by Wang Jingwei's government. Over 100,000 people turned up for his funeral, and he was posthumously made a brigadier general by Chiang Kai-shek.

One British officer said, "We are all soldiers with experience from the European War, but I haven't seen any army more brave or heroic than the Chinese defending Zhabei."

Even though the Chinese had lost the Battle of Shanghai, the defence of Sihang Warehouse proved to be a major morale-booster. Thus, the defenders of Sihang Warehouse became known as the Eight Hundred Heroes.





Family Board Games Reign Supreme

Spending quality time with loved ones is something we all wish we had more time for and we can often be guilty of neglecting traditions due to our fast-paced way of living and digital age. But this winter, why not move away from technology and invest in some wholesome and cheering entertainment to keep the whole family amused for hours?

With a growing school of thought thinking it best to move away from time spent in front of screens, classic products such as boardgames and puzzles can help you relax as a family and provide endless hours of entertainment. Addiction to gaming and the excessive use of smart phones, televisions and the web is now recognised by the World Health Organisation as a disorder, which can lead to stress and significant impairment in day-to-day functioning*.

Never before has it been so significant for families to understand the importance of time spent away from screens and what better time to encourage both young and old alike to ditch their technology, than at Christmas? So rather than sitting down to watch a film together, sit down and interact over a game together. Compete with your cousins, side with your sister or ally with your auntie. Afterall, what better way to bond than over a boardgame?

Fantastic Fantasy

Using our imagination allows young and old to be as creative as we might dare. For those of you who love fantasy lands, why not tap into your favourite characters with an interactive game and immerse yourself in their world?

Winter is coming. Play detective with this Game of Thrones Cluedo. Find clues and use your wit to discover 'who dunnit' in this modern twist of the classic investigative game. Could it be Jon Snow, Daenerys Targaryen or perhaps the Hound? Only time will tell.

Are you a joker like Joey or more of a Monica? Put your knowledge to the test with this Friends Edition Trivial



Pursuit and discover who the true Friends fanatic of the family really is.



It's the online video craze that has seen youngsters go mad over but coax them off their screens with this (Fortnite Monopoly Board Game) instead. A far more family-friendly version of the popular fantasy game, claim locations, battle opponents and survive – the last player standing, wins. Just make sure to play fair!



Know your witches and wizards from your muggles? Are you a Gryffindor or Slytherin? Let the games begin with Harry Potter Scrabble. Perfect for fans of the books and films, this version celebrates the wonderful and enchanted vocabulary from the magical world of Hogwarts and beyond.



For a sweet stocking filler, why not treat a loved one to this charming Roald Dahl Top Trumps Card Game? A fun and educational game for the whole family, compare your favourite characters to each other. Whether Matilda, James and his Giant Peach or Fantastic Mr Fox, this is perfect for playing at home or whilst travelling to see relatives.



Family Classics

You just can't beat a classic and family members of any age range will love these much-loved British board-games. The perfect accompaniment to any Christmas gathering, to keep you all occupied for as long as you wish.

Fancy a challenge? This Boggle Classic Word Game will have opponents racing against the sand timer to find words out of the jumbled letters. Up, down, this way or that, how many will you find?



Got a competitive streak with your sibling that just won't go away? Battle it out with this Guess Who Game. Using yes or no answers, narrow down their mystery character – before they discover who you are!



Any doctors in the building? The Classic Operation Game is one of the earliest electronic board games and a true classic. Take it in turns to play at being surgeon and operate to cure the ailing patient. The Doc with the least mistakes, wins!



Stress Relievers

If it all gets a bit heated and competitiveness gets out of hand, some light-hearted entertainment should be at close quarters! Laughter is always the best medicine so ensure you relieve any family tension, so don't let family squabbles get the better of you.

The Who in The Room Board Game is a hilarious party game to provide you and your family with hours of amusement. With over 300 entertaining questions, players can decide 'who in the room' would be best suited to the scenario or description asked.



For musical lovers, why not add some melodic notes to your entertainment to diffuse any strained relations? This Disney Play That Tune puts you and your family to the test both in knowledge and musical skill! Take it in turns to play a tune, whilst your rival's try and guess what it is. With 60 songs to choose from, you'll have no difficulty in re-discovering the humour together.



*Source – World Health Organisation http://www.who.int/substance_abuse/activities/gaming_disorde...

Test of Honour

THE SAMURAI MINIATURES GAME

Under new management!

Test of Honour 2nd edition is coming.

For those of you who don't know me, I'm Graham Davey, writer of the original ruleset. Andy Hobday and I developed the game, and now we're making plans for taking things forward.

I've set up a company called Grey For Now Games, to become the new publisher (if you could see my miniatures collection, you'd know what inspired the name!), and the brilliant team at War Banner will be handling casting and delivery.

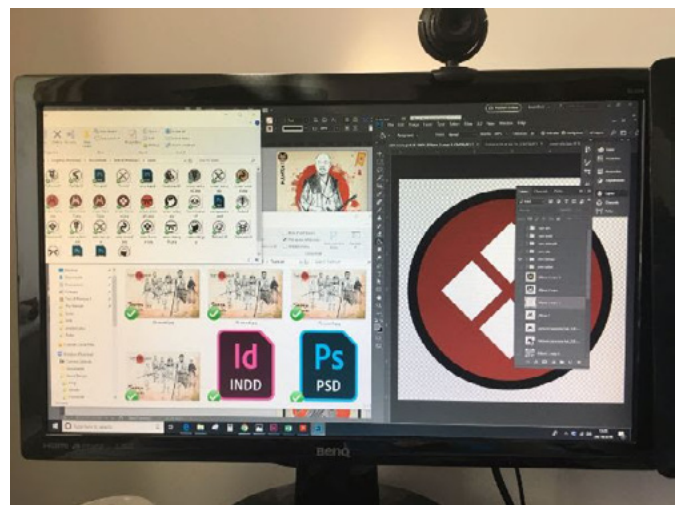
The first product of this new era is already out - this gorgeous set is inspired by a certain iconic Japanese film...

As befits these epic heroes, they have special rules allowing all of them access to Fate cards.

So what's happening with the game?

The original version published by Warlord Games will soon be off sale, so we are busy working on a new edition to replace it...

Andy and I have been throwing around ideas for ToH2 for a while now, so I thought I would write down the gist of our thinking. This should give you a sense of what to expect from the 2nd Edition, and hopefully a warm glow of anticipation!



Don't Mess it Up!

First and foremost, we don't want to ruin what is good about the existing game. Test of Honour has been vastly more successful than we ever expected, and it would be insane to change things so much that we lost all the wonderful, enthusiastic fans that are out there already.

So we won't be messing around with the core rules system. The game will still be quick to learn and fast to play, with those great cinematic moments as your hero slays a whole run of enemies in a single move!



Backwards Compatible

Lots of you have invested time and money in the game over the last few years, so it's important that we don't invalidate all that effort.

As such we won't suddenly restrict which models you can recruit, remove weapon options or anything like that. And wherever possible stats and rules on cards will remain consistent too.

New Miniatures, New Cards

There will of course be new models... we are working with a great sculptor to get some fantastic miniatures created.

We are also thinking about putting out card sets on their own – something many of you have asked for to make it easier to play the game with different model ranges.

Rules Changes

On the whole the rules only need a bit of spit and polish. Thanks to the 32-page limit when I wrote the original mini rulebooks, there are a number of areas that could be explained better and improved with an example or two.

Chances are we'll also include lots of the bits that are currently available in the Optional Rules, and add in the material from the Darkness and Deceit booklet as well, to create a more complete rulebook.

However, it wouldn't be a proper 2nd edition without a few tasty new changes and additions:

Cavalry

Many of you have commented that cavalry seem too weak in the game, and there have been some fascinating Facebook threads with your ideas on



It should be clear that we don't see a ToH skirmish as the opportunity for the thunderous, galloping, unstoppable charges you would experience in a full-scale battle wargame. Each turn lasts perhaps a second or two, so you would barely have a chance to urge your horse into motion and canter a few steps.

That said we agree the balance isn't quite right at the moment, so we will be making some tweaks. At the same time, it's vital not to let things swing in the other direction. ToH is an infantry game at heart, so we can't let cav become dominant. Expect a light touch!

Honour and Dishonour

The more unscrupulous players of ToH take great glee in taking those Dishonour cards to give their hero a boost – who cares if their troops start to lose faith.

We are playtesting a variety of new effects for the cards, so the penalty is less predictable.

But what about all those players who prefer to take a more noble path?

One of the key additions in the new version will be Honour cards. These are essentially the inverse of Dishonour cards – taking a short term disadvantage for a later boost in the courage and loyalty of your troops.

And that's not all...

I also have plans to flesh out the campaign system, lots of new Fate cards, as well as a few other cool ideas...

When will 2nd Edition be ready?
We're aiming to publish this Summer. We'll let you know as soon as the date is confirmed!

More to Come...
This has been a quick(ish) recap of our ideas so far. I'll send out more newsletters as and when we have exciting developments to share!

Please let us know your ideas and comments on the Grey For Now Games Facebook page.

Thanks for reading!
Graham





Coco's Review Corner

Hi

, I'm Coco and I'm going to be looking at games for the younger player, like myself. I'm 12 years old and a massive fan of board games, though my uncle (Our Editor) is constantly trying to get me to play war games. To date the only one I played was The Walking Dead by Mantic, which I enjoyed especially the noise rule. I had no previous knowledge of the comic or the TV show, I'm not allowed to watch the TV series.

Anyway, this month I'm going to be looking at three games, two published by Brain Games ICECOOL 2 and Orc-lympics and the third is produced by Hasbro called Drop Mix.

Ok, let's start with **Drop Mix**, this is an electronic/card game that was released in 2017. This is part game and part music mixer. It simply works using cards which contain an element of a song, so for instance the lyrics, drums or guitar sections. The electronic board has five slots on which you place the cards and the board reads the information contained in the chip on the card (I think that's what you call it) and plays that part of the song. I'm not sure how it all works exactly, but an adult did try to explain it to me, but I got bored listening to the technical stuff.

There different ways to play the game, and you have to download an app to either your mobile phone or pad which connects to the board.



The way to play this is party mode, which is co-operative, and you have to gain as high a score as possible, the app will ask for a particular type of card and you have to respond by placing a matching card on the board. The longer you take the less points you earn, and if you're wrong you lose points.



The second is Clash, where you play against other player to the first to reach 21 points. Players are allowed 2 actions on their turn to either add cards or spin the DropMix wheel to try to remove the other players cards. You earn a point for every card you play onto the board, with extra bonuses for adding a new colour or controlling the board.



You can also play this game by just mixing the cards on the board to create new music, which you can record on to your mobile device. It's a great game specially to play with friends and family. You can buy additional card packs to add to the game, which I (my uncle did, haha) have done, which expands the types of music you can play with.

Next up is **ICECOOL 2**, which is a great little dexterity game from Brain Games. As it suggests in the name this is the second version of the game.



It's a standalone expansion, which means you don't need the original version of the game to play it. Most of the components in the game are the same as the original version, though the cards have been updated. The cards have been given a slight upgrade with the addition of tasks on the 1 value cards. A player can also use two of the value 2 cards to move any fish to a new doorway. You can still use two value 1 cards and gain an extra move, but you can also do a task instead. There are three things you can choose to do, jump over a wall, pass through two doors with one flick or bounce off a wall and go through a door.



The rule book has been redesigned to make the rules much clearer to read and understand which is great for us kids. If you have the original game, you can join them together to create a much larger playing area for the race mode. You team up with another player and try to flick all you penguins through to the finish line collecting your fish along the way.



And lastly, we have another game from Brain Games, **Orc-lympics**, this is a card game aimed at players aged 8+. This is a small game with 57 cards, two tokens and game rules. It's a simple fast paced card drafting game. Your aim is to assemble a team of fantasy creatures who will compete in a series of sports challenges.





Players will draft a team of orcs, elves, halflings and other fantasy Olympians, each type has their own strengths and weaknesses. These are entered into a series of seven events. To claim a medal, an Olympian must have the highest or second highest total in the appropriate skill. The player who claims the most medals across the seven events will win the tournament.



The artwork on the box and cards is really bright and eye catching, I love the illustrations for each of the creature types. The game is small and light to carry, easily fitting into your school bag to play at dinner time. Games don't take long, so it's ideal for lunch times, or when you're stuck somewhere with nothing to do.



It's definitely a game I'd include in my bag when I go on holiday. I really like games like this that you can easily drop in your bag to play when time is limited. Overall, I liked Drop Mix the most, ICECOOL and Orc-lympics are both fun to play but I'm starting to enjoy games for older kids more. I'd recommend all three to play but if I could only keep one then it'd be Drop Mix for sure.

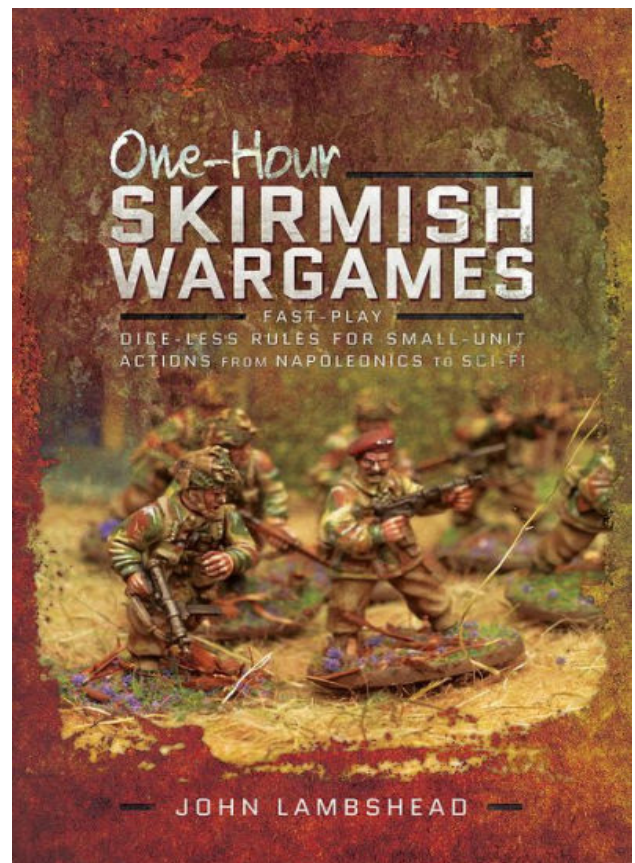
Well thanks for reading my review and I'll see you next time, maybe my uncle will have convinced me to play a war game. He obviously enjoys being beaten by me...haha

ONE HOUR SKIRMISH WARGAMES

JASON HUBBARD

Fast-Play diceless rules for small unit actions

MOST wargamers enjoy playing skirmish games where, instead of fielding large armies using traditional wargame rules, the game is condensed to small unit action. Though generally skirmish rules are rather complicated and require handfuls of dice to play, consulting tables and recording data to recreate a small action that would take no time at all in reality. The rules presented in this book make it possible to recreate the speed and intensity of these actions where every soldier, and every second, counts. The basic rules are supported by sections which provide special rules and scenarios that capture the flavour of a range of different periods, everything from Napoleonic period to Modern Warfare and beyond.



You can recreate scenes from Sharpe and his 95th Rifles scouting for Wellington through to Western gunfights and WWI trench raids, WW2 parachute assaults and SAS strikes in the Middle East. Book present an elegantly simple system that allows you to focus on

proper tactical decisions rather than rolling handfuls of dice and calculating a shed load of modifiers.

When I received the rules and saw it said diceless I was a little apprehensive, I'm used to gaming with just dice or a combination of dice and cards.



So initially I was sceptical I was expecting something that was too simplistic to work or overly complex that I'd have to switch to using dice. I was pleasantly surprised, it was quick to learn, and the card system was very fast and fluid.

This meant that games were pretty quick to play, which suddenly meant I had a miniature rule set that I could use during a lunch break or when time is limited.



There is no tracking of damage, no wounds to mark. If a player is hit, they are downed, and the miniature is placed on its side. The rules reminded me of Songs of Blades and Heroes for its simple and fast approach.

The book covers several periods in history, and each period has its own special rules that add to the flavour of that historical time.



The author has also provided each time period with a scenario to play out, which is really good as you don't require to develop one initially and can just get on and play. At the end of the book there is an entire chapter on developing and running a campaign, which allows you to expand on the game.



I plan to set up a campaign that allows the warband leader to progress through the ranks. I'm considering a Napoleonic setting starting in the Spanish Peninsula going through to Waterloo. The squad leader would start at the rank of Sargent and rise through the ranks hopefully to Major or colonel.

I really liked this rule set, though I have to admit to being rather sceptical at the beginning, its fun, fast and makes a great lunch time ruleset. I would definitely recommend them as an additional set of rules to have in your collection, especially for those days when time is limited.





New York Toy Fair

The

116th annual North American International Toy Fair opened its doors to thousands of registered global play professionals to explore more than 440,000 net square feet of exhibit space filled with hundreds of thousands of toys, games, and youth entertainment products.

Toy Fair is produced by The Toy Association, Inc.™ – the not-for-profit trade association representing all businesses involved in creating and bringing toys and youth entertainment products to kids of all ages. The Toy Association's more than 950 members account for approximately 90 percent of the annual U.S. domestic toy market of \$27 billion.

Here are some of the highlights from the show.

CAPTAIN MARVEL: SECRET SKRULLS CARD GAME

USAopoly® (The OP), the board game and puzzle publisher behind the best-selling party games Telestrations® and Blank Slate™, this week released Captain Marvel: Secret Skrulls, an all-new card game inspired by the highly anticipated feature film, Marvel Studios' Captain Marvel. Using the award-winning BANG! game mechanic, Captain Marvel: Secret Skrulls lets players assume the identities of characters from the upcoming theatrical release as they attempt to defend Earth in the intergalactic conflict between the Kree and the Skrulls.

Captain Marvel: Secret Skrulls is a 30-minute social deduction card game where players must strategically decide whom to trust as they stand by their alliance against shape-shifting Skrulls. Designed for four to seven people, players take on the roles of Captain Marvel, her allies, Skrulls, or a Skrull Defector and then use logical reasoning, observations and player feedback to determine who is deceiving the group and



prevent them from sabotaging Captain Marvel. The unique player roles are as follows:

- **Captain Marvel:** This player is made known to all and must protect everyone while staying alive.
- **Allies:** These hidden identities aim to aid Captain Marvel in staying alive and saving the world.
- **Skrulls:** These secret identities work to destroy Captain Marvel and her Allies.
- **Skrull Defector:** Having left the Skrulls, this person is neither an ally to the Skrulls nor Captain Marvel and must work independently to accomplish their own objective.

Exciting New Games and Puzzles from Winning Moves USA

Winning Moves Inc. (dba Winning Moves Games USA), a leader in specialty toys & games, unveiled their new product line at the American International Toy Fair. New to the Winning Moves Games USA product line for 2019 is 13 DEAD END DRIVE™ which first hit the scene in 1994. Now this fan favourite is back, by popular demand, to entertain a whole new generation. Players must conceal their identity and “knock-off” their opponents on their quest to inherit Aunt Agatha’s fortune. With 3 ways to win this game of mystery, suspicion and foul play, there’s no telling who will inherit the fortune.



Also new to the product line is KOZO™ – a 3-dimensional wooden stacking game that first gained popularity in Asia. This game of balance, strategy and action can be enjoyed by 2 or more players. On each turn, players must add one of the uniquely shaped wooden polycubes to the base or structure – and place a balance cube on top – thwarting an opponent’s next move, without making the structure tumble. Kozo requires strategic play and a nimble touch.



Another highlight in the new 2019 product line is the charming children’s game STINK BUG™. Inside the strikingly unique package one will find a deck of 76 high-quality oversized leaf cards. With no reading required, kids can start playing right away. The player with the most pairs of matched leaves wins the game – but lookout for the Stink Bug! If he shows his stinky self that player will lose all the unmatched cards in his collection.

R&R Games, Inc. showcases Two New Strategy Games for 2019

Survival is the theme from saving exotic animals in Australia's Outback along with the residents of Meepleville escaping a volcano threatening their fair island.



OUTBACK

Unique push your luck dice rolling game where you must rescue an assortment of animals in the Australian Outback! Each player tries to fill their preserve with a variety of animals, the more you collect of each species, the higher you score! But you must be careful to collect ALL types or risk losing points for failing to rescue certain animals. Includes dual boards and variants for team play and bonus play.



THE TABLE IS LAVA™

Hilarious card tossing dexterity game where you try to save your Meeples from burning up in the lava flow. The cards get tossed one by one onto the play area (table, floor, etc.) successfully connecting your card with others gives you that card's action which places 1-3 of your Meeples (and sometimes others!) onto that card. Of course, less fortunate Meeples may get knocked off the cards as well and into the lava! End up with the most Meeples standing to claim victory! www.RnRGames.com

Shadows, Hackers, Lasers and Cats Will Challenge Your Brainpower

Toy Fair Booth #1919 – ThinkFun®, the award-winning world leader in addictively fun brain games that ignite young minds, today unveiled its 2018 game line-up. Designed to teach critical thinking skills and spark the imagination through fun, hands-on gameplay, the ThinkFun catalogue will include a strategy game played in the dark, a coding game focused on cybersecurity, and logic games with real lasers and mischievous cats:



Shadows in the Forest: "Play in the Dark" Strategy Game

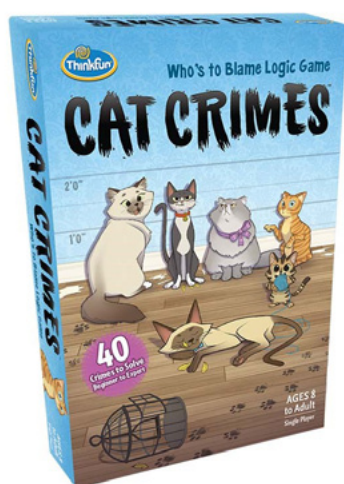
Hunker down in a backyard tent or under a fort of blankets because when the lights go out, the fun begins! Shadowlings – scattered across the forest, hiding in the shadows – must all work together to meet under the same tree to defeat the light. One player is the lantern and tries to freeze the "Shadowlings" or other players by casting the light among a forest of trees to reveal their whereabouts. As the light moves,

so do the shadows – allowing the Shadowlings to hide among the trees. If the light freezes all the Shadowlings, it wins. If all the Shadowlings make it to the same tree, they win.



Hacker: Cybersecurity Logic Game

This full-strength coding game aims to inspire tweens and teens to pursue a career in cybersecurity. In Hacker, the player takes on the roles of a programmer, hacker and security engineer! As kids work through three phases, each with 40-levels of challenges, they gain a “security mindset,” a vital skill for designing, building, and testing reliable computer systems.



Cat Crimes: Who's to Blame Logic Game

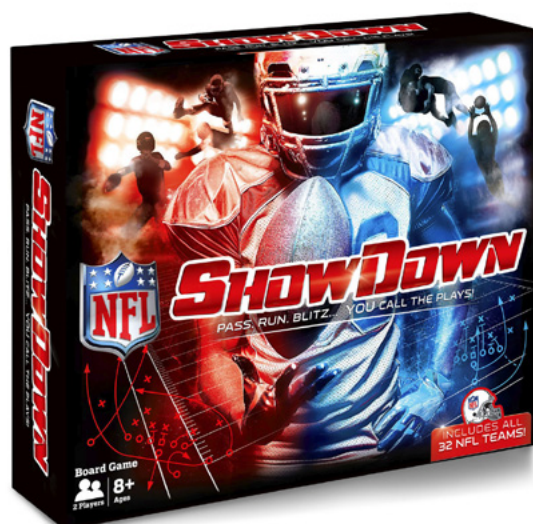
A “ThinkFun-ized” whodunnit game with humour, rich illustrations and fun theme because let’s face it, cats are cool! Tangled yarn and a missing bird... which of the six furry friends was responsible for each Cat Crime? With a little problem solving you’ll be able to use paw prints, toy placement and other clues to fig-

ure out exactly where each Cat was sitting at the time of the crime. Starts out easy and then, levels up to expert to challenge even the dog-loving dad at home.



Laser Chess: The Beam Directing Strategy Game

Kids love lasers and we’d love to see more of them playing chess, so we put the two together. Laser Chess is a two-player laser chess-like strategy game where you must eliminate your opponents’ players by hitting their target before they hit yours. When your laser hits their target, YOU WIN! Designed by the inventor of top-selling games Laser Maze® and Khet!



Call Your Own Plays with The All New Officially Licensed NFL Table top Game!

Buffalo Games, is launching an officially licensed National Football League head-to-head table top game called NFL Showdown.

In NFL Showdown, two players go against each other on the gridiron as their favourite NFL teams. Select a

play card from your playbooks, try not to get stopped by the defence, and move your team down the field. Push on for a touchdown or “kick a field goal” through the uprights using the game’s flicker kicker. You can also use team-specific “Big Play” cards to gain extra yardage or make huge defensive plays. NFL Show-down has two different sets of rules, one for rookies and another for experienced pros, that allow anyone to jump in and play!

“We are very happy to partner with the NFL to bring the excitement of the NFL in a unique board game format where players can choose their own plays,” said Buffalo Games Vice President of Sales and Marketing, Ben Jamesson.

The game is for ages 8+ and is played in 4 quarters just like a standard football game. As you make plays, you can keep track of your progress on the field with the line of scrimmage marker, first down marker, and scoreboard. With 32 team score helmets and dedicated “big play” cards for each team, you can play with the strengths of any team in the NFL.



The (NINJA) Rush is On

Each player (ninja) has the power to hold the sands of time in the new, quick-thinking, change of direction game, Ninja Rush from Tactic Games. The new game joins Tactic’s largest ever display and demonstration of products at The American International Toy Fair held at the Jacob Javits Convention Centre in New York City, February 17-20.

Jay Knox, president of Tactic Games USA, said, “This will be our biggest showcase of games ever at Toy Fair. A big part of that will be a focus in one of our best-

selling categories, family games. To meet the demand, we excited to show Ninja Rush and several other new games for families to enjoy.”

In Ninja Rush each ninja player’s turn, they flip the Sensei cards and with ninja-quick reflexes, quickly choose another player to flip and to where. Remembering not to let the sand timer run out, you can win Ninja Stars for success. However, Ninjas need to be very focused because quick change of direction cards can come up at any time. Tactic’s super fun 3D Ninjas characters are the perfect complement to the super-fast reaction gameplay.
www.tactic.net/

DARK HORSE AND 343 INDUSTRIES REVEAL NEW HALO SHIPS REPLICAS

Dark Horse and 343 Industries are set to release a new pair of ship replicas based on the highly anticipated game Halo Wars 2. The UNSC Spirit of Fire will launch March 1, 2017, while the UNSC Vulture will land summer 2017.

The UNSC Spirit of Fire is an intricately detailed pol-yresin eight-inch replica of the Phoenix-class support ship and will retail for \$49.99. The UNSC Vulture is a masterfully crafted six-inch replica of the heavy gun-ship and will retail for \$39.99.

“Dark Horse’s replicas are amazing, and we are pleased that fans will be able to add these two iconic ships from Halo Wars 2 to their growing Halo armadas,” said John Friend, Director of Consumer Products at 343 Industries.

To date, Dark Horse and 343 Industries have produced six Halo replica ships, with more on the way, including a PAX-exclusive five-inch Halo Covenant Banshee Ultra replica, Halo 5: Guardians’ UNSC Prowler, the UNSC Pelican Dropship, the UNSC Infinity, the Covenant Truth and Reconciliation, and the UNSC Pillar of Autumn.





WE NEED YOU

irregular
magazine

WE NEED YOUR HELP

**COVER ARTISTS
INTERIOR ARTISTS
WRITERS**

Contact Us
irregularmagazine@gmail.com



[Irregularmag](#)



facebook.com/irregularmagazine



irregular

magazine