

# irregular

Summer Issue 2019

## magazine

*To Contrast  
or  
Not to Contrast*

*Interview with  
Joe Krone*

*Trojan  
Cornwall*

*Hit the Beach  
Test of Honour*

*Plus News, Reviews, and much, much more*



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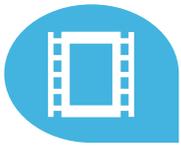
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# Summer Issue 2019

# Editorial

**Jason Hubbard**

We had planned for this issue to be out a couple of months back, but life got in the way for both myself and Alex, but its finally here. We plan to have another issue out in November just before Christmas. Its been a hectic past few months , with myself spending a month in China, followed by starting a new job in which I was thrown in a deep end, it was more of hit the ground sprinting rather than running.

We've attended between myself and Alex, Salute, Chilcon and UK Games Expo. All of which saw some great new releases, as a historical player this year has been great for new historical games, which have included Mortal Gods, set in Ancient Greece, Test of Honour Edition 2, SPQR from Warlord, as well as the Korean War expansion for Bolt Action. and finally 4th Edition Flames of War with the great starter set Hit the Beach.

Another massive release that had the hobby talking was the new Contrast paint from Games Workshop, if you haven't heard about these then we'll assume you've been living in a cave for the last few months.

I've decided to start a big new project which I'll be writing about on a regular basis. Whilst I was in China I was fortunate to visit a permanent standing film set, which was an entire town set in the early 20th Century. This inspired me to build an entire Chinese provincial town for playing Bolt Action, Pulp and earlier period gaming. The first article will be looking at research, and ideas for building the town.

Previously when we started Irregular Magazine we did themed issues and we plan to return to themed magazines with the next issue. The first theme will be Out of Asia, and in this we'll be publishing articles of games set in Asia, and take a look at the hobby industry that's now coming out the part of the world.

In this issue we have an interview with Joe Krone, than gentleman behind Studio Eye Miniatures, a company specialising in producing miniatures from periods and armies that don't get much coverage such as the QIN army otherwise known as the Terracotta Army. In the next issue we'll be taking a closer a look at that period in Chinese history.

Well that's all for now folks...see you next time.

Don't forget to check out our new Podcast series; <https://www.youtube.com/user/TheDysartes>

Jason

Atelier; The Painters Studio Board Game

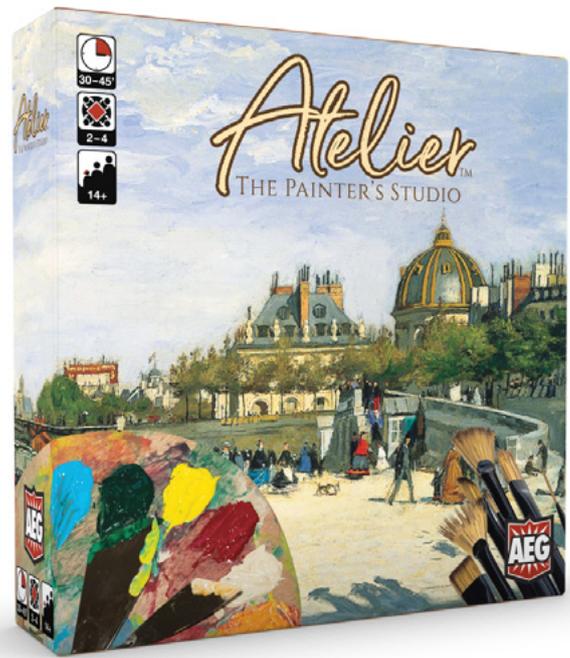
# Atelier™

## THE PAINTER'S STUDIO

Take on the role of an artist managing an atelier, or art studio, in the 19th century. Roll dice, manage your assistants, collected needed paint, and complete famous works of art. Will you be a prolific artist completing many works for your patrons, or will you be known for just a few masterpieces that will stand the test of time.

Atelier combines beautiful art and graphics with easy to teach resource collection. Assign your assistants based on die rolls, then use them to collect paint or new patrons. The patrons can direct your strategies towards greater points. The paintings you complete give new abilities.

Player boards are artist palettes that coordinate the abilities with colors. And the game features famous works of 19th-century art.



Atelier: The Painter's Studio

2-4 Players

10 minute set up time

30-45 minute play time

Ages 14+

CONTENTS:

48 custom wooden meeples

60 wooden cylinders

50 tarot-sized painting cards

16 patron cards

4 player boards

16 dice

22 game tokens

rulebook

Build a New World!

## Deep Blue Announced by Days of Wonder

Days of Wonder have announced the upcoming release of Deep Blue, a challenging new push-your-luck game by Asger Harding Granerud & Daniel Skjold Pedersen.

Buying this fabled map was a stroke of genius. The most ancient, legendary, and extravagant underwater wrecks are waiting for divers. Diving suits and oxygen tanks are aboard, and the ship is ready to weigh anchor. There is no time to lose! The increased hustle and bustle of the harbor, with ship captains attempting to hire the best divers and historians, can only mean one thing: other captains found the same map, and the biggest treasure hunt of all time is about to begin!



Deep Blue is a push-your-luck and engine-building game for the whole family in which players dive in search of riches, or can join other players' expeditions and share in the benefits. They will have to collect the right crew of divers, sailors and archeologists, race to wreck sites to claim the best spots from which to dive, and scout the seas to discover new wrecks. Players will have to take risks if they want to be the wealthiest diver!

"Deep Blue is one of those games that took six years, on and off, to get just right. It is a passion project and a game we are immensely proud of. And we are very happy to announce this as our first partnership with Days of Wonder, one of our great publishers," say the designers of the game.

Deep Blue is a standalone game. It includes 1 board, 10 plastic boats, 50 crew member cards, 5 plastic treasure chests, 5 player boards, 1 Dive Site Board, 120 Victory Point tokens, 15 Wreck tiles, 1 Diving Bell pawn, 31 plastic gems, 1 cloth bag, 6 starter bonus tokens, 7 Captain's Log scenario cards, and 1 Rules booklet. The game is expected to be available in October in Europe and in North America.

## KeyForge reaches 1 million registered decks worldwide

KeyForge, the ground-breaking Unique Deck Game by Fantasy Flight Games, has hit a major milestone, with over one million unique decks registered worldwide on the game's Master Vault app.

Created by legendary game designer Richard Garfield, KeyForge sees players duelling with preconstructed decks, each of which is guaranteed to be a completely unique combination of cards that cannot be found anywhere else in the world.

As well as an algorithmically generated deck name and card-back image, each deck comes with a QR code which can be used to register it on the Master Vault, to track players' collections and record performance in Organised Play.

Following the release of KeyForge: Age of Ascension, the game's second set which introduced over 200 new cards and paradigm-shifting new mechanics, the Master Vault has quickly swollen by over 250,000 registered decks. It passed the one-million mark less than three weeks after Age of Ascension hit stores.

FFG have celebrated the milestone by awarding each user of the Master Vault 10 bonus Æmbershards, an in-app currency which players can otherwise earn by registering decks and competing in Organised Play, then exchange for prizes at KeyForge events.

KeyForge instantly became one of our biggest-selling lines upon its release in November 2018 and the Age of Ascension set has started strongly in the same vein. And it is understood that, though the one-million mark is a major milestone, the number of registered decks represents only a fraction of the total decks sold across the world.

Players can get started with KeyForge simply by purchasing one of the game's unique Archon Decks (RRP £9.99), while the Two-Player Starter Set (RRP £23.99) released as part of the Age of Ascension set includes two unique decks and enough tokens for two players to explore the world of the Crucible together.

## Infinity Role Playing Game

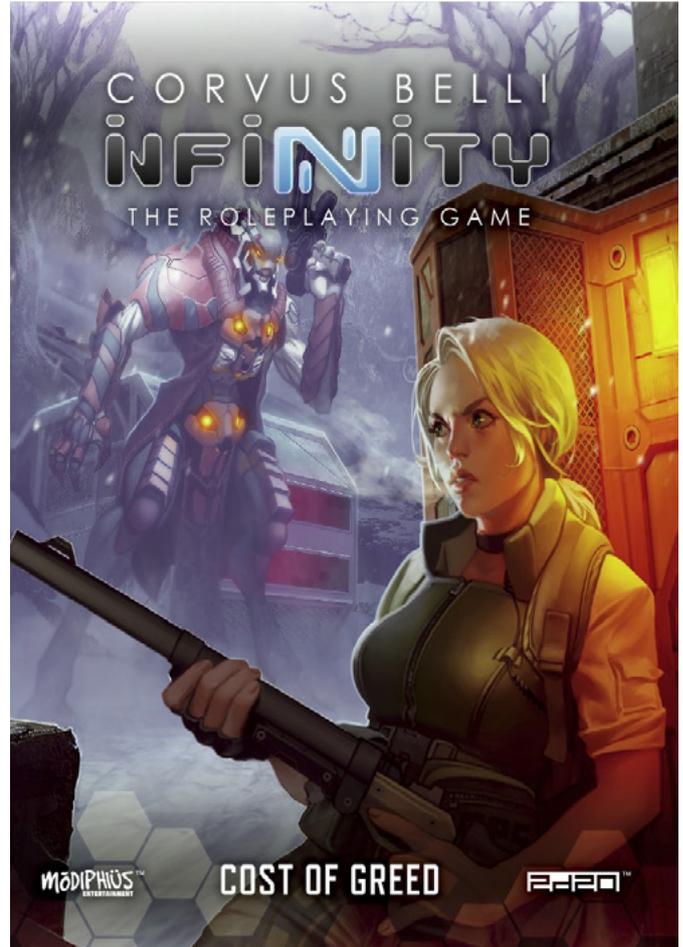
Modiphius are pleased to announce the release of *Infinity: Cost of Greed* a brand-new adventure compendium for Corvus Belli's awesome sci-fi RPG.

*Infinity: Cost of Greed* is available in print and PDF on Modiphius.net as part of our Infinity Collection and in PDF only on DriveThruRPG.com. Here are the details on this exciting new title:

A chance discovery on Paradiso leads to the uncovering of a VoodooTech smuggling ring, with the clues leading to an intelligence agency or corporation.

Follow the rabbit hole, follow the money, and the trail of breadcrumbs may soon provide clues to a plot that could put the whole Human Sphere at risk.

*Cost of Greed* is a mini campaign of five non-linear adventures that provide the characters with a chance to meet, work alongside, and challenge the key characters from Corvus Belli's *Dire Foes Missions* packs 1-5. **First Domino:** Follow the trail of a smuggling ring trafficking VoodooTech from Paradiso to the crowded streets of Yinquan. Will the tight-lipped Yanjing be involved or perhaps the shady MagnaObra corporation?



**Silk Road,** but her enemies could prove more overwhelming than they bargained for.

**The Black Box:** With the war on Paradiso itself under threat, and the safety of the Human Sphere at stake, infiltrating the operational centre of the cabal responsible could turn disaster into victory.



**Ice and Fire:** Seeking clues to the architect and purpose of the smuggling ring, the characters need to embrace the icy cold of Svarthelma to find the answers they seek.

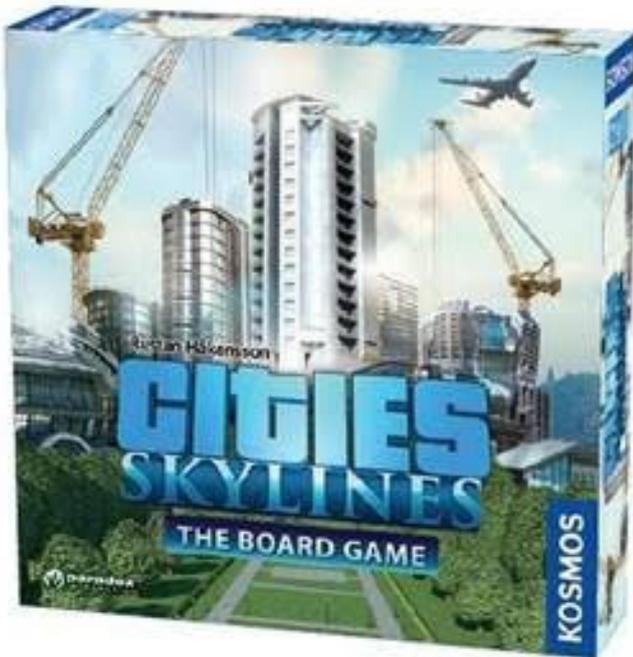
**Quantronic Noise:** A hacking cell operating from an enclave on Bakunin are a key factor in the operation. Their ability to manipulate the characters' patinas, however, may flip the Wilderness of Mirrors on its head, creating enemies of both civilians and former friends.

**Hot Sands:** Chasing an exec for the intel she's hiding will lead the characters into a fight to survive on the



## The board game of the hit city-building video game!

Kosmos Games UK alongside Paradox Interactive are thrilled to announce Cities Skylines – The Board Game! Based on the hit video game, experience Cities: Skylines™ cooperatively as a team of tabletop urban developers, or take on the role of Mayor yourself, as you plan and develop a thriving metropolis.



Players of the original will immediately be familiar with the delicate balance it takes to expand your city while keeping the needs of its citizens in check. Focus too much on expanding one particular area and you will quickly run into pollution, traffic, crime and other rising problems. Make the best use of the space you have available by fitting your zones together to form a beneficial neighbourhood that will attract people to it! Stephen Lyssejko, Boardgame Marketing Manager at Kosmos Games UK, was invited to a behind-closed-doors demo of the prototype at UKGE with the designer, Rustan Håkansson. As a fan of the video game, the excitement of seeing the mechanics of the digital version being translated over to the board game was clear from the start.

“After seeing the setup, I found myself in familiar territory right away,” he said. “The tracks for managing pollution, crime, traffic, of course, and all the rest were there. After deciding which of the zones we wanted to start on and starting off with our first small residential zone, our group set to work planning how we could expand our city to greatest effect.”

When asked about the play of the game, he had this to say.

“Although it was my first time playing the game, it was great to have others there to discuss our best course of action. When the option to build a monument became available to me, I thought I had spotted an excellent spot to build it. However, when the team looked at our available funds and other options in our hands of cards, it was clear that holding off would help our score much more if we setup the surrounding neighbourhoods more. Players are free to choose when to advance to the next Milestone and expand into more territories, but you have to be sure this will leave you in a state where you won’t bankrupt yourself!”

Six million enthusiastic players have already built their dream city on the PC.

Now, with Cities: Skylines - The Board Game, become. With increasing complexity as your city expands, the boardgame is suitable for the newcomer and connoisseur alike!

Starting with a series of scenarios, players will build different cities with unique buildings and structures in each game. Players begin with a blank canvas of open fields and snaking roads, onto which they will work together to build a thriving city and expand further afield. Just like the video game, layout your first residential, commercial and industrial areas and gradually open up new neighborhoods.

Be sure to consider key factors such as the environment, crime, traffic-flow and education, balance the books to use your financial resources effectively and, of course, keep the population in a good mood!

Whether you play solo or with a group, enjoy city-building at its best. Experience Cities: Skylines™ cooperatively as everyone develops the city together. In order to succeed as a team, you must communicate and plan together in order to advance development as skillfully as possible and ensure each Milestone is met with praise from your citizens.

Enact Policies to keep the city’s needs in check, place Public Services to maximize your output and become the best city-builders with Cities Skylines – The Board Game!

Cities: Skylines – The Board Game is set for release in October of this year.

## Curse of the Crimson Throne Comes to the Pathfinder ACG

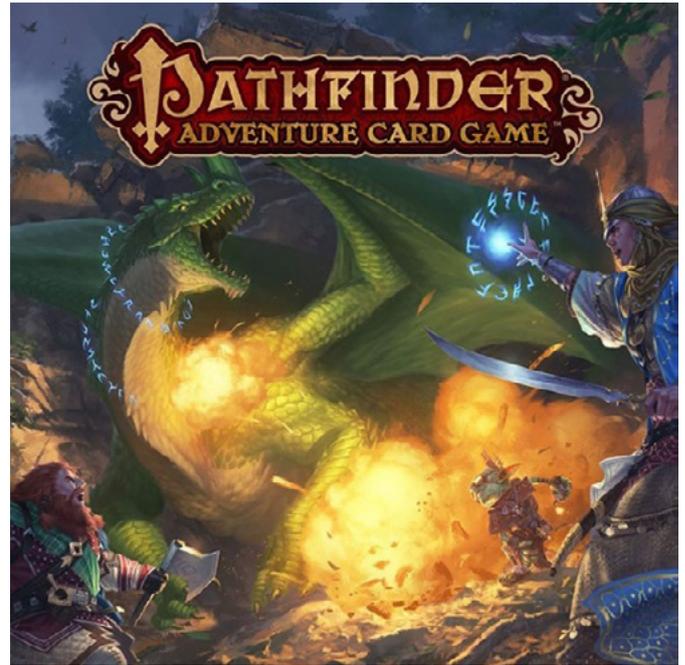
In today's blog, designer and Lone Shark Games president Keith Richmond takes a break from talking about Core Principles to wax nostalgic about his long journey shepherding *Curse of the Crimson Throne*. I'll comment along as needed.

Almost a decade ago, I ran the RPG version of *Curse of the Crimson Throne* for a group of players that included my friends Chad Brown and Tanis O'Connor. It's a fantastic adventure that starts you as a group of characters all wronged by a deranged dealer of drugs and kidnapper of kids, drawn together by a mysterious gypsy fortune teller to bring him to justice. From there, you become embroiled in saving the city of Korvosa—often from itself.

It has everything that makes for a great urban adventure full of morally ambiguous allies and enemies. You parkour over, under, and through the city to defeat criminal and political plots, a healthy mix of mundane greed and murder alongside mystical rituals of mass murder. As you investigate, you interact with such a fantastic cast of characters that you feel like the city becomes yours to protect, not just a backdrop for the dungeon of the day. When you finally end it by stabbing your magic sword into the heart of a centuries-old curse that's plagued the *Crimson Throne*, you feel a genuine sense of accomplishment at having changed the city's fate. It's the only adventure path



I've GM'd multiple times, the anniversary hardcover is excellent, and I'd cheerfully encourage you to play it. Back to the card game: about five years later, when I was looking for a new game project, Chad and Tanis lured me onto the PACG team. Once I'd proven I could be helpful, one of my first big projects was to help architect the *Curse of the Crimson Throne* set. I still have



spreadsheets from 2014 with some of the initial ideas. I'll admit that 5 years more experience designing, the help of the full team, and being able to leverage Core were tremendous improvements over those nascent ideas. Still, it is with great happiness and pride that I look forward to seeing this box, with our names on the front, make it into your hands.

But more than enough about why I care about this product, and on to why you should!

One of the defining features of the *Curse of the Crimson Throne* Adventure Path is how it centers around Korvosa. Throughout several adventures, you work to save the city from crime, madness, plague, traitors, and ancient dark forces. At the same time, the city is there for you when you need a helping hand, perhaps to procure new equipment, gather information, or heal whatever injury, disease, or even death that has befallen you.

The very first scenario rewards you with your first supporter, Field Marshall Cressida Kroft (She's the best! — Chad), commander of Korvosa's guards. Impressed by your heroism, and sorely in need of help, she'll happily provide you all manner of armor and weapons. If you want her help obtaining spells, you'll need to check off that box on the card by spending a supporter feat on her. You'll receive a steady supply of supporter feats throughout your adventures, so the city of Korvosa levels up alongside you. Just like in the RPG, supporters in the ACG can change in and out, gain power, and even die. Each group will favor different supporters, and you may eventually need to make tough decisions about which supporters to obtain or save from calamity.

Curse of the Crimson Throne also introduces you to Korvosa's Hero, Blackjack. Blackjack is a masked hero who has fought for Korvosa's poor for centuries. Fortunately for you, the current Blackjack is ready to give up his mantle to a worthy successor. Someone heroic. Someone adventurous. Someone who also fights to save the people of Korvosa.

This special role can be earned by any one character, adds to your existing character powers instead of replacing them like a normal role, and comes with several wonderful toys.

Curse of the Crimson Throne makes extensive use of the Harrow, a Tarot-like deck of cards used to predict the future and play card games. Folks familiar with the Harrow Deck that Mike helped design several years back will not be surprised that a very similar deck has ended up in Curse, in the form of special Harrow blessings. There are 6 suits (**Hammers, Keys, Shields,**



Books, Stars, and Crowns) representing different metaphysical concepts and mapping to six familiar attributes (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). Each of those suits has 9 cards that correspond to the classic 9 alignments that describe the struggle between Good and Evil, Law and Chaos.

Mechanically, this means that some Harrows are a lot kinder than others and they cover a wide variety of effects, both when played and when they show up as the hour (that is, are faceup on the hourglass discard pile). Also, following our design principle of more unique cards=good, you get 54 unique Harrow blessings in Curse of the Crimson Throne. More than enough to keep things interesting!

Each adventure in Curse is themed to a Harrow suit. For instance, the first adventure is themed to the suit of Keys, and it cares a lot about chases, criminals, finding lost treasures, and other dexterous undertakings, so you get an automatic 1d4 on Dexterity non-combat checks.



At the start of the adventure, each character will draw an appropriate Harrow and get to use it throughout the entire adventure, getting a special benefit each time, they play it. And if you're seeking a little bit of extra challenge or just more Harrowing flavour, each suit has a wildcard you can add that evokes the right kind of flavour and actions.

My forum avatar has been the Harrow Rabbit Prince for years because of fond memories of Tanis's barbarian calling Chad's paladin "Bunnyman" for an entire campaign after he got it. We even put out a promo card in Chad's honor.



## Courts of Stone - Legends of the Five Rings



In the Legend of the Five Rings Roleplaying Game, you enter a world of magic and conflict. Celestial turmoil, natural disasters, and countless schemes by the mortals of the realm have led to an imbalance in the world and now the Emerald Empire is threatened by both external and internal forces. In such chaotic times, the actions of a mere handful of individuals may have a lasting impact on the world and many are willing to go to any lengths to achieve their goals.

With the Courts of Stone sourcebook, you unlock the secrets of the Rokugani castles, keeps, and courts, where battles between nobles are fought with wits and words and a single mistake can lead to dishonor

or death. When secrets are deadlier than swords, a well-placed word can make or destroy a courtier, and one must care to tread softly on these treacherous grounds.

Spin your webs of intrigue and betrayal with Courts of Stone, the second sourcebook for the Legend of the Five Rings Roleplaying Game! This 144-page setting guide takes you inside the mighty castles and courts that act as the political centers of Rokugan. Here, courtiers' scheme to destroy their enemies. Treachery lies behind every false smile, and spies and assassins lurk in every shadow.

Courts of Stone details the treacherous battlefields of words and intentions, as well as the courtiers who plot the course of the Emerald Empire and their Shinobi agents.

Along with Gamemaster support for running adventures based around politics, romance, and intrigue, you will also find a wealth of information about the masters of the court, the Crane Clan. Do you have the cunning to survive the courts of Rokugan?



## Storm the City and Wreak Destruction in Smash City



WizKids is pleased to announce that its new game of kaiju chaos and destruction, Smash City, is now available in North American Game Stores!

Inspired by the Japan's ubiquitous kaiju monsters, Smash City takes players on a rampage through an unsuspecting city as they battle for dominance. The game includes three-dimensional buildings that can be knocked over with giant dice as players attack one another in an epic fight to the death. Players will collect Power Up tokens with successful attacks as well as by knocking over certain buildings. However, the city will also put up a fight, with armies attacking monsters who have landed in their vicinity, damaging them.

When a player reaches their last life point, the game ends, and the player who has the most Power Up tokens is the winner. Smash City features 4 unique monsters, including the terrifying Toxiguana and the monstrous Magmalodon. The game is now available, so be sure to pick it up at your Friendly Local Game Store or online today!

<https://wizkids.com/smash-city>



## WARLORD GAMES AND MYTHICOS STUDIOS JOIN FORCES.

TMythicos Studios, a New Jersey-based hobby, entertainment, and retail company, will work hand in hand with one of the world's premiere tabletop gaming companies; Warlord Games, based in Nottingham, England. The new partnership will be a long-term relationship, which will see both companies launching co-branded retail locations. The new venues will be built around the highly successful Mythicos Studios membership business model and will provide the wider gaming community with studios around the US and Europe with venues designed specifically to support the full array of games in the gaming category. This includes board games, collectible card games, role playing, and tabletop, to name but a few.

The companies' plan is to launch a second studio in October of 2019 in the New York metropolitan area, while also rebranding to the new name, the current Mythicos Studios in Succasunna NJ, followed by further studios up and down the east coast of the US. The new and current studios will be known as Warlord Mythicos Studios. Further aspects of the partnership include co-development and manufacturing of a series of new Mythicos Studios developed games, as well expansions built on current Warlord Games' existing gaming systems.

John Stallard, CEO and founder of Warlord Games, believes this new partnership will change the face of the hobby industry. He states, "Everyone at Warlord Games is thrilled to partner with Mythicos Studios. Our companies share a dedication to our gaming communities. We seek to provide gamers of all types with the very best venues in which to enjoy their favorite aspects of the games they love."



This feeling is shared by Nelson Martinez, chairman and founder of Mythicos Studios, who also believes that the new partnership will further drive his vision, which as he describes, "will help Mythicos Studios expand our model of focusing on the gamers and the games they are so passionate about. Our studios are not just places to shop, these are places where gamers will find the very best gaming conditions possible and all of the products and services any gamer (newbie or expert) will ever need to ensure he or she gets as much out of their hobby as possible."

Both founders agree that "this type of consolidation and partnership by companies which share common goals will ultimately benefit the hobbyists and gamers, but also open up new ways for the hobby industry to expand and adapt to an ever-changing gaming environment." The long-term goal of both companies is to establish Warlord Mythicos Studios in every major US metropolitan area, as well as a global presence for the brand, its entertainment and gaming products, and venues.

## 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).

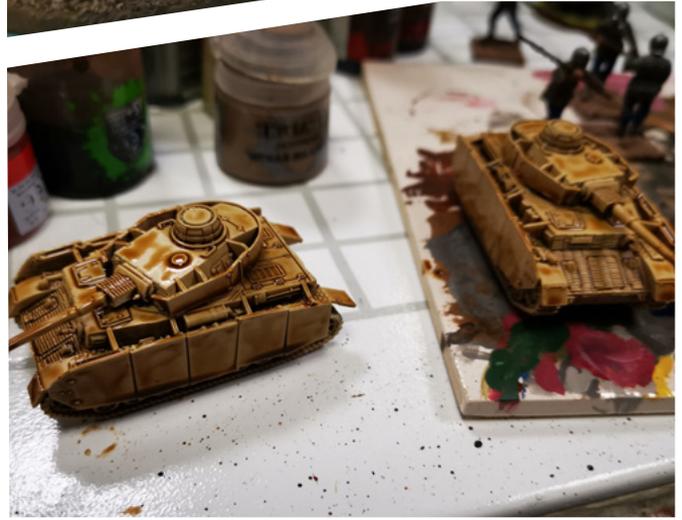
We may even record some RPG specials of local groups playing a weekly RPG session. All of these will be showcased on our YouTube channel.

To date we've uploaded 4 episodes, which includes a look back at how the Irregular project got started. In episode 2 we look at Lord of the Rings, Episode 3 is all about Kickstarters and the 4th episode we take a look at skirmish gaming.

<https://www.youtube.com/userTheDysartes>

# Ed's Challenge

Jason Hubbard



The last few months has been a drive to get unfinished projects completed, this included a fantasy/medieval army I started a couple of years ago. So far, I've managed to complete two units, one of archers and another of men at arms, on top of this I've finished several character models for this army as well. I also started a new project, just recently in the last few weeks by purchasing the new Flames of War starter set, Hit the Beach.

## Bolt Action

I haven't managed to get much done towards my armies, but I have decided to change my Chinese Army to be built to play in the Korean conflict. With this in mind I purchased a T-34/85 which was the main battle tank for both the Chinese and North Korean forces. This is because in August Warlord are releasing a new Bolt Action expansion covering the Korean War, along with miniatures for the conflict. One of those new miniatures will include the British main battle tank, the Centurion. For my German WW2 army, I've managed to build a Panzer III and a Stug, to along with the Puma, so far, I haven't managed to paint any of these. For my allied army I've picked up a few British and US infantry which have been built but not painted yet.



I also decided to get rid of my 20mm armies to concentrate on 28mm and 15mm for WW2 as I can get games in these two scales more easily at my local club than I can in 20mm.

## Fantasy Miniatures

I recently started painting some Chaos miniatures in preparation of the release of Warcry skirmish game by Games Workshop. I started with a white under coat and decided to paint the flesh using washes. I've decided that I don't really want to play large scale

battles, so I'm not quite sure why I'm painting a large fantasy army, lol. I've also made a start on the Skaven warband for Shadespire, these are going slowly but surely.

## Lord of the Rings

In the last couple of months, I've managed to finish a few hero characters, and some more terrain. This project has slowed a bit as I've tried to complete some unfinished projects. My next plan is to get some of the basic troop models finished over the summer for the forces of good and evil.



This particular project has pretty much ground to a halt as I've decided to paint the miniatures from my various board games using the new contrast paints by Games Workshop. I've used them on two occasions, at UKGE and the GW store in York. On both times I was pleasantly surprised by the result but not enough to use them on my war game minis, though they may get used as another tool but not my only paint. The board games minis will be painted only using the contrast paints, and I'll let you know how I get on in the next issue. I'm hoping by using the contrast paints it'll speed up the process of getting them painted and on the table.

The last few months has been about getting old project finished and building in preparation for new projects. Over the summer the plan is to concentrate on Lord of the ring and the numerous tanks I have for Flames of War, Team Yankee and Bolt Action. I will also pick out one of my board games and get the miniatures painted using the new contrast paints.



## Team Yankee

I've completed three T-62's for my Chinese/Russian army and decided with the release of Oil war to start a British desert army, so with this in mind I started an M109. This had to be my first armored vehicle having served in an M109 battery during the Gulf War. I decided to paint it with a sandy yellow colour, and then gave it a wash using a brown wash. Next will be to build and paint some T-55's which will be converted to Type 59 tanks.

## Board game Miniatures



## Chiese Town Gaming Terrain

The next big project I plan to under take is a modular terrain piece. Its an early 20th century Chinese provincial town. I plan to make use of the new interlocking boards from Sarissia to make modular boards that will form a large town for playing 28mm games such as Bolt Action on. I will be writing about my progress as I go, and this will also include tutorials and historical background information. My first big article will be in the next issue.

# INTERVIEW; JOE KRONE OF WATCHFUL I STUDIOS

JASON HUBBARD

## *Specializing in 28mm scale historical & fantasy Asian themed armies*

We caught up with Joe from Watchful I to discuss his range of miniatures set in the Qin dynasty period of Chinese history. Most people will be familiar with the army due to the fame of the Terracotta Army, one of the historical wonders of the ancient world.

**What made you decide to set up your own miniatures company?**

I spent approximately 20 years of my career working in the gaming industry and most of that was with manufacturers such as Games Workshop and Battlefront Miniatures. I always had a passion to do something creative and I learned a lot working for the leaders in the industry so when I left the gaming industry I decided I wanted to take a chance and create my own company offering miniature ranges that don't have a lot of representation around the world.

**Why did you choose the Qin Army as your first set of miniatures?**

Deciding to focus my energies and the theme of my company on historical and fantasy based Asian armies was a difficult decision because it presented a chicken or the egg quandary. You have a collection of miniature ranges that currently don't offer a lot of options for the customer and this is either because there is no demand and companies in the past have elected to



avoid the armies or there is a demand but companies have elected to avoid the armies because of a lack of understanding, information, or concern about overall profits. I decided to roll the dice and take a chance, but I wanted to go after probably the most recognizable army that miniature collectors would immediately know and possibly get excited about. Therefore, I selected the Qin Dynasty and its fantasy counterpart, the Terracotta Warriors as the foundation for my company. There have been tons of documentaries about the time period as well as Hollywood movies so riding that wave would be easier than starting with a civilization that is less known.

**Have you visited the Terracotta army in Xian?**

I have not but now I can expense the trip if I ever decide to go. (Both myself and Alex have visited the Terracotta Army and can highly recommend a trip, it's well worth a visit. We'd also suggest taking the provincial museum in Xian as well. Editor)

**How was the kickstarter process?**

I ran a much smaller Kickstarter for some customized dice a year or two before starting my company just to test the waters, but I still learned some pretty harsh lessons during the first Kickstarter. It is a great way to bring some money into the business but if you underestimate your costs even slightly you start running into financial issues. I had some hiccups but luckily, I used Kickstarter as more of a replacement of funds rather than a creation of funds. What I mean by this is I funded the initial concept art, sculpting, 3D printing, and manufacturing of the Qin Dynasty range with my personal savings prior to launching the Kickstarter and then I used the 'profits' of the project to replace some

of my outlay as well as pump back into the business for the next project. I continued this concept with the successful completion of my second Kickstarter for the Terracotta Army.



#### How did you get into the hobby?

I played with army men and those types of toy soldiers as a child but my first experience with what we consider the hobby today was during my time at university and I was managing a video games store close to campus. A homeless person entered the shop and dumped out a bag of plastic and metal toy soldiers asking if I would be interested in buying them. After sending him away and telling him to come back tomorrow because I didn't have any cash he eventually returned, and I bought the collection for a friend. I later learned that the army was the Undead from Games Workshop's Warhammer Fantasy range and my



friend played Warhammer 40,000 so he wasn't interested in the collection. I took the army down to the local gaming store to see if anyone 'lost' the army and then proceeded to walk out the store with not only this enormous Undead army but with the Warhammer starter set and the Magic supplement. The rest is history.



#### Are there any other periods of Chinese history you plan to explore?

The 3 Kingdoms period would be interesting to look at and perhaps turn into a more fantasy looking range like so many of the video games but ideally I would like to continue working my way chronologically through time and offering nicely detailed, high quality miniatures for civilizations that are barely touched in the industry.



#### Will we see a set of rules to go alongside the miniatures?

I am currently working on a set of rules that will focus heavily on Asian civilizations and their folklore. I was holding off on creating rules until I had more armies available so I could utilize the miniatures for painting articles, photography in the book, and offering more of a 'complete' product for the customer. I am hoping to bring a fresh look to the rules and offer something that both historical and fantasy players will be happy to play. Right now, the concept of the game will focus on warbands in a skirmish setting but I am toying with the idea of incorporating larger scale unit sized battles as well.



Do you have plans to produce any terrain for the Chinese setting, and which periods?

Yes, actually we already have a range of digitally sculpted scenery for the Chinese setting including a few different houses, walls, a moon gate, gazebo, and several different lanterns. I have been discussing with various manufacturers on trying to bring these items to market but haven't decided on the manufacturing material yet. More than likely we will cast them in resin since I am partnered with Ainsty Castings and he does a wonderful job working with resin. I currently have a building that is more of a 'garage kit' available that is a hybrid laser-cut / resin cast building that makes a great temple or shrine. I was concentrating on ancient buildings so they could pretty much be used for any time period.



What in the hobby are you inspired and influenced by?

I am always excited to see new miniature ranges and the fact that technology has allowed people such as myself to start a new company with very little money. The influx of creativity is wonderful for the whole industry and it allows designers a ton of outlets to showcase their talent. Yes, it makes it more competitive and customers are finding it hard to keep up with all the things they want to collect but that competition improves the quality and customer service across the board. I am inspired by the vast amount of choices that I have as a hobbyist and even though I own my own miniatures company I still find myself purchasing other companies miniatures and backing Kickstarters. I am mainly attracted to well organized and uniformed historical armies as well as 'low' fantasy themed forces but since my very first fantasy army has been Undead it will always have a special place.

Are we going to see any miniatures that have been inspired by Chinese film and TV?

I have already used film as inspiration to create some of the miniatures that exist in the Qin Dynasty range. The look and feel of the Terracotta Warriors and Chinese Undead were influenced by Hollywood and the

upcoming Warring States light infantry were designed from uniforms found in film. As time moves on, I am sure that movies and foreign TV shows and films will play a huge role in helping me design uniforms and armour but I try to use it as a secondary source.

What games are you currently playing?

I currently don't spend a lot of time playing games mainly because my focus is on releasing products for my company, painting samples for my website and photographs, and writing and playtesting my rules. I did recently participate in a local Kings of War tournament bringing my Terracotta Army representing Empire of Dust. I own rules for games like Saga, Saga: Age of Magic, Kings of War, 9th Age, and Frostgrave so I would enjoy building armies for them and someday playing some games. YouTube is a beautiful thing because I watch a lot of videos on how to play and battle reports, so it definitely feels like I, at the very least, am familiar with the rules.

What are your long-term goals for Watchful I Studios?

Long term I would like to release a rules system that is widely accepted in both local gaming stores and competitive play. As far as miniatures are concerned, I am heavily involved and interested in developing plastics for the core of each product range. I am also working on another project that I am keeping pretty close to my chest at the moment, but it is something that will be in long term development and announced when I have a proper marketing package to present. Having some diversity in your products would also be important to long term survival so I would like to create board games and take advantage of the great history and folklore of Asia.

<http://www.watchfulstudio.com/>

Next issue we'll be taking a look at the QIN miniatures.

# One Thick Coat To Contrast or not to Contrast

Contrast Paints- Games Workshop

Jason Hubbard and Alex Garbett





Recently Games Workshop released the next generation paint, marketed as the magical coloured liquid that would eliminate all your painting woes. This product was well marketed all over the web and it was pretty hard to escape news of the paints. The idea behind these new paints to help make painting miniatures a lot easier and quicker, the hope being to dispel all those grey unpainted armies out there in hobby land.

So, with all this hallabaloo going on, I decided that I'd try and get my hands on some to test. The paints were being showcased at events such as UK Games Expo and local Warhammer stores. So, it was pretty easy to get an opportunity to use them.

My first impression was the paint seemed to be a thicker version of the wash paints, now these paints will only work on either a white, grey or silver undercoat, they do not work on black. Also, it should be noted that they don't really work in an air brush either. My first attempt at using them was at my local store, I used them on some fantasy miniatures, and I tried to use them as GW recommends, one thick coat. I did this on one of my miniatures and left it to dry, whilst this was drying, I decided to see if I could mix a contrast paint with a wash. It works well mixed with a wash, but it will lose some of its thickness. This does mean it means that by losing some of this thickness it does affect the consistency and will affect the end result slightly.

The miniature painted with one thick coat did eventually dry and I wasn't impressed with the end result, this may be because I need more practice to get the desired look, or it just doesn't do what GW say it does.

This will require more time with the paint before I say either way. What I did learn whilst using the paint, is that it doesn't work very well on flat surfaces, where it worked really well was on miniatures with lots of places for the paint to pool just like a wash does. This would explain why most of the models being showcased are organics such as plague walkers. The next

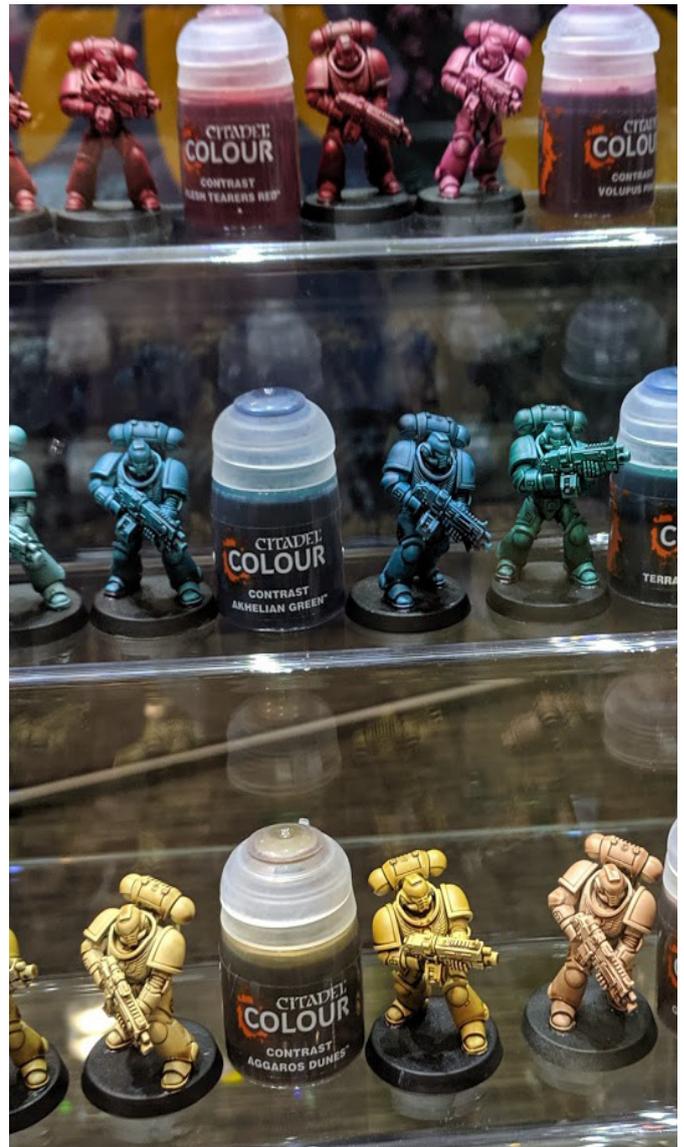


time I used the paint was at the York Games Workshop store, whilst on a trip to the city. This time I painted a Sigmarine, and I decided not to slap on one thick coat but brushed it on sparingly and making sure to push the paint into folds and crevices just like I do when using DIP, because basically this is coloured DIP in my opinion. This worked much better than just slapping it on, its fine to slapp it on a marine or when covering a large surface area but when trying to use several colours its best to paint it delicately otherwise you're having to touch up the mini with undercoat paint.

I liked the paint, but I don't think it's the magical solution its being portrayed to be by Games Workshop, it will be a great way for those who don't enjoy the process of painting to quickly get some colour on to their miniatures. As for those who considered themselves painters or just enjoy the art of painting miniatures to game with then I think these will just be another useful tool in the paint box. I plan to use them on my numerous board game miniatures rather than on my war gaming warbands. I'm hoping to paint more of my board game miniatures and hopefully this will prove to be a quick way of getting done. This will put a major dent into the grey arWhat 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.

Jason Hubbard



The Games Workshop Juggernaut has been rolling on continually for the last few years with new releases each month, so many in fact it has become hard to keep up or even keep track of them, Of all the new releases though none have caused as much storm as the new Citadel Contrast paints.

I have been in the hobby for 23 years now and tried all kinds of paints with different ranges of Enamel and Acrylic (along with some testing with oils which we won't talk about!) and nothing has really come along in that time which has been pitched or promised to revolutionise painting or be a game changer like the Citadel Contrast.

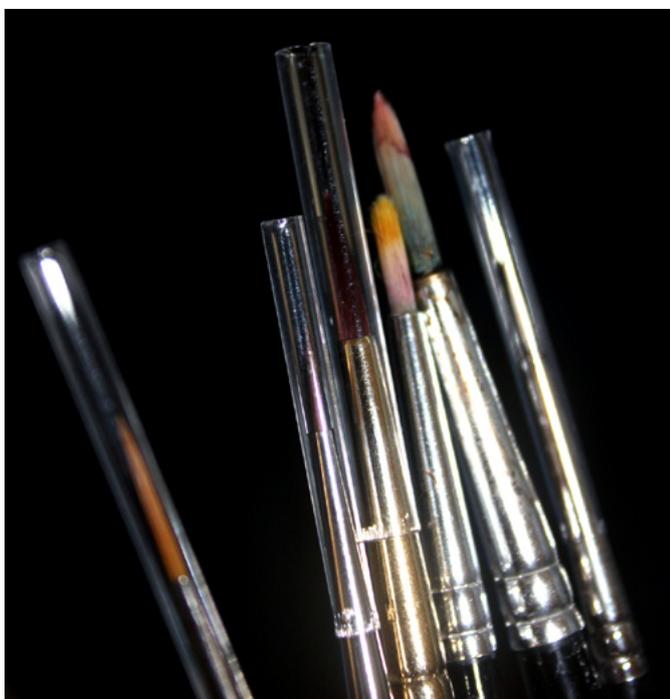
Historically Games Workshop has pushed new paint ranges to us hobbyists and of these the two which stick to mind most was the introduction of the Foun-

dition Paint range and Foundation Washes. These foundations paints (of which I still have some) were very much the initial road map for the following range we have today from Games Workshop with the Base, Layer and Wash etc which very much works....however Contrast is a bit of a strange one to me in that it doesn't sit within these ranges but more a veering off course and a work around as opposed to a complementary paint to with the existing ranges.

On the build up to the contrast paints being released we saw several big scale demonstrations at Games Workshops Open day but also at the UK Games Expo where tables and prime undercoated miniatures were out in force. I wasn't able to make the open day but did at the UK Games Expo and had my first chance to play with some of the paints.



which to me is a method of applying colour to the many grey armies out there and for beginners and people not confident in painting or perhaps without the time to reach a half way point of no longer grey and almost an entry level basic table top standard.



Looking back and on reflection the contrast paints worked well on models with a lot of surface detail (like the Pox Walker) but on others with larger flat areas I felt the painting system just didn't work (Primaris Marine), however I do feel I need more time to play with the medium and contrast paints to close off a few final ideals in my head on how to manipulate the new paints.

Overall I am impressed with the contrast paints, however they do have their limitations but as someone who has been painting for years and has Air, Base, Layer, Foundation, washes, inks and more types of paint in my collection I'm seeing these as another tool set which I can call upon and slot in as part of the overall process of painting models and achieving the desired effect I'm looking for instead of them as the end result in a single stroke of the brush.

Alex

After selecting a Primaris Space Marine and Nurgle Pox Walker a started applying on the paint to with those now famous words 'one thick coat' in my head to what I would say are mixed results.

Paint coverage and flow was very good with the pots and batches of contrast paints I used but after several applications I was starting to view the contrast paints more as a thicker wash than a new method of painting, certainly for how I chose to personally paint.

I was keen to get some of the medium to try put there were only a few pots around and sadly I wasn't able to try it on the day but having finished my two minis and letting them dry I started to form in my head possible uses for me vs the overall goal of the contrast paints,



# WARGAMES TERRAIN AND BUILDINGS - THE NAPOLEONIC PERIOD

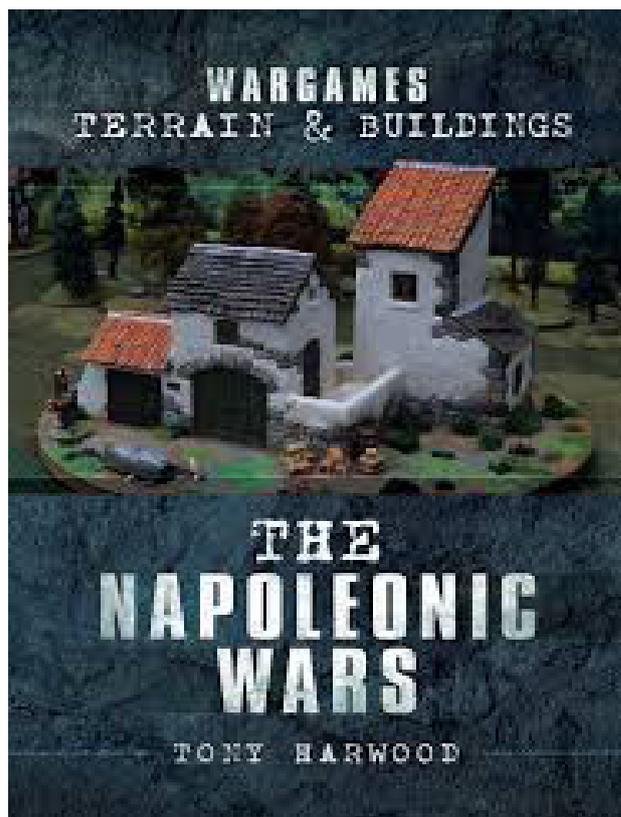
*Author: Tony Harwood*

*Publisher: Pen and Sword*

REVIEW BY JASON HUBBARD

Any miniature wargame is greatly enhanced by realistic and evocative scenery and buildings, but commercial ready-made pieces can be expensive. Building your own can be a cost-effective and very rewarding alternative, another hobby in itself, but it can be hard to know where to start. Wargames Terrain and Buildings is a series of books aimed at giving wargamers the skills, techniques and guidance they need to create their own stunning and practical model buildings.

In this volume, master modeller Tony Harwood shares his years of experience and presents the reader with a wide range of projects for the Napoleonic era. With the aid of step-by-step photographs, he guides the reader through building and finishing each of



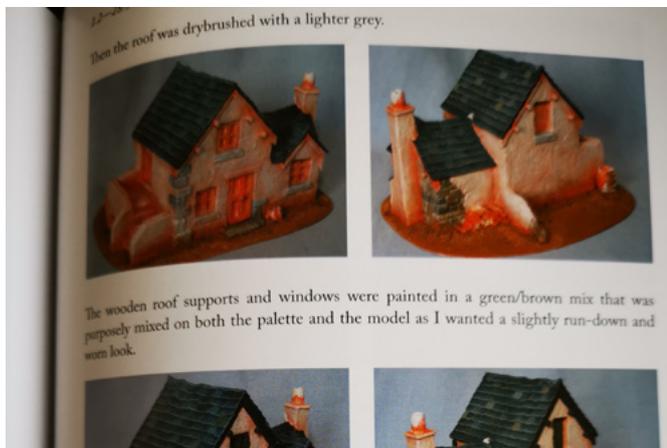
these models, which are organized in three sections of increasing complexity and encompass a range of scales and different materials. Nine projects are included but the techniques and skills demonstrated along the way, along with valuable advice on tools, construction materials and paints, can be adapted and applied to a much wider range of structures to grace

your battlefields.

This book is great for one reason and one reason alone, it shows hobbyist how to scratch build scenery for the gaming table. In an age where we are surrounded by MDF and plastic kits it nice to see the old school skills and techniques on how to build terrain in what many would call old skool.



The author covers 9 different buildings in three different scales. The first section features a Russian Windmill in 15mm, A two story French House in 28mm, La Belle Alliance in 20mm. Section 2 features a French Pigeonnier, a Stone Built Well and a Russian Granary. The last section features a small bakery, a Hungarian Chapel and a Diorama.



There are some interesting projects in this book including modifying an MDF kit by Sarrissa, all of the projects utilise corrugated cardboard, balsa wood and green foam. The tutorials are well laid out in an easy to follow step by step with good images. I would say this is more suitable to the experienced hobbyist but the less experienced could easily follow along with the smaller projects such as the well before tackling some of the bigger and more complicated builds.

The one criticism I have for this book is that the buildings don't lend themselves to skirmish games, as they're one-piece buildings.



I would have preferred buildings where you can remove the roof and floors so that you have the ability to play through them. Yet this is a minor criticism, this book teaches the reader some of the skills which are being lost to pre-made plastic and MDF kits. Growing up if I wanted scenery, scratch building was the only way to get any. Also back then finding a book like this was hard, most of the time I had to rely on books aimed at the model railway enthusiast.



This is a good book for those wishing to build their own terrain and not rely on MDF or plastic kits. The skills required for this I feel are being lost in the hobby for the more convenience of purchasing easy to build model kits. So, I'm all for books such as this one that showcase and teach those skills and techniques.

# Test of Honour

THE SAMURAI MINIATURES GAME

## Unlikely Heroes

### What's New In Test of Honor 2nd Edition

#### Terminology and Tweaks

Not the most exciting start, but important! The old system of dividing warriors into Samurai and Commoners was fine for the starter set but broke down with things like monks and ninjas, who needed leaders but clearly weren't samurai. Equally in sets like the Daimyo's Retinue, all the models are designed as samurai but some of them had to be lower-level warriors. So here are the new terms:

v1 samurai are characters in v2

v1 commoners are followers in v2

Your samurai hero is now just your hero

Your non-hero characters are called companions

Of course there are also lots of minor tweaks and clarifications in the new book, making sure the v1 FAQs are properly covered, etc, but let's just get to the tasty stuff:

#### Honour and Dishonour

While 1st edition gave you the temptation of pursuing the Dark Side and following the path of dishonour, what about players who like to be good guys?

2nd edition has both Honour and Dishonour cards.

All your characters can gain them now, not just your hero. However, you can't just take one when you want any more, instead you make the decision whenever a



character attacks an enemy who cannot avoid. At this point, imagine you can either sneak forward and stab them in the back or announce yourself and give the opponent a second to react. This will give you +1 or -1 dice plus the appropriate card. (You can also choose neither and attack normally.)

There is more variety in the cards now - 4 different for Honour and the same for Dishonour. As you'd expect, the Dishonour cards make your troops start to lose faith in their leader, while Honour cards do the opposite, giving your force bonuses and even free actions. It's a tricky dilemma between a short term boost or a long term gain!

# Battlefield Terrain

Your games will look best with 3D model terrain to represent the forests and hills, villages and towns of feudal Japan.

## EVERY BATTLEFIELD IS DIFFERENT...

Every game has different terrain, made up of models for hills and wood. The battlefield is not a flat plain, but a 3D landscape. The terrain is made up of different types of terrain, such as hills, rivers, and forests. The terrain is made up of different types of terrain, such as hills, rivers, and forests. The terrain is made up of different types of terrain, such as hills, rivers, and forests.

## BARRIERS

A barrier is a wall, fence or hedge. Models can be placed on all sides but not on top.

## Low Barriers

Barriers up to 1" high are classed as low barriers, and do not block line of sight. Crossing a low barrier will cost a warrior's movement by 1".



Musashi's Village and the gate to the village by our second player.

TEST OF HONOUR  
Mini Rules

## ROUGH TERRAIN

An area that models can be placed with its back to a wood or a distance of buildings.

Warriors can see up to 1" through rough terrain, but their bows have a shorter range. Warriors cannot enter rough terrain if it is not their own.

## Low Rough Terrain (Rivers, Lakes & Rocky Fields)

Rivers, lakes, and other natural features are classed as low rough terrain. They do not block line of sight, but they do block movement. Warriors can move through low rough terrain if it is not their own. Low rough terrain has no effect on line of sight. Low rough terrain will block line of sight if it is not their own, and will block line of sight if it is not their own.

## HILLS

Hills block line of sight only if they are between an attacker and a defender. Hills do not block movement. Hills do not block movement. Hills do not block movement.

## FURTHER BATTLE 2:

# Escape

been captured by his enemies... This battle starts with the attacker's army on the left and the defender's army on the right.

The rest of the defenders are deployed anywhere on the table that is at least 12" away from the attacker's table edge. Defenders cannot deploy inside or within 3" of the prison.

Once the defenders are placed, the warriors of the attacking force are deployed up to 3" from their table edge.

The attacker draws the first token.

## Objectives

The attacking force must escape, leaving the battlefield by the attacker's table edge.

## Scenario Rules

This scenario always uses Darkness and a successful Surprise Attack (you need to take a test of skill). The Recruitment Points reduction is already factored in.

## Ending the Battle

If the attacker's force leaves the battlefield by the attacker's table edge, the game ends and they are the winners. If the defender cuts down the attacker's force, the game ends and they are the winners.



TEST OF HONOUR  
Battle 55

## BATTLE 5:

# Expected Clash

all battles are carefully planned. The force is always divided up on each side, because of the importance of the attack or defence, or because they are attacking or defending.

## Recruitment

Recruitment points are used to recruit warriors.

## Deployment

The force is always divided up on each side.



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## Cavalry and the Triangle

In v1, groups were dominant, while single warriors and in particular mounted warriors were seen as under-powered. So there are a few important changes to get things more in balance.

Firstly cavalry are more nippy than before: they charge 9" and can move 6" and shoot. Infantry with long pointy weapons still get a bonus against them, though reduced from before - spears only in defence and naginatas only on the attack.

These bonuses now form part of a 'tactical triangle' (game designer-speak) - so melee infantry (with the right weapons) have an advantage against cavalry, cavalry get +1 attacking missile troops and missile troops get +1 firing at groups.

The result is to make manoeuvring your troops against the right opponents more important, rewarding good tactics and making the game more exciting!

## Traits

Trait cards are a new element in the game that allow you to upgrade your followers (commoners as was).

They are chosen when you pick your force and each cost 1 Recruitment point. Each card upgrades 1 group or 2 followers, and gives those warriors new abilities. For example, they could become Pathfinders, able to find hidden tracks through the woods, Fast Cavalry for some expert horse-archery, or even Drunkards!

Trait cards will start appearing in the various sets we produce. If you bought the Veteran Ashigaru card set (available here) then you'll already have the Coordination trait, and there's one in the Unlikely Allies set too.

## Terrain

We now have comprehensive terrain rules, while still keeping things simple and intuitive. Defended positions, climbing and leaping are included, and cavalry can now dismount in order to enter buildings!



## Scenarios

There are 18 scenarios in the rulebook. The introductory battles from v1 (I love the story it tells!), 6 standard battles ideal for one-off play, and 6 further battles that introduce more complex and story-driven elements - such as a last stand or an attack while your hero is at prayer.

Many of these battles can be changed further by making them night-fights or launching a surprise attack - this means the attacker has less troops but the defender starts unaware of the enemy!



## Quests

In v1 Quests were rather underused - they only applied in campaign games and even then they were an option that not many people bothered with.

Quests are now fully usable in one-off games. You choose one at the start of each battle and it forms a sort of secret mission that you can, if you want, try to complete during the game.

This could be killing a specific character, gaining a certain number of Honour cards, holding objectives, etc. As soon as you complete the requirements you reveal your Quest and take an extra Skill card as your reward!

## Character Progression

Continuing the story of your hero and his companions from game to game was always a fun element in Test of Honour, and it has now been expanded considerably!

As well as retaining Skill cards as before, after each battle you roll on the Aftermath table for each of your characters. This is modified if you won or lost, if they were injured or cut down, or if you completed a Quest. The result could be anything from a permanent





wound, a rowdy celebration, getting captured by the enemy, or even improving your stat line!

### Card Icons and Paths

As v1 was developed, people started asking which Skill cards they should include in their Fate decks. Our ruling was to limit you to the cards that came in the same sets as the characters in your force. In v2 we've put an identifier icon on each Recruitment and Skill card, which has allowed me to develop this a bit further:

The various icons represent a similar outlook, approach, fighting style, etc, known as a Path. So for example, Sohei Monks, Masked Men and the Priest from the new Unlikely Allies box all follow the same path and have the same icon, as do all the Skills and Quests associated with them. This means that if you take a character from this path, then you have a much wider pool of Skills to draw from, all with a mystical, religious theme. It also means that over time we can improve and add to these paths with new sets, rather than keeping each new release in complete isolation.

The different paths are:

- Glorious Charge - Daimyo's Retinue, Mounted Samurai
- Protect and Sacrifice - Onna Bugeisha, Seven Ronin, Hostess
- Rebellion - Pauper Soldiers, Chobei's Renegades, Wise Old Man
- Ambush - Ronin, Bandits & Brigands, Ninjas, Ronin Marksman
- Mysticism - Sohei Monks, Masked Men, Priest
- Military - Veteran Ashigaru, Clan Envoy

<http://www.grey-games.com/welcome/>



# Mortal Gods & SPQR; Trojan England

Jason Hubbard

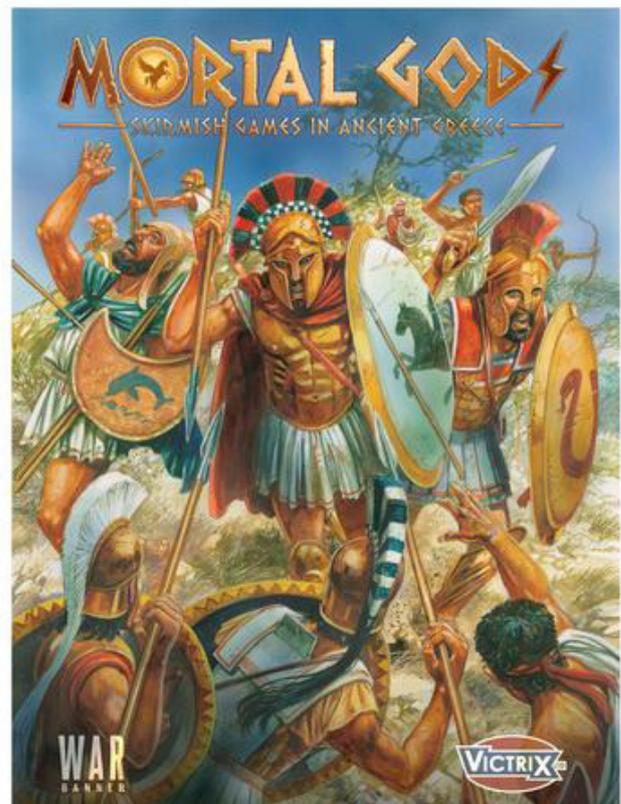
In issue 13 of the magazine I wrote an alternative history of Cornwall based on the writings of Geoffrey of Monmouth who claimed that the English Kings were descended from Trojans/Greeks. I choose Cornwall as the likely setting because we know from the archaeological data that Greek merchants did visit Cornwall to trade for Tin, so the most likely destination of any Trojans/Greeks would be somewhere which they were familiar with.

With the release of both *Mortal Gods* by War Banner and *SPQR* from Warlord I've decided to revisit this article as I've always wanted to play out a campaign set within the alternative timeline. The idea of ancient Greeks conquering Britain rather than the Romans seemed an interesting idea.

In the twelfth century a Welsh cleric wrote a book entitled the *History of the Kings of Britain*. He made claims within the book that stated that British kings were descended from the Trojans, and that ancestors of the Trojans landed in Britain sometime after the fall of Troy, creating a Trojan/Greek state in South West Britain.

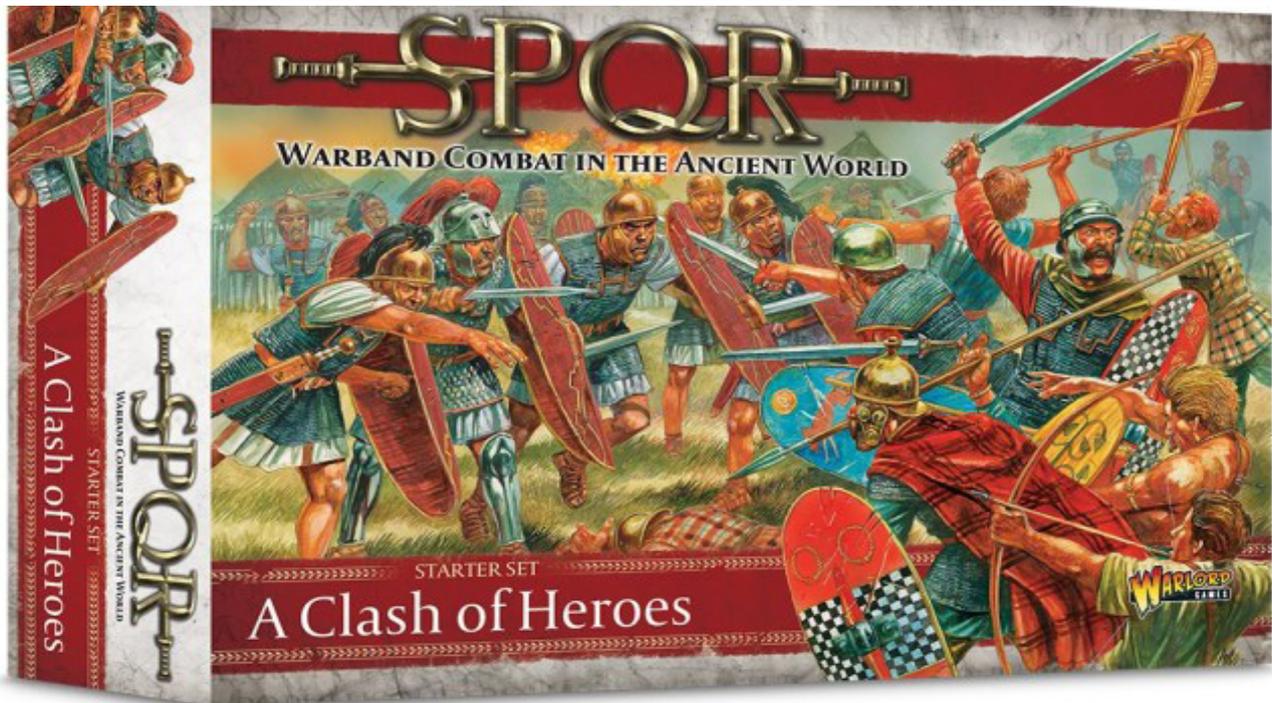
## Geoffrey of Monmouth

Geoffrey was a Welsh cleric born around 1100 AD and possibly born in the Monmouth region of Wales. It is believed he was Welsh or due to his poor knowledge of the Welsh language, that he was Cambro-Norman and belonged to the French speaking elite on the Welsh border.



It is also possible that early in his career he served as a Benedictine monk in Monmouth, though between 1129 and 1151 his name appears on six charters in the Oxford area. His writings indicate that he has an excellent degree of knowledge of the Monmouth area and that it is well known to him.

Geoffrey wrote several books, but what he is most well-known for was *Historia Regum Britanniae* or the *History of the Kings of Britain*. He is also credited with



making the King Arthur Myth popular. The book starts with the first settlement in Britain of the Trojan descendants by Brutus and his people, through to Cadwallader in the 7th Century.

He claims it is a translation of an ancient book written in the British language, though much of the book is based on earlier writings, such as Bede's *Historia Ecclesiastica Gentis Anglorum* and Gildas's *De Excidio et Conquestu Britannie*.

Geoffrey's book is more a fictional account peppered with popular history rather than a genuine historical factual piece of literature. It is recognised today as a literary work of national myth. Many of his contemporaries dismissed his work as 'made up'. However, his work was popular across Europe where it helped to shape and structure the Arthurian myth. He is regarded by many scholars as the major establisher of the Arthurian myth.

He is also responsible with *History of the Kings of Britain* for bringing Merlin to the attention of the public. Then around 1150 he came into possession of some new source material relating to the bard Myrddin (Merlin). These sources didn't line up with what he had published in the *History of the Kings of Britain*. This may have been because he had attributed acts carried out by another Royal Advisor, to Myrddin or had just fabricated them.

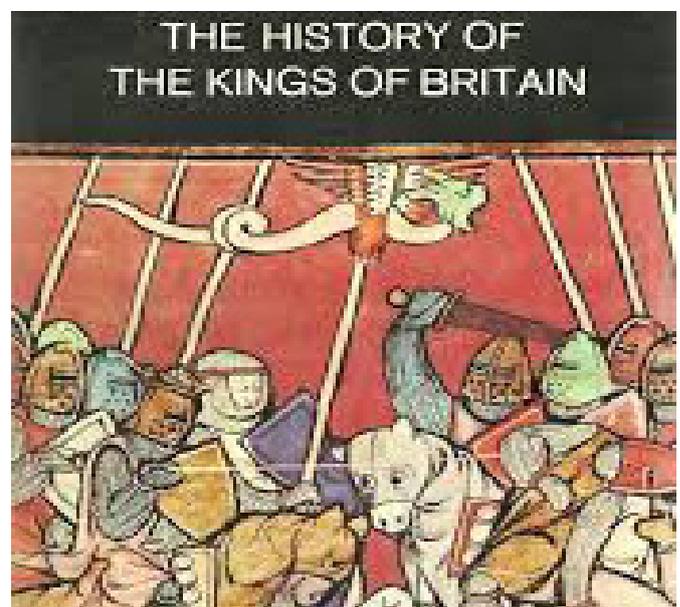
Thus, Geoffrey wrote the *Life of Merlin* in order to place Merlin within the context of his *History of the British Kings*. He gave long life to the myth of Merlin

and made him an immortal figure of the Arthurian legend.

He claimed that the English Kings descended from Trojans and included Arthur as a descendent from the Trojans who settled in Briton. This was to give some credibility to the Kings of England that dated back to the Ancient Greeks and would provide them with greater prestige coupled that by adding Arthur into the timeline was designed to give some legitimacy and connection to legends of both Arthur and Troy.

### Brutus and the Trojans

After the fall of Troy, the Trojans flee and settle across Europe. Aeneas and his people settle in Italy. Brutus was the grandson of Aeneas. It is said that Brutus





accidentally kills his father whilst out hunting. As a result, he is exiled from Italy, so he leaves with a large group

of warriors and families. They sail and wander around the Tyrrhenian sea and up to Gaul. Whilst in Gaul campaigning, he founds the city of Tours. He leaves Gaul because the fighting was becoming too difficult, he was facing more Celtic tribes than he and his warriors were able to beat. So, they travel across the channel to Britain, which is called Albion.

He heads for the South West of Britain; this region is well known to the Trojans due to its tin production.



The Mediterranean region has been purchasing tin from the tribes in the South West for several years as it is a vital ingredient in the production of bronze.

It is believed that Brutus lands at the modern town of Totnes, named New Troy, and renames Albion after himself (Britain). They settle in Cornwall, though they are harassed by local giants, one in particular named Gogmaogg. A Trojan hero named Corineus challenges the giant and defeats Gogmaogg by throwing him off a cliff.

They quickly subdue the local tribes living in the South West peninsula and start to create a Trojan/Greek state.



## Move on a few years...

A hundred years after the Trojan invasion and settlement, the Greek state of Kernow has become prosperous and extremely powerful from the production of tin on a large scale. Several towns, cities and villages have been built and settled.

Using local material such as granite, buildings have been fashioned in a Greek/Mediterranean fashion. Ports are built at key points along the coast of Kernow creating a bustling business in trade with the continent, especially places such as Rome, Greece and North Africa.



The Trojan elite have become quite powerful and are eyeing the rest of Briton. The local British tribes have become weary of their new neighbours over the last 100 years, though as yet there have been no moves by the Trojans for conquest. They have traded with Kernow for goods and there has been, to some degree, an uptake by Celtic tribes for Greek-style goods and culture, especially near the border.

Some of the tribes in the South East have developed pseudo Greek cultures along with strong trade ties with Gaul, Ammorica and Italy selling grain and other produce to them. It is these cities and small kingdoms that the Trojan ruling elite have their eyes on.



## Kernow Trojan Army

### Infantry

The Trojan army consists of elite Hoplite units that are only manned by those who are of Trojan descent.

These are well-armed and are equipped with only the best Bronze armour and iron weapons. Other units include Celtic-Trojan auxiliaries. These troops are of Celtic/Albion descent, they are equipped with some Greek-style armour and Celtic weapons.

### Cavalry

The Trojans soon take to the British/Albion use of the chariot. They now have two types, a light chariot used for skirmish purposes and generally driven by Celtic-Trojans and a heavy chariot unit which uses a more Roman-style chariot used for breaking up ranks of infantry.

The Kernow Trojans also make use of local ponies for scouts and have light horse cavalry as well. Officers are generally of Trojan descent, though local elites are also given command though never of a Hoplite unit. They can only command auxiliary and cavalry troops.

### Fortifications

Along the border of Kernow, what is now modern Devon and Somerset border, are a line of small forts. These are to protect the Trojans from attacks by local tribes, though it has mainly been cattle raids and small skirmishes rather than any large-scale attacks. The coast is also well-protected with watch towers at key points to spot any potential seaborne invasion.

## Naval

Over the last 100 years the Trojan elite have built up a substantial naval capacity of both military and merchant vessels along with numerous fishing boats. This has given them a strong presence both around the waters of Britain but also in the Mediterranean, allowing them to build strong trade links with many countries in both regions.

More recently they have set up a small port on the coast of Ireland. This is, in part, to establish trade links and also to combat a growing pirate presence operating from the Irish and Welsh coasts. Using small ships, raiders/pirates attack trade vessels destined to and from Kernow Trojan ports.

## Kernow Celts

After the settlement of the Trojans the local tribes became second class citizens. A hundred years on, it is possible for citizens of local descent to rise in station, especially through trade. The Trojans have become the noble elite and at first were responsible for most aspects of life. Now, a hundred years on, education, trade, military and local government has become accessible to local inhabitants. There are still some areas which are barred to locals, such as the elite Hoplite regiments, Royal Guard, the Senate and ownership of tin mines. Within the military, senior command is still only open to those of Trojan Descent, no local would be considered to command a Kernow Army.

### Expansion

The Trojan elite have started to look at expansion into southern Ireland, having now established a port and small town called Nesos in what is now modern-day Cork. Nesos has become a small, bustling town, bringing goods in and out of the country. So far, they haven't had any problems with the local Irish tribes, in fact most have welcomed them because of the luxury goods the Trojans have introduced to them. Most of the Irish nobles have accepted the Trojan lifestyle very easily, building villas and houses in the Trojan/Greek style.

They have also looked at setting up a similar port/town in Wales to help establish trade links. Though their main aim was the conquest of Britain, they first moved into the southern area of the country tackling the Celtic tribes there.

## Celtic Tribes (outside of Kernow)

The tribes beyond the borders of Kernow have been influenced by Greek/Trojan culture but have not



relinquished their Celtic roots. Some tribes have built stone structures and developed military along similar lines, but they are still deep-rooted in a Celtic warrior culture, living in hill forts and fortified settlements. Those in the South East of the country have developed strong trade links with the continent and still have a strong Celtic culture, though in the last 50 years they have also developed links with the Mediterranean and in particular Rome, which has had influence on these tribes. Roman culture can be seen in the goods traded and in some cases the building structures being developed, though they're still using local traditional materials rather than stone, concrete and marble.

Tribes in the North of England are still strongly Celtic in culture. They live in the same manner as they did prior to the Trojan invasion. They fight amongst each other and carry out raids on their southern rich neighbours.



## Roman Influence

Rome expanded in the same manner as they did historically, though conquest of Gaul was completed in a much quicker time scale. The Roman army has moved through Gaul with a larger army, their main aim was and still is the invasion of Britain. They see the Trojan state of Kernow as a threat to Roman expansion. The Romans are having to compete for trade in the Mediterranean region. Kernow has much better trade contacts in the region and is exploiting them at a cost to Rome. The senate have their sights firmly set on the growing wealth of the Trojans.

So far, they have sent emissaries to the tribes along the South East of Britain offering aid if the Trojans attack. They know that if they are to become the dominant force in the region then they need to curb any expansion by the Trojans.

## Northern Europe

The tribes of Germania are stirring, the Trojans have seen that Rome could be a problem and so have sent emissaries to the most influential of the Germanic tribes offering support and aid for an invasion of Gaul. If the German tribes overrun Gaul, then the Romans will be delayed or even prevented from interfering within Britain thus allowing the Trojans to continue with expansion plans unhindered.

## Hit the Beach

### Flames of War 4th Edition

Jason Hubbard

Recently I decided to jump into playing WW2 in 15mm, yeah, I picked up a copy of Hit the Beach by Battlefront Games. Playing and painting this scale will be a new challenge for me as I've never gone below 20mm before, yet this year I've started by Team Yankee and now Flames of War. I've always been tempted in the past but the combination of resin and metal parts had always put me off getting into the game, but with the push towards more plastic I decided to bite the bullet and grab a copy of the starter set.

This is the 4th edition starter set for Flames of War and it's jam packed full of goodies to get you started in the games. It features two starting armies, one for the US and the other is late war Germans.

#### What's in the box

A German Grenadier Kompanie Supported by Panzer IV Tanks and PaK40 Anti-tank Guns  
 1x American Sherman Tank Company of 75mm & 76mm Sherman Tanks Supported by US Paratroopers  
 1x 120-page Full-colour Rulebook  
 Dice  
 1x V1 Flying Bomb Terrain Feature  
 Unit Cards

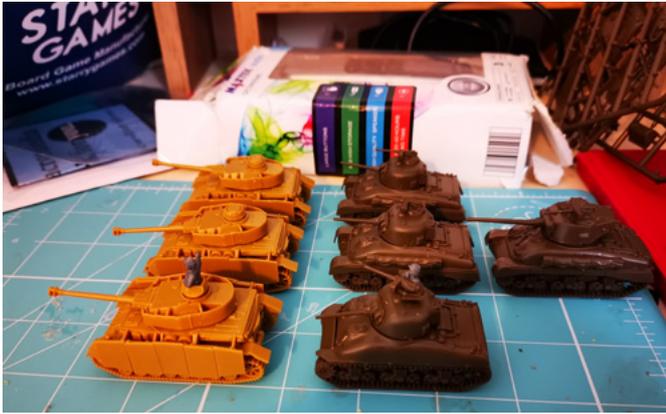


Actual miniature wise you get the following in the box

- 3 x Panzer IVs
- 2 x Pak40s
- 2 x Grenadier platoons
- 8 M4A1 Shermans
- 1 x US Parachute Rifle Platoon

The Germans come in at 45 points, which is a good starting point. You could add another additional Hit the Beach set and easily build a 70-80-point army, which would only need to add something like a Nebelwerfers and a unit of three StuGs and will take you

up to 100 points give or take a couple. I'd personally prefer to add Panthers rather than StuGs, to beef up the armour, though a lot of folks will most likely veer towards the Tigers.



The US force is just under 50 points like the Germans, it comes with a parachute platoon and a handful of Sherman's, tanks tanks...and obviously this draws a lot of new folk towards the US forces initially, then they discover how nails the German armour is and switch lol.

So, what tanks do the US forces get in the box;

- 5 Sherman 75mm Tanks
- 3 Sherman 76mm Tanks

So if you decided to pick up two set this will give you a massive 16 tanks, this would take you up to around 65 points, and you could add artillery to this and a couple of M10's to push this towards 100 points. I'd probably also some M5 halftracks to make the infantry more mobile, and probably switch from airborne infantry to mechanised infantry.

My plan going forward is to initially pick up another set of Hit the Beach, a it's great value for money with some excellent contents. Once I've bought that I'll start to look at options to expand both armies. I'm going to be playing the German army and Coco snagged the US, though I'm expecting to build a Chinese army at some point for her, but that will be a topic for a future article later in the year.



I've been really impressed with this box set, especially the value, in the UK you can pay anywhere between £30-40 depending where you purchase it from. I paid £30 which included my postage, so a serious bargain. I doubt I'll manage to get another box as cheap.

Both armies are great starting points, at this scale the vehicles are a breeze to paint, as yet I haven't started painting the infantry, so I can't comment on how easy or not they are, but by next issue I'll get you my verdict in the Editor Challenge article.

If you're interested in WW2 as a gaming period then Flames of War is definitely worth jumping in on, and this is a great starter set to get your teeth into. I'll chart my progress in building and painting both armies in future issue, yes, I'm painting Coco's army.



Though that's mainly because she's gone on holiday back to China for the summer and I was left instructions to build and paint her Americans. Her first request to expand her Army was aircraft, so I'm going to get some P-40's and I may just have to get myself some Stuka's.



# TANK CRAFT AND LAND CRAFT SERIES

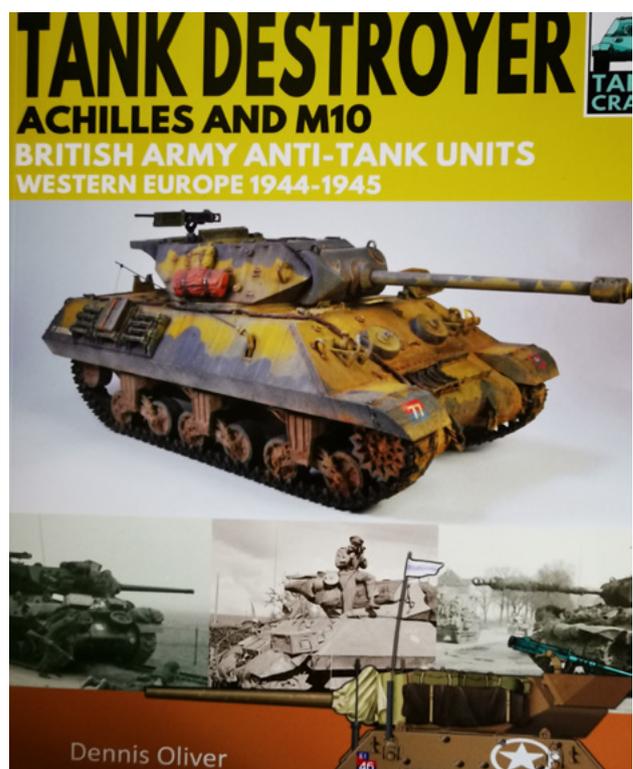
JASON HUBBARD

*Tank Destroyer Achilles and M10*  
*Panther Tanks* by Dennis Oliver  
*US Half-Track*  
Publisher: Pen and Sword

*TankCraft* and *LandCraft* aims to provide modelmakers and military vehicle enthusiasts with a new standard of primarily visual reference of both full-size tanks and their scale models.

Each book will contain detailed technical information imparted through drawings and photographs while the meticulously researched full-colour profiles will provide a complete reference for paint schemes and markings. In addition, every volume of the Tank Craft series will feature summaries of design histories and operational careers, and review of available kits. Each book is devoted to an iconic tank type – chosen for its popularity as a modelling subject – and the series will provide coverage across a range of different criteria, showcasing the best of the world's tank types and providing invaluable insight and guidance for modelmakers. Pen & Sword

Pen and Sword have published a series of books covering a wide variety of tanks from the Second World War period as well as the Cold War with tanks such as the Chieftain. They have also started another series called Vehicle Craft which cover some of the support

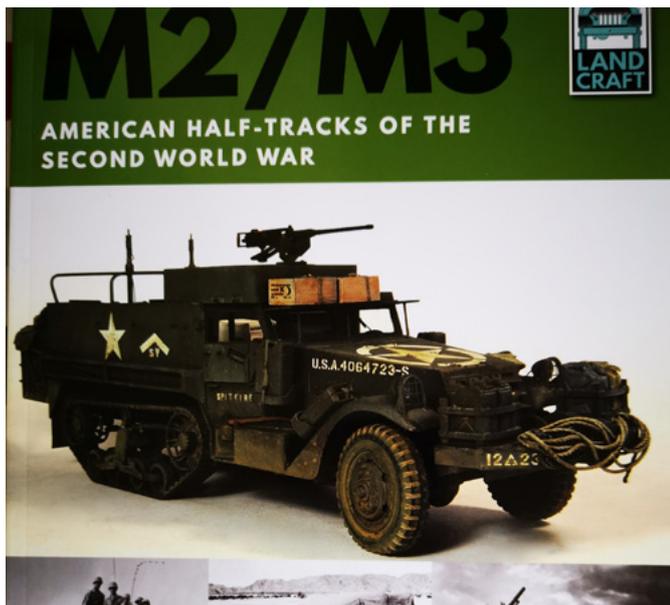


vehicles used by the military such as AFV's. The books are A4 in size, full colour, the first chapter generally covers some of the history and developments of the tank or vehicle, along with some of the battles they saw action in. This section is great for providing a quick overview and history of the tank or vehicle in question.

There are plenty of useful photographs throughout the book which provide some visual research and background, especially regarding areas such as stowage and strange additional armour utilised by the tank crews. Both modellers and wargamers will find this information extremely useful when building kits for display or the table top battlefield.

The next section provides an insight in the various camouflage paint schemes used by tank units. I found

this chapter/section really useful when I was at the painting stage of my tank units. It made deciding which paint scheme to utilise a lot easier, in the past



I'd have trawled the internet looking for research images, but what's great about this book series is all those images have been collected for you by the author.

All the books in the series include a section on modelling the tanks/vehicle, firstly they have several pages featuring model kits built and painted by some of

the top modellers/painters in the hobby. The models showcased feature well taken photographs from several angles giving you a good around view of the model/diorama. Once past the showcase images of model tanks is a section providing some



information about of the model kits being offered by various companies. These will include kits in a wide variety of scales, such as 1/35, 1/72/ 1/48 and the war-game scale of 1/56. I really like this section because it gives you an idea of what available to both the modeller and war gamer.



The last chapters in the books will cover further historical information, such as SS units in the Panther Book. In most books there will also be a chapter of information about Technical and Modifications of the tanks/vehicles in question, this will be useful to those looking to make a particular version of the vehicle.

One aspect I really like for the unit formation illustrations, these provided some very useful insights to how tank or armoured regiments were formed. These are probably of more use for the war gamer than modellers, though they're still of interest to both.

These books will prove to be useful to both war gamers and modellers, there's plenty of useful information as well as visually reference for both types of hobbyists. The information on the various camouflage paint schemes and unit markings make the book worth purchasing alone. The historical information will provide plenty of background reading regardless of whether you're a war gamer or modeller.

I can highly recommend this book series, especially to war game players of Flames of War, Bolt Action, Rapid Fire and any other WW2 rule system I've not included. I also much prefer the A4 size than the smaller book size used by another well-known military history publisher. The A4 colour plates are an excellent resource when it comes to painting your tanks. There are currently 20 books ion the Tank Craft series and as of writing this review 3 in the Vehicle Craft range of books. In the past I'd have bought books from the other well-known publisher but going forward I'll be adding this series of tank books to my shelves.

# Painting Wargaming Figures: WWII in the Desert

Jason Hubbard

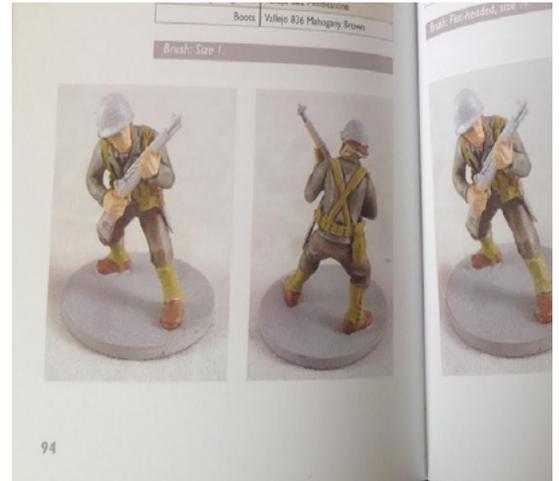
Author; Andy Singleton  
Publisher; Pen & Sword

Andy Singleton has been modelling and painting most of his life and has been a professional commission figure painter for some years now. Here he shares his experience and tips of the trade with those collecting figures for the North African campaigns in WWII. The four main sections of the book cover British, Italian, German and US troops, as well as tips on assembly and painting camouflage uniforms. Each section is divided into three levels of complexity, 'conscript', 'regular' and 'elite', allowing the reader to build up an array of techniques as they gain confidence and experience.

The emphasis is on achievable results and practical advice that is applicable to painting units or whole armies for wargaming purposes in a reasonable time frame, not on spectacular individual display pieces.

Most of the figures featured in the numerous illustrations are sized either 28mm or 20mm but the techniques described are easily adaptable to smaller sizes and both plastic and metal figures are covered. Andy's clear, step-by-step guidance takes the reader through the process from the initial preparation and assembly of the figure, to finishing and basing.

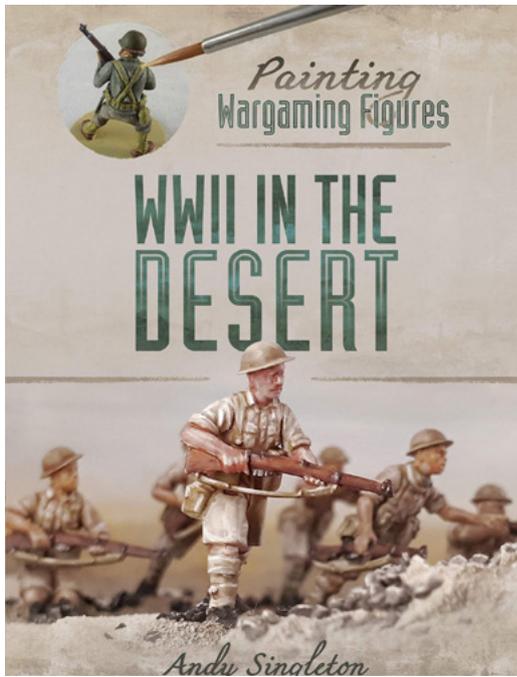
The book is well written and structured in a way that



allows a hobbyist to utilise the advice provided to their painting table very quickly. The book is best suited to someone who is at the start of their gaming

journey, but any gamer, particularly those interested in the Desert campaigns of WWII. The book is lavished throughout with great well-lit photographs.

The book includes a very knowledge in the opening section which apply to all of the separate national sections. Every national section is independently written, which does not require the hobbyist to refer back to



a different nation to assemble and paint their chosen army.

Most of the miniatures Andy paints in the book are 28mm, but he does cover other scales in the list at the back of the book. The techniques he shows cases can quite easily be transferred to other scales. Apart from the Afrika Korp model all of the models are primed in either white or grey, which is very apt considering Games Workshop just released their contrast range which require you to undercoat in white or Grey.

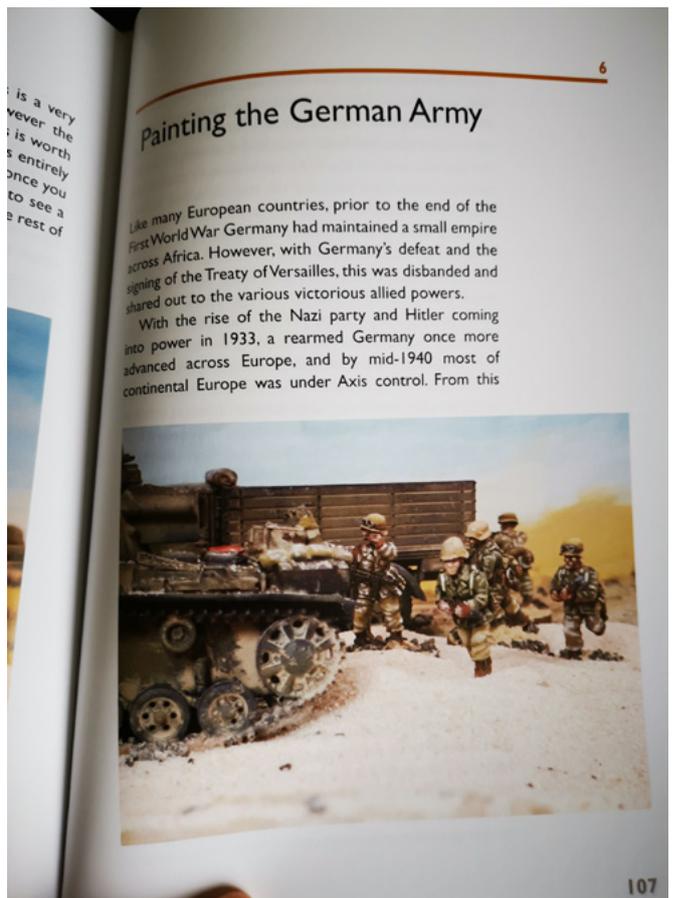
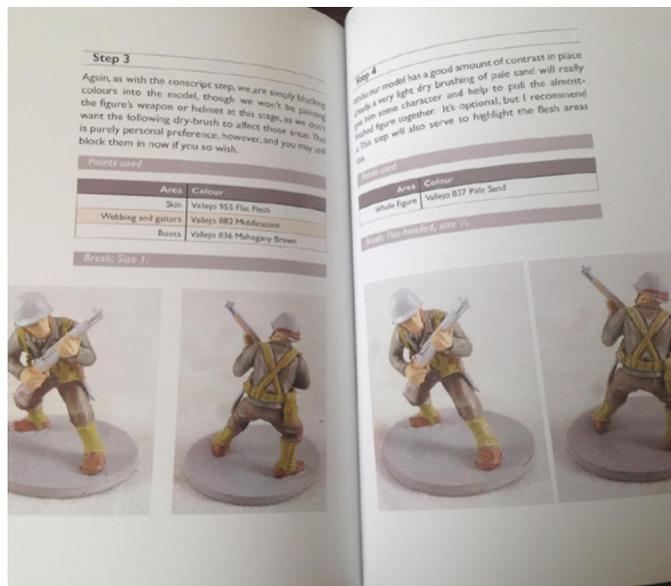
The techniques showcased in this book won't help you win any Golden Demons, but they will help to achieve a nice tabletop look that's very easy to follow. This book is definitely something you should pick up if you're looking to start playing in the Western Desert during World War Two, you could transfer these techniques to a more modern period as well.

as stages. I would suggest using a size 1 paint brush as this will hold a good working quantity of paint, whilst still retaining a good deal of control too. We'll come back and paint the figure's weapons in a later stage.

Paints used

Area	Colour
Helmet	Vallejo 988 Khaki
Webbing and Socks	Vallejo 882 Middlestone
Skin	Vallejo 803 Brown Rose
Boots	Vallejo 862 Black Grey

Brush: Size 1.





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# irregular magazine

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