



ISSUE 14 / SPRING 2013

irregular

ORNAMENTAL
FREEHAND
TUTORIAL

CHINA 1911

CHARACTER
BASING

WARHEAD:
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INTERVIEW

PLUS MUCH MORE





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Irregular Magazine

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Editorial

Jason Hubbard

Hi folks, we're running a bit late with this issue, sorry about that...we've had a reduction of staff which has slowed things down some what. So we will be looking for new staff to help contribute to the magazine. This will include writers, artists and columnists. We would like some of you hobbyists to write a regular column on either war gaming, painting or just gaming in general. If anyone is interested let me know at the following email address; irregular.magazine@gmail.com

Well we will be making some changes next issue which will include two new feature galleries, first up will be Army Showcase, where you can show off to the world your painted armies. The second will be a gallery of some of the finest painted minis by those of you who love to paint metal, plastic and resin. Anyone interested in seeing their work or army, you can contact us on the above email address.

It's been a hectic few months for myself, I moved house just before Christmas and I finally have a man room to store and paint my hobby goodness. Though the other half calls it the JUNK room where I store my junk obviously. So this got me thinking about other peoples painting set ups, and wondered how many out there would be interested in sending us pics of their junk room/painting setups. Then in the next issue we'll feature some of them in a small gallery piece.

Well that's all for now folks, enjoy the issue and we look forward to bringing you a bumper packed issue in late April.



Online Vs Highstreet

Words: Alex Garbett

Images: Cynthia Wang

It seems to be the battle of our times....Where to shop, online for best value or on the highstreet because I want it now?

I see it everyday in the newspapers, on websites and TV, the Closed signs, the Sale signs, Shutters permanently down and empty stores along with talk of debt and recession all over the globe.

The economy is struggling everywhere and retail for most part is a disaster. Some companies are cutting back to single staff member stores open a few days week with reduced services and facilities, while others are being brought out and then there are many others headed down the pan never to return.

While some will argue it was a missed technology cycle and not keeping up with current trends, others will say it was flawed and poor management along with antiquated attitudes of price elastic customers or a lack of vision and or loss of core values.

I think and feel mostly though that it boils down to a changing world, a rebalancing of consumer rights and people having better access to information, choices and prices.

The wargames industry and sector has always been a niche market. We are a very specialised crowd looking for a unique product be it miniatures, games, RPG's, painting and modelling or a whole host of related products and merchandise.

As a late 20 year old now I was fortunate enough to come into the wargames hobby at a good time. Friends and I were moving on from action figures and we came across tabletop games id say towards the first years of secondary school (1997 here in the uk for me)

It was around this time too that the family got its first PC with Windows 95 running on MS Dos and also had this thing called the Internet..... so I began surfing the web.

Overtime eBay came into my browser – which my friends dad brought him some Pokemon cards from which were just coming out and after a check into eBay boy did my world change!

Following eBay came Amazon – possibly the best retailer online ever! – along with various other sites. People started setting up virtual shops and storefronts, and while some companies tried to hamper this and control the online market, this new free space flourished and before my very eyes the net exploded with prices and choices

Its this very choice and freedom that I feel is the greatest gift my generation has. We have gone from a society of paying the price on the box with no questions asked to an informed and very much empowered mass of consumers who shop around for the best product and price.

Informed – There is so much information out there on the Internet from news aboard to products and services you never knew existed. There are specialist websites dedicated to niche markets and products where like minded



people can explore, discuss, show and share anything from personal experiences to wants and news.

We can pull information on products sold, margins made, what's hot and what's not, reviews of products, questions along with answers and lots more from new games, new companies, new releases, products under developmentWe are information hungry society and will no longer be drip fed information from a single source or publication!

Empowered – In its simplest terms the power to find what you're looking for at a better price from one seller or another to finding alternatives out there

We've all seen price rises come and come again continually raising the bar. Like me many have changed game or product lines for alternative systems – "should I pay £45 for 4 miniatures here or have them delivered to home with free delivery and it costs £39.99? – it's a tricky one.

Then there companies who have embraced the online consumer with special offers, free shipping, end of line products and ive not even touched how amazing Kick-starter is!

All in all It's a simple choice really but as consumer you have all the power in the world to decide when and where from whom you want to buy – long gone are the days of loyalty in favour of the better price and product value

The Future

Given the ever-increasing range or products available out there we aren't going to be spoilt for choice down as time goes on. The price thought will always be a key decision maker for me on whether I choose to buy.

I browse the highstreet still and if the price is right or not far from online I will put down the cash and buy then and there (a good example is checking the price of DVD's or miniature box sets on my smart phone while im out, if its better value online into my shopping basket it goes for later)

I personally think we'll see more independent stockists appearing on the highstreet and of these a greater offering of online discount over the till/checkout in store. With this too lots will or already do offer value through clubs, places to game and a centre of the gaming community with honest opinions of unbiased staff on all varied games, products along with news and information

No store though will ever be able to offer you 100% of what you might be looking for so Online will be the ultimate winner in my books.



Kickstarter

The community showing its support!

Words: Alex Garbett

If you're like me and buzzing all over the internet you've possibly come across Kickstarter and the various projects funded through it....if not though listen on

Kickstarter is a private for-profit website company with creative tools to raise funds for various projects paid for you by the community.

Currently Kickstarter has raised funds for countless projects from small films, products, services but more importantly exciting new projects and games for the painters and wargamers out there

Way it works in short is that someone with an idea makes a pitch to you through the Kickstarter site on what they want to do or achieve and that the money you pledge will help make it possible.

You then pledge funds through the Kickstarter site – usually for a reward level for x amount of cash. Usually too tied with the pledge you make is an agreement that you'll receive so many of the final product.

Then if successful and enough of the community likes the idea and the target is reached the funds are transferred and product or design and production of the end product begins. Next its just a case of waiting on your reward to arrive in the post

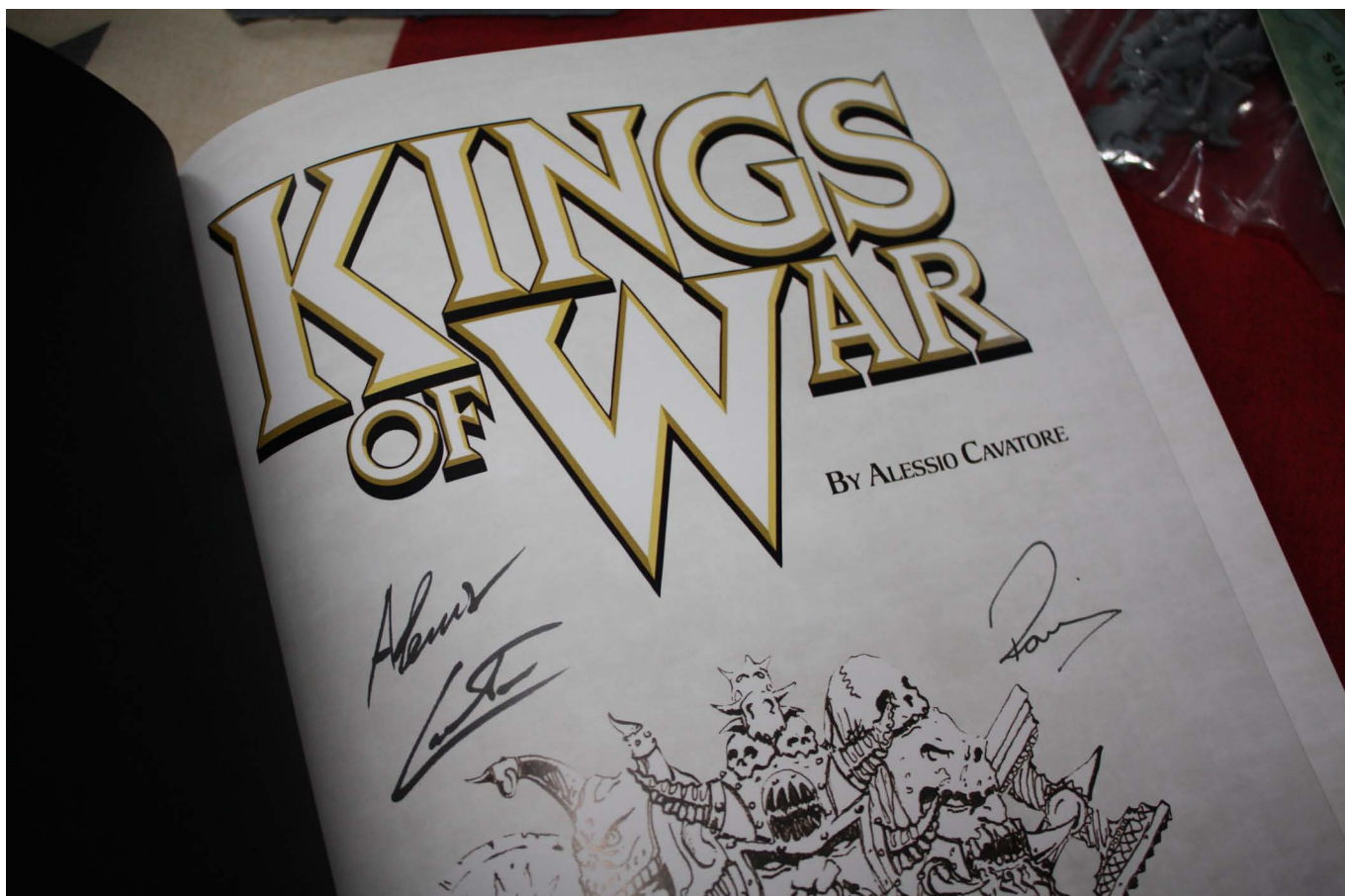
My first exposure to Kickstarter came mid last year when I came across an advertisement for Mantic Games Kings of War Kickstarter. It was already a fair few days in but I



could really believe my eyes on the fantastic offers which were available.

If first started with the video presentation from Ronnie Renton of Mantic games – his goal was to use Kickstarter and the funds pledged from the community to release more plastic kits in a shorter time frame, game expansions and hardback rules along with several other ideas that were floating around but would see the light of day for many years.

So a target was set by Mantic of how much they would need to achieve to make this happen – in this instance it was \$5000.....only it seems that Mantic didn't really anticipate the huge response from the community and after the project ran its course it finished on a whopping \$354,997!



Given that the target was repeatedly smashed every few days and to drive it on to greater heights Mantic set a number of stretch goals whereby the more that went into the pot they would make something new or throw in something extra to your pledge level.

I forget now how many stretch goals we went through (At Least 23!) but in the end I think everyone is ending up with double what they pledged!, loads of free stuff – exclusive models and a whole mountain of new kits – each funded by a stretch goal, buy one get one free special offers on army building on the new models which were to be created and designed with the funds from Kickstarter.....I've honestly lost count of the sheer amount of stuff I'll be getting in the end

Personally though the best part was being involved with this and with the rest of the community coming together to push and help the project grow into something even more amazing that I think I could have imagined and this being immortalised in the hardback version of the Rulebook...and I can't wait to get my hands on all those new miniatures too!

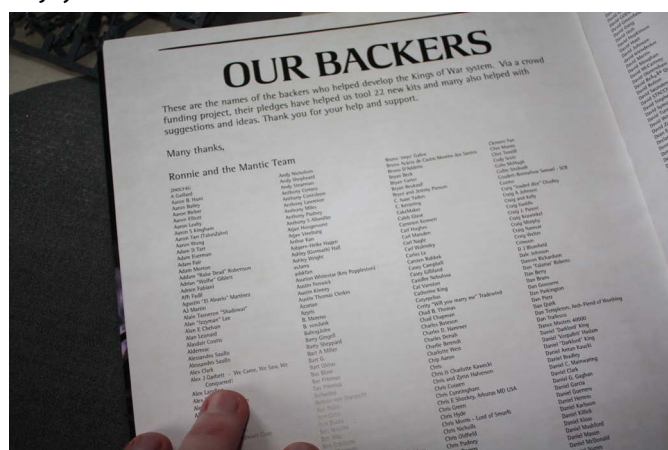
Its also fantastic for the Industry – so many products and projects have gone from the back room and garage set up to full product and will see the light of day. Its going to be a glorious time with all these new companies, games and products showing up on the market place. Its really great to see so much available, all so different

Since the Kings of War Kickstarter hundreds more have appeared from all across the globe and achieved their funding all thanks to the community – Dreadball, Beyond the Gates of Antares, Shadowrun Returns and The Official Settlers of Catan Gaming Board, finally not forgetting the absolutely incredible support the community showed the Kingdom of Death Kickstarter achieving a massive \$2,049,721 – truly incredible!

Best advice I can give is to get onto Kickstarter and have a look at the awesome variety of projects going off, there are some great ideas to support and massive deals to be had on miniatures, models and boxed games

<http://www.kickstarter.com/discover/categories/games?ref=sidebar>

Enjoy



China 1911

Words: Jason Hubbard

In the autumn of 1911 saw some of the biggest changes politically in China's history. For the last 247 years China was ruled by the Qing dynasty. With failures to modernize China the people were becoming unhappy with Imperial rule and their ability to protect China from foreign powers. Several political anti-Qing groups with the purpose of creating change within the country sprang up all over China. Most of these also had support outside of China from Chinese communities living abroad, some of whom were in exile.

Prior to 1911 there had been several attempts by particular groups to rise up and overthrow the Qing rulers, all of which had failed. Then on April 27th an uprising occurred in Guangzhou, known as the Yellow Flower Mound Revolt.

Huang Xing and approximately 100 armed revolutionary supporters forced their way into the Viceroy of Guangdong and Guangxi residence. Initially they were successful but the Viceroy was reinforced with Qing government soldiers. These additional soldiers turned the tide in the Viceroy's favour, the uprising suddenly turned into a disaster with only a few of the revolutionary members escaping, including Huang Xing, though he was injured. In the aftermath 86 bodies were found though only 72 could be identified, most of whom were young men.

One of those killed was a leading member of the revolution Lin Jie-min who on the eve of the uprising wrote a piece entitled A letter to my wife, which is widely considered a masterpiece in Chinese modern literature.



Wuchang Uprising

In October later that year, the Qing government nationalised the railways, which had been built by private investors. This led to what has been called Wuchung Uprising, what made this one successful was the support from local military.

On October 9th at the Russian Concession in Hankou Revolutionaries were planning an attack, whilst bombs were being prepared for this attack an accident occurred caused by an explosion. Sun Wu a local leader of the political group Progressive Association was injured along with several others. Those who were injured were taken to a local hospital for treatment and the staff suspecting something informed the local Qing government. Members of the New Army garrisoned in the city of Wuchung led a coup against the local authorities on October 10th.



The local Viceroy of Huguang Duan Zheng is tasked with tracking down the revolutionaries. In response to this Jiang Yiwu and the Literary Society launch an attack, but Qing agents are made aware of the attack resulting in several members being arrested and executed. On the evening of October 10th the New Army in WuChung stage a mutiny, this allows revolutionaries to take control of the Viceroy's Government house/office. Duan Zheng managed to escape via a tunnel during the attack. Fierce fighting continued during the night for control of the city, with troops fighting street to street. The mutinied soldiers manage to capture key strategic places within the city leading to the defeat of government troops.

Battle of Yangxia

The battle of Yangxia was the largest military engagement of the 1911 revolution, lasting from October 18th to December 1st, a total of 43 days. The battle was waged in Hankou, Hangyang and Wuchang in Central China. The revolutionary army were outnumbered and outgunned throughout the battle, they fought definitely in the face of greater odds.

On October 18th approximately 1,000 revolutionary soldiers launch an attack on Luijiamiao, a railway station guarding the Northern approach to Hankou. After fierce fighting on both sides the revolution army are driven back to Dazkimen. Later that day along with local railway workers they ambush a Qing troop train, killing 400 and derailling the train. The following day large numbers of volunteers join the Revolution army ranks, now numbering 5,000 strong they launch a second attack on Luijiamiao this time capturing the station.

With morale high within the ranks of the revolution army, they press an attack Wushengguan but are driven back with heavy losses. Two days later the provinces Hunan and Shaanxi pronounce their independence from the Qing government. As a result of the events had occurred in the Wuchang region Yin Chang is removed as head of government forces and replaced with Yuan Shikai.

Yuan Shikai's first move as the new commander was to

order the Beiyang Qing Army south on October 26th to attack the Northern Suburbs of Hankou, supported with heavy artillery and machine guns. In the fighting that ensued 500 soldiers of the revolution army were killed in action, they also lost control of Luijiamiao during the initial attack but later that day regained control of the station. The following day Qing troops captured and held the station, revolutionary troops were to try and fail to recapture the station for rest of the battle.

On the 28th Tomgmenghui revolution leaders Huang Xing and Song Jiauren arrive. Huang takes control of the revolutionary forces. The following day he leads 1000 soldiers to Wuchang, where 6,000 are holding out to superior Qing forces.

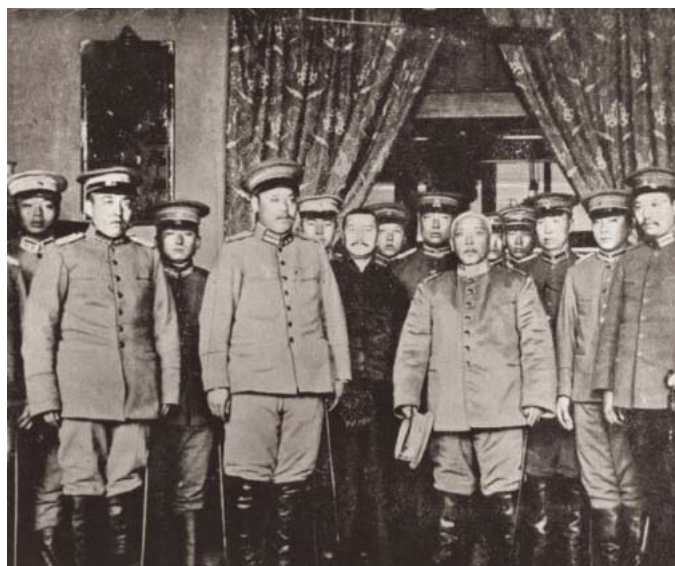
Feng Guozhang orders Qing troops to raze Hankou, the fires burn for three days and destroys much of the city. By November 1st Qing troops control Hankou, thousands on both sides are killed or captured in the fight for the city. Two days later soldiers from the Hunan province arrive to bolster the revolutionary army. By now eleven provinces have declared independence from the Qing government, along with elements of the Qing Navy defecting to the side of the revolution.



Huang Xing, against advice attempts to retake Hankou on the 17th of November. Starting with an artillery barrage revolution troops cross the Han river. The artillery fire from the revolution side is inaccurate and ineffective, the right flank falters and is halted by artillery fire from the Qing army. The left flank manages to cross the river but is now vulnerable to a far superior Qing Army and were forced to make a retreat back across the river.

Battle of Hengyang

Four days after Huang's failed attempt to retake Hankou, the Qing military launch an attack on Hengyang. The first element of the Qing forces bypasses revolutionary defences, whilst the second on the following day attacks crossing the Han river. They capture the strategic heights overlooking Hengyang.

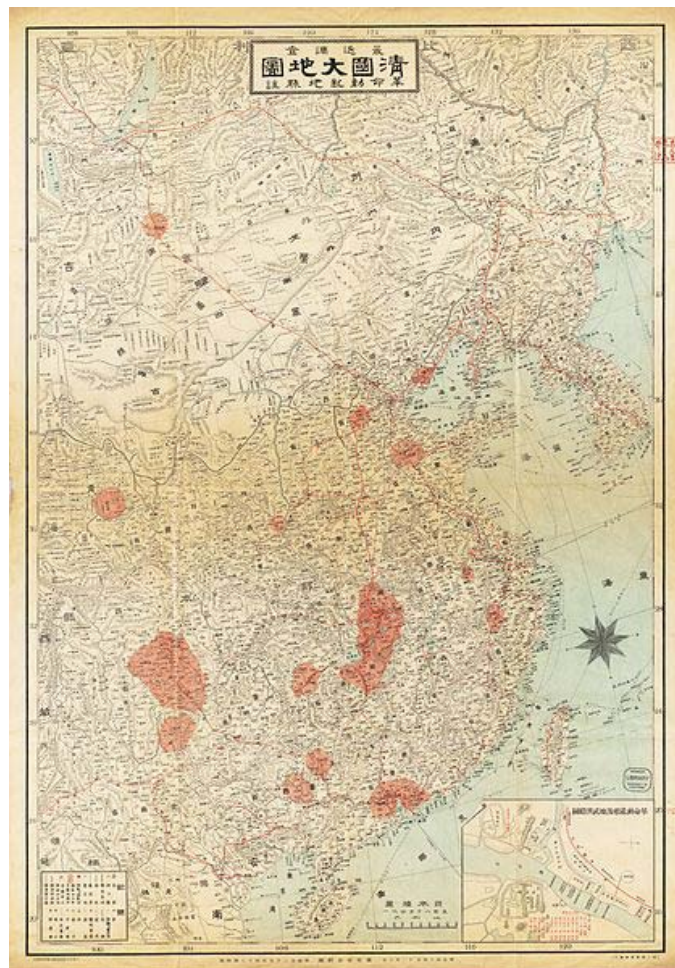


In response the revolutionary forces send reinforcements across the Yangtze river to Hengyang but suffer heavy losses on route. After seven days of fierce house to house fighting the Qing army slowly fights its way to the centre of the city capturing Hengyang Munitions factory and revolutionary artillery positions on Guishan. On November 27th the revolutionary army retreats from the city having lost over 3,000 soldiers and volunteers during the battle.

Yuan Shikai agrees to a 3 day ceasefire on December 1st, Sichuan province declares for independent rule from central government and revolutionary forces were threatening to capture Nanjing and Shanxi. On the 25th December Revolution leader returns from exile abroad to Shanghai. On the January 1st 1912 the Republic of China is founded. By February 12th the last Emperor Pu Yi abdicates Qing control of China for the last 247 years.

During the course of the revolution and civil war of 1911 there were several other uprisings and small scale actions throughout China. Though the largest military action were in the Wuchang area of China.

Gaming this period can be done in several ways. Firstly you could refight the battle of Yangxia, though you will need to remember that Qing forces were superior in numbers and equipment. Also the majority of the revolutionary forces were volunteers, rather than military soldiers. An ideal way to play this period of Chinese history would be to start off with a small skirmish force of revolutionary activists building up to a large scale battle at the end of the campaign.



The Darkest Room is the Atrium

Words: David Jackson

Artwork: Joe Neary

I just don't get it. I get home from a long day at work, turn on my T.V. and Wham! I get hit with a cacophonous noise, which tells me to buy, buy, buy! It directs me what to do, and where to go. This noise keeps clamoring in my head as I startup my computer, never relenting. Of course, then I turn off the radio and the ringing is gone. It's perfect again just me, my computer, a T.V that has a dead speaker system, and an old broken down radio that hardly ever works. The cord is frayed and I have not had to change the batteries in my entire life. I just don't get it. The people at work tell me I am going crazy, staying up here all alone in my house, in my atrium.

There it is again that blasted little guy that chitterling, chattering creature of the wooden kind. He always comes here to mock me and laugh at the way that I have been living. What to do about this little thing. Every hour it is the same thing the long arm reaches out to the heavens, to touch the sky, to feel the clouds. Then that little chitterling, chattering thing comes out to mock me. Sometimes it is not so bad, but other times, especially when the sun or the moon is directly over head, he comes out to mock me as much as he can. I have tried to get him, but he sure is quick on his feet. Dodging out and then retreating away to safety. The little cuss I would like to get him just once and tear that little voice box out see how it would be for him to really identify me then. My buddies say that I am obsessing too much about all of this stuff up here, but you know that I feel as if it is my own wonderland in a sense. Though, Alice never wants to visit me anymore. She always looks so sad. It makes my heart ache to see her so. I want her to be happy when she is here.

I am being as gracious a host as possible, perhaps all the junk I have here makes her sad. I do not think that is it. This atrium is filled to the brim with all of the treasures of

the past three centuries. I have amassed a grand fortune in all of the years that I have lived here. Three centuries of things here to look at. Quite a bit of the treasures are metal or wood, like that tick tock talker. There are also things though that I have which are not at all like the others. I have some metal serving trays from the late 16th century. They were said to have been owned by some king of old. They are gold trimmed, with a silver crest on the center. This crest of a stag on a shield is amazing. There is some gold plating still attached to it and it looks rusted in spots, but is still usable. Another thing that my mind wanders to quite frequently is the black metal gothic gate. I have never gone through it though. The gargoyles etched into the arch of the gateway scares the life out of me. It looks like there is a strange yellow green light on the other side of the gate. It makes me feel tranquil to look at it, but the gateway is too scary to go through.

Still I almost wish that I had more time to live among the others. They are all gone now and it serves me right I suppose. They abandoned me and there is no way to go back in time. Or is there? Perhaps that little tick tock talker has the key; he mocks me every day, every hour in fact. Yes he must have the key to immortality. He must have the knowledge that I lack, it is too bad that my reflexes are not what they used to be. I am getting tired of playing around trying to find the right words the right phrases that will tell them who I am. They never listen to me anymore anyway. It is like I am a ghost or something. This feeling of loneliness, of being lost to the world of the living is stronger every day. How can this be though? I am still alive, I can still move about and make things do what I want them to. Perhaps I am just having a nervous breakdown, my mind wandering without my body following, or perhaps they are right about my insanity. It



does sometimes feel like my brain is tearing into pieces, splitting into parts, different voices that did not use to be there before. Sometimes I hear them clearly, but other times the voices are muffled as if there are walls that they must get through first.

When do you think the rest of the world will catch up to us? Those below in the houses are just specks to me. My atrium is the biggest greatest place in the whole world to sit and observe those people, those ants. All of them are working for one particular thing, which they may never end up finding. This concept of emotions and love, heh, all of it is laughable, yet somehow being up here in the atrium leaves me hollow. How can this be? I have all of the greatest and best things from the last three centuries just sitting next to me a stone's throw away and yet there is nothing there at all. This collection means nothing; this life that I have built means nothing... Where do I go, what should I be doing? This is not me, I am not like this; I am strong and smart. This indecision should just be ignored, thrown away, cast aside because it is not a part of me. What if it is me though? This life means nothing to me yet I still feel that this should not be the case, I love this way of living in the dreams don't I? This hazy disillusionment is my life.

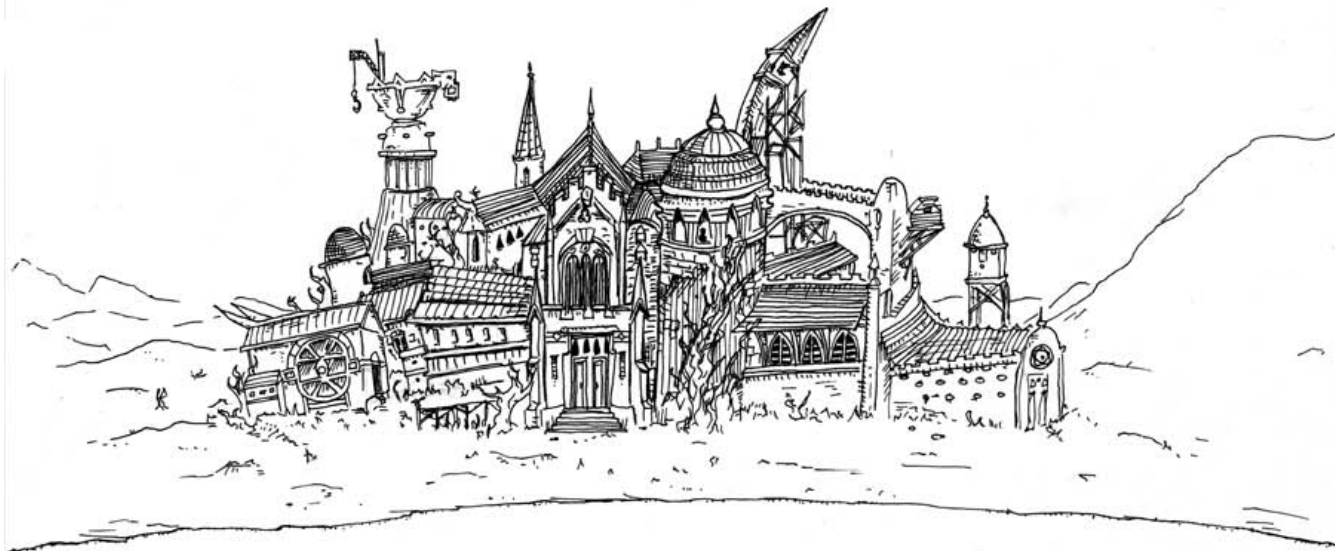
The noise is back, it is not the chitterling chattering of that tick tock talker. This is different; this is the cacophony

from before. I thought that I turned off the radio. Yes it is turned off. Is it the T.V. then? No it is still the way that it should be. Oh god, do I have more than one radio? I remember a few weeks ago that one was... No that one committed suicide. It jumped off the rickety shelf and dashed its internal organs all over the floor. I had to clean up the glass and plastic afterwards. Perhaps there is a neighbor nearby that has one? How awkward would that be to just show up and take the radio apart? I think they would bring the psycho lady again. It was hard the first few times being near her by myself, hearing that cacophony all night long from a dozen different rooms and a million different frequencies. I hate that place, neither here or there, this existence between their house and my atrium, lost in time; it scares the life right out of me. But where is this noise coming from.

I must find it. Follow the sound, follow the sound. There in that room perhaps, behind that door. Locked, locked, it is always locked. Break the handle or tear the door down? Where are the hinges, oh I see there they are on the outside, why on the outside, guess I could just walk around the freestanding door, but what would be the purpose of that? There the door is now on the floor way, follow the noise, follow the noise. Here is it in this bag perhaps? Yes it is there. Tip out the contents and smash them to pieces. Wait is that the destroyed radio? I thought it committed suicide. It is in a billion pieces... The knob, of course the knob! I will take this back to the other radio and turn it then the noise will go away right?

The noise is finally gone. The fridge is right over there, perhaps a quick peek inside. Cans, empty forgotten and forlorn, the contents must have decided not pay their rent last month. They just up and left leaving the home behind for some other little thing. The label says beans, hmmm where might we be able to find some more tennets. The store is closed tonight due to the masked parade down at the square. I should join them; maybe get some beads and some food at the same time. Wonder if there will be radios or T.V.s; that would complicate things.

I am staying here; I can have the neighbors bring some food over tomorrow while they are at work. They never notice anything anyway, except, perhaps, when you are trying to take apart their radio. That is the only thing they have a large attachment to. The guys in the white coats, wide glasses, and video cameras chase me often trying to convince me that I am unwell. Though it is odd how they try to talk to me when I am standing right next to them. They call out to have me tell them who I am and why I am here. As if I was the one that did not belong in this place. They intruded upon me in my home, telling me to pass on. I am not some ghost and I will not be removed from my atrium, if they do not choose to look me in the face that is their problem right? Suppose though that they are blind, that they do not see the things in front of them. Perhaps so, but these people seem to be able to see clearly enough to move around all of my treasures. I have



caught a few trying to take my things away. Once I saw Alice, she was draped in black and riding in a hearse. I thought it strange at the time, but this is of no consequence. She never visits my atrium anymore and these neighbors living below took up residence instead.

Where are my friends and buddies I wonder, they usually visit me frequently. I haven't seen them in a long time though. Vacation, perhaps? That has to be it they are simply on vacation. It can't have anything to do with the missing spoon set, though I do remember someone asking to borrow those. Who was it? Ah well I better get to bed, tomorrow is going to be another long day.



Warheads: Medieval Tales

Words: Jason Hubbard & John Robertson

Images: Urban Mammoth

Interview with Jon Robertson of Urban Mammoth

Warheads Medieval Tales is a RPG from Urban Mammoth that is suitable for both young and old gamers. With its unusual looking miniatures that resemble nodding head ornaments, making this a fun and quirky game to play. So we at irregular caught up with Jon Robertson and asked him a few questions.

Where do you draw inspiration for your story's from - folk law, myth, history?

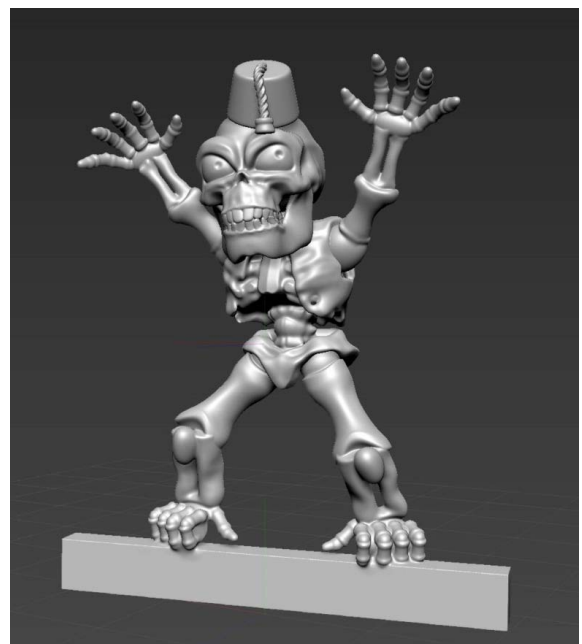
Initially we've drawn from English history just after the Norman invasions, with baronial rivalry, resentful Saxons and a wee helping of Vikings. To this we've added well known medieval style "fantasy" creatures such as trolls, goblins a jabberwocky and we'll have a dragon in the final issue, and to round it all off I hope we managed to add a little Monty Python style humour

What was the original concept behind Warheads?

It was to create a game that you would learn it as you played it, was fun and didn't take itself too seriously and that you could play it of an afternoon or evening with your mates as a beer and pretzels style game.

Why the different style of miniature?

I've always been interested in history and have wanted to do a historical line but it's difficult to create a strong brand without reasonable capital with historical, by going for the super deformed look we were able to create



something that fitted the feel of the kind of game we were trying to create; something a little more playful and not tied too slavishly to actual history.

Your chosen style of miniatures is certainly different..... How has it been received by the gaming community?

Mixed bag really, it's been very much a marzipan/ marmite job. What's given us a lot of confidence is that shortly after its launch we managed to license it as a mobile platform computer game, which has given us capital to develop two new games for launch next year. I think we still have a lot to do marketing wise getting the word out there, hopefully this article will help!

Your favorite character and why?

Friar John. He's your classic monk type but he's full of attitude which is beautifully encapsulated in Stu's artwork and it's an excellent figure to boot with his morning star style "Scriptures of Saint Clobberus" swinging around on a chain.

What are the future plans for Warheads?

Issue 6 will be the last for medieval Tales- the last issue gives tools to the player to develop their own scenarios allow them to make the story their own. We will however continue to release miniatures for the range along with background info that will help players integrate them into their own games. In time we may release a skirmish battle style game for it when Gui and Hugo have grown older, but certainly not wiser!



Where would you like to take Warheads (Kickstarter - boxed games etc)

Perhaps it's still early to say, first we need to build the Warheads community then we'll see. I do think though that we will tackle Kickstarter at some point but we want to be sure that we give it a good crack so it may not be for a while yet.

How do you come up designs for characters for the game?

All 6 issues with nearly a hundred characters we're devel



oped in a massive brainstorming session over a weekend in the summer of 2008. We started off with the premise that we would tell the tale of two half brothers through a series of adventures set in Britain in the late eleventh century. Then we thought of other types of characters we'd like to see in the game and in what sort of scenarios they might appear to the main protagonists and as we started developing this we created a timeline to link all these characters and scenarios together.

Do you see Warheads being a skirmish game or Dungeon crawl RPG for those not familiar with the game?

It's a kind of mixture of the two with elements of each type in it- there are instances when it is a bit of a dungeon bash but others where there is a lot more scope to develop your tactics on a larger table top.

Do you think this is a good starter into the world of tabletop gaming for new players, and why?

I think it is very accessible, each magazine has its own associated boxed sets that you play the game with; one of the good guys and one of the bad guys. You learn the game as you go so no prior knowledge of miniature games is needed. Further the style of the game and the humour lend well to using this as an intro to younger players to get involved in miniature gaming; we've had many farther and son customers.

Are there any myths you plan to draw on for the game?

Yes we have already started work on Warheads: Greek Myths and we have other ideas to create new genres too.

Dark Ruined Tower

Words: Alex Garbett



I got my hands on two of the Games Workshop Dreadstone Blight ruined tower kits some time ago and after letting my imagination run wild I built a taller version than the one supplied in the box along with a few extra parts I bought from ebay. This game me a really nice big ruined tower but that left me with a base and a couple of wall pieces left over.

A shame to waste these I spent a while arranging the two walls and extra little pieces I had around the nice base which is supplied in the kit. I was sorta happy with the arrangement but something felt missing. I left the kit for a few months and then after going through my bits box I came across the obelisk from another kit, which I'd half painted.

Simply placing it in the middle of the tower set my imagination racing. I saw I dark evil energy or spirit infecting the obelisk and this in turn has spread across the brickwork of the tower decaying the stone so overtime its dark energy can escape again into the world

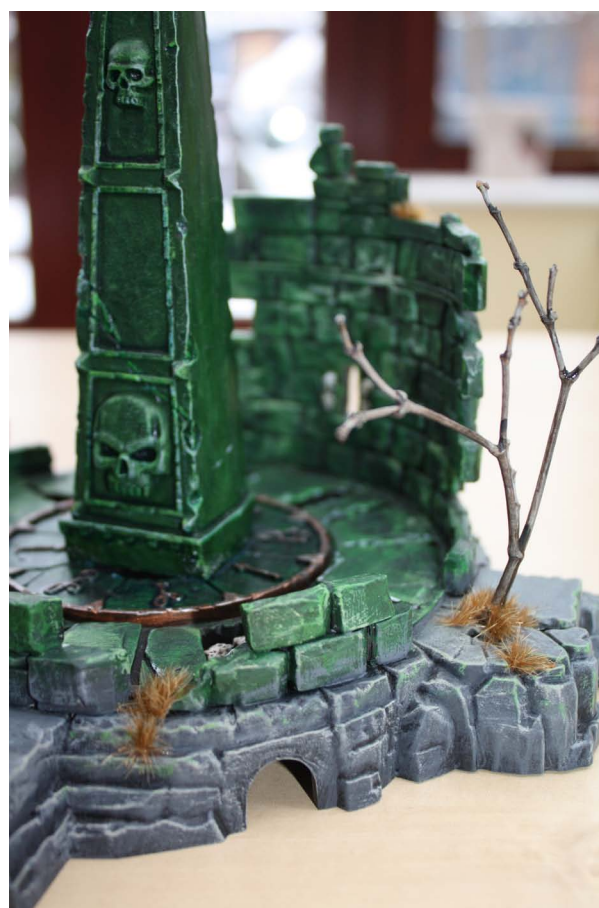
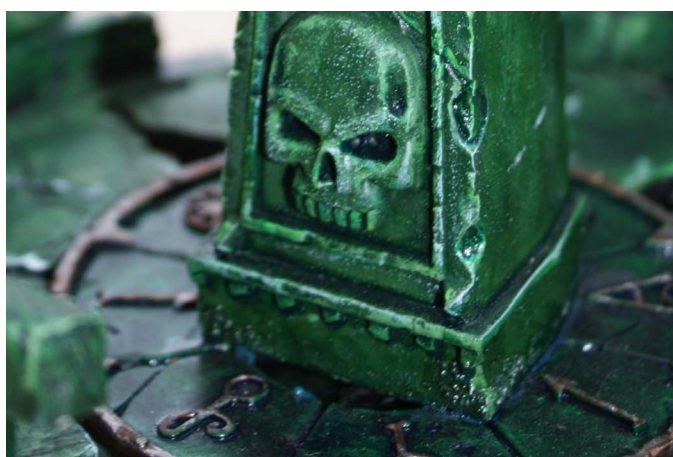
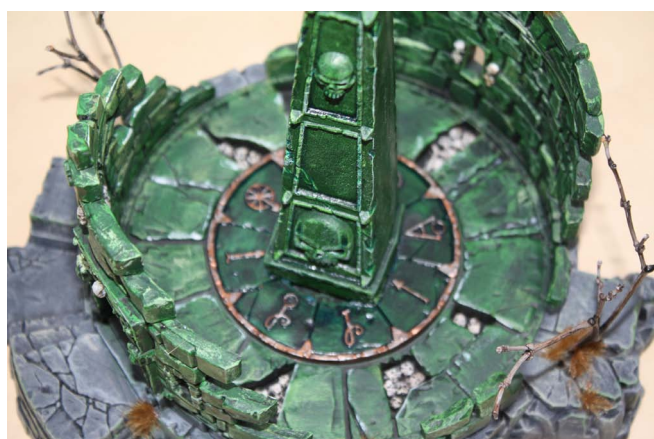
I started simply with spraying the kit in black and once dry I started layering greens to achieve the effect I wanted. Using dark colours to light and having less and on the brush almost to a dry brush for the final highlight.

The metals were painting with browns first then adding gold on top and weathering down with washes and slight highlights of silver.

With the kit painted I added a new twigs from outside I painted grey and washed then added some brown flock grass to cracks, which upped the detail an extra notch.

All in all i'm happy with the quick paint job, it seems to work effectively and makes a nice centrepiece for games

Enjoy



A couple of basic character bases

Words: Rob Cardiss

I'm going to do 2 basic character bases one for 40K one for fantasy both on standard bases 30mm for the 40K and 25mm for the fantasy..

These two are primarily designed for making characters stand out a bit on the tabletop and are in a style I usually do my ebay and commission pieces...

first off a few tools and materials...

There are literally thousands of things you can use to add detail to bases and I have boxes and bags of stuff all over the place that I have generally bought found scrounged and saved as I go along ..

For this article I am looking at simple structure and therefore the materials are minimal..



Starting at the back left I have vallejo Grey pumice.... This is from a range of texture materials by Vallejo and is possibly one of my favourite base building tools .. a single tub can last for literally hundreds of bases and it is used on just about every base I build to add texture and fill gaps and is so much easier than mixing up materials or building in layers .. I use the grey has it is middle of the range texture wise and gives a nice finish on it's own when dry.

next super glue.. I favour zap a gap but any will do. To the right of that are putties.. the two pictured are milliput and green stuff..



Tools

Starting at the left .. an old brush.. any brush will do but make sure it's not your favourite windsor and newton. base making knackers brushes a whole heap quicker than painting and they come in useful for all sorts of tasks.

Clippers.. These are my older Xuron clippers.. I have a new pair for modelling these have been demoted to base building as they don't have the cleanest edge in the world anymore and can be used for some of the heavier duty work basemaking entails.

Pin vice; standard hand held hobby drill this one is citadel I think . I have around 6 with different sized bits in . the most common bit i use is a 2mm HSS carbide bit . keep your bits sharp and clean at all times a lot safer and easier that way trust me..

Needle file; again I have loads but if I only had to have one it would be one like pictured with a flat and a curved edge.

Colour shaper; my preferred weapon for manipulating putty . I have several tips in several sizes and of different densities.. this is a size 0

Ball stylus sculpting tool; this is basically a wooden handle with two different thickness metal ends each which is tipped with a ball and are great for adding texture making eye sockets and the like.

at the back are brass paper clips that I use for most of my pinning and wire effect needs..

These are the bare basic tools that will handle most basic base making ..I also often use my craft knives flat sculpting tool sandpaper and many more but will cover them when they come up.

For now the only other thing you will need is your base. I try where I can to use flat bases such as the ones in plastic regiment sets but slotta bases are fine and just need the hole filling .. a little sellotape does the job fine.. or putty your choice.



Step 1

Right so lets get started .. first off I mix up my putty . milliput on it's own usually but in this instance I have added some green stuff as I was working on something else at the same time .

make sure when mixing you get rid of any trace of streaks and have a nice even colour throughout I then take a lump of the putty apply a dab of superglue to my base and mould the putty into a rough cone shape like so just using my fingers.

Leave a gap around the edge to allow for texture being added while still wet I place in my main structure pieces . In the case of the fantasy one this is a piece of slate . The piece I have selected has enough interest on the face with a nice flat top area for attaching my model. I start by placing in my largest pieces to form the main structure and then add a couple of smaller pieces for interest. to get the smaller pieces of slate I just use my clippers to break the edges of larger pieces. you may want to use a

little superglue on the rock piece s for added strength. while the putty is soft you can play with placings to set the right grounding for your model.. as a general rule you will be looking for a nice flat area to pin your model onto but if in doubt trim the tab of your models feet and use it for placing. as the 40K base is a different setting I have used some fimo pieces that I often use for concrete structure detailed below.



Step 2

Concrete pieces are very easy to make using fimo. I have several pieces lying around and occasionally make a new batch when doing any fimo work.

The basic principle is to roll out the fimo fold it on itself roll it again lightly and repeat .. do this 5 or 6 times I also put a sprinkling of sand in there to add to the concrete texture. I then oven bake the flattened piece and when I need it break off the rough shapes I need. The folds form irregularities and pockets of air that when broken into give an easy and effective concrete effect like so.



Heres a couple of alternative views to show the rough placing I have gone for.





Step 4

We're not going crazy here it's always worth noting with any basing that the aim is to add to the models appearance not overpower or distract from it and often less is more. as long as what is there makes some kind of sense..

Next I offer up the models to check that the foot spacing is ok and i have enough area to attach the models securely.



The 40K one first.

Relatively straightforward just a little fiddling with the smaller piece on the left as we look at it to ensure the feet have a level setting. this is placed to the side to set at this stage.

The fantasy one is a little trickier...



Step 5

Often when I am using slate as my base structure I like to build up a part of the slate effect with putty .. There are two reasons for this..

First up pinning into slate really takes it's toll on drill bits and often the pin itself is tricky to get a solid anchor without clearing all the dust out of the drilled hole.

Secondly and perhaps more importantly is I simply do not have time to search for exactly the right shaped piece of slate for every model I do. More often than not I find myself sculpting the full slate now but whether sculpting the full the full slate or just filling in the following method is both easy and effective..



Step 6

In this case this is the chaos chappy holding the high elf in his hand so I wanted to have the elf hanging off the edge of the rock after deciding the position I place a piece of putty under the back foot roughly the size of the rock I want. Next I take a piece of slate with a nicely textured side and after wetting it use it to shape the putty. I use a kind of rocking and slicing motion only moving the stone sideways like so..

The texture from the stone does all the work for me and creates a stone effect that blends nicely into the existing stonework. I use the flat surface of the stone to add texture to the upper surface of the putty and I'm left with an effect like this..



Step 7

One last thing I do to both bases before leaving them aside to dry is to use the ball stylus or any tool to hand really to add rough texture to the putty .. no design function just to provide a rough surface for the next stage.



Step 8

Okay almost there ...

I've decided here to put a couple of extra details on the base for a touch of additional character ..

On the fantasy base I am using a small twig.. Not looking to replicate a full tree or similar just give a little indication as to setting..

When I have chosen the piece I want and where it is going I drill a hole for the pin in the wood as far as I can go and also in the relevant point on the base.

For the concrete I have added in a little bit of extra detail using paperclip wire clipped short and twisted using clippers to sell the effect of reinforcement bars. this is emphasised further by taking a small piece of the concrete effect fimo and drilling a hole right through before gluing in the wire to give the effect that this is a small piece holding onto the wire as the concrete is broken up.



Now all the structure is in place the final stages are to fill and texture the base .

Enter vallejo grey pumice .. my favourite basing material . It paints on using an old brush and fills all the gaps nicely with a textured filler . this can be manipulated with the brush to provide interest in the forms of dips and lumps .

As can be seen now I take this layer up to the edge of the bases. hence leaving the gap originally .. it is best to keep the bottom of the base clean . while applying the paste it does have a tendency to go all over the place don't worry too much just make sure to uncover any covered details with clean water and the brush before the next stage . don't be afraid to bury pieces slightly this all adds to a more natural looking finish.



Step 9

The last thing I now do is add some sand to the still wet paste . This isn't absolutely necessary but I find just a light sprinkling of sand will do a great job of adding variety to the texture and an overall more natural look. just lightly sprinkle and leave to dry overnight . What sand you use is entirely up to you I have several different grades types and mixes all have their uses. just make sure the sand is dry before you use it. In case you were wondering this is red desert sand lifted straight out of my lizards vivarium...

When the base is dry and the excess blown off a final check round the edges to remove stray material from the edges and you can spray your bases for painting.

I use black followed by grey spray for most of my bases but this is entirely your own choice of course...



Here are the bases ready for paint.

So there you have it .. as I say nice and simple starting point for your bases.. nothing groundbreaking but enough to hopefully get you started.

be great to get your thoughts on this article ..There will be a separate article covering painting and finishing bases soon .. have fun and would love to see any bases you produce.

Cheers for now.



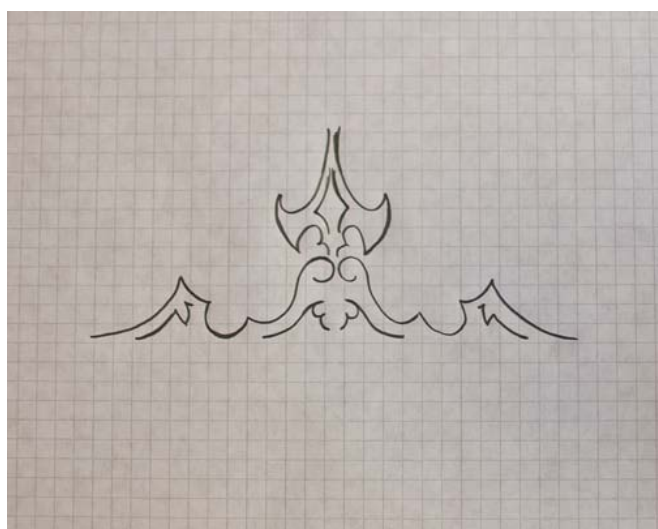
Freehand Ornamental Design

Words: Daniel Liefer

I have posted this in my blog, but wanted to bring you my freehand step by step on this platform too.

Let's get started!

First, i try to imagine, what the freehand should look in the end. Is it a tribal/floral design (like in this case) or is it a whole picture? I drew my design on paper before starting on the mini.



Step 2

Next comes the (for me) most difficult step. I have to paint the lines with the base color (i wanted to achieve a golden Ornament) of the design. Take your time, but don't be afraid, if it does not look perfect. You can correct any mistakes later.

Basecolor in this case was snakebite leather with a little tip of bestial brown.



Step 3

From now on the absolute fun begins, as it is not difficult from this stage on. Simply paint the first highlight on the lines. Place the highlights near the prominent parts of the cloak. First highlight here was snakebite leather with a tip of bleached bone.



Step 4

Next step: enhance highlights. Here with more bleached bone into the previous mix.



Step 5

Again: MORE highlights, even MORE bleached bone also shaded the lines in the cloaks recesses with a mixture of snakebite leather and dark flesh. Not too dark, just to define the lines more.



We come close to the end, now i corrected and sharpened the ornament by painting thinned chaos black as an (barely visibly) outline. This is the step where you can correct any errors, if your underground is not too complicated or irregular in color.



Step 7

And as a final step: some extreme highlights with pure skull white. And this is it, the ornament is ready.

I hope you liked this little SbS, comments (and maybe followers on my blog) are welcome



Gears of War Board Game

Words: Alex Garbett

Game: Gears of War: The Board Game

- Publisher: FFG
- Designer: Corey Koniesczka
- Players: 1-4
- Playtime: 45-120 minutes

Gears of War first jumped into my life back in November 2006 when I got it bundled with my new Xbox 360. I was in awe of the scope and scale of this new universe and IP to play in.

Gears of War opened from a prison cell and threw you into a world in chaos, literally at the very end of survival!

Monsters making up the Locust Army from the lowly wratch – a claw covered swarming creature to the deadly Theron Guards with their Torque Bows to the Mightily huge Berserkers and Boomers could come out of the next building or from the ground beneath your feet at any point.

All that stands between these Locust and the destruction of the human race are the COG (Coalition of Ordered Governments) forces and Gears (Soldiers on the ground). You play as Delta Squad, a group of 4 Gears – Marcus, Dom, Baird and Cole as you battle your way across the world of Sera to deliver the Lightmass Bomb – a weapon which could end the war and save the human race from extinction!

Now critically acclaimed the Gears of War series by Epic Games as spawned several sequel games, prequel novels, action figures, clothing, weapon replicas, merchandise and now a board game from the hands of Corey Koniesczka and Fantasy Flight Games.

As you can see from the box it's packaged very well with loving attention to detail and expense has not been spared in the box or game art

Firstly I had to break into the miniatures and let me tell





you that I was blown away by the awesomeness of the sculpts and closeness of the miniatures to the characters and locust from the Xbox game.

The game comes with the 4 main Gears characters cast in red plastic while the Locust Horde is cast in grey and features miniatures of Tickers, Wretches, Drones, Theron Guards, Boomers, Kantus Priests and like the Xbox game the Berserker boss creature.



With all fantasy flight games there comes a whole host of cards, cardboard gaming pieces and wonderfully detailed and themed gaming tiles.

The mechanics work very similar to most dungeon games with card activations, special rules for unique characters, dice rolling for hits and damage. Its all scenario driven and given this I'm probably going to add extra missions down the line too

Its really nice to see the detail from the Xbox game translated across and not just a miniatures mash or be too heavy on the rules and states of creature A vs creature B. I really do love the finer points of this adding to the already cool miniatures, gaming board, rules – heck the game also facilitates weapon swaps like the Xbox equivalent!

Overall a worthwhile purchase for me – if only for the amazing miniatures, which are REALLY tempting to paint up!

Would love to see Fantasy Flights add an expansion and possibly new characters from the sequel games along with bigger creatures – The Silverback from Gears of War 3, The Lambent (cast in transparent yellow plastic please), Reavers and obviously more Gears like Tai, one of the famous Carmines, Sam Byrne and Dizzy.



Dredd 3D

Words: Alex Garbett

"Is judgement time!"

Gritty, Dirty, Realistic, Gory, Violent, Sexy, Dark, Hard Hitting ...these are a few words which can describe the new Judge Dredd film DREDD 3D, which has recently hit cinema's and heading for home media.

Within the first 5 minutes of the film you'll find yourself totally emerged in the post apocalyptic future of the Cursed Earth and Mega City One, of Judges and execution, of Drugs and extreme violence all of which makes for an incredible pull into universe of 2000 AD's comics and Judge Dredd

Very different from the 1996 Stallone movie, this new version like that of Star Trek is a re-imagined and envisioned world very much ground in the realism of a post 21-century nuclear wasteland.

The plot follows a day in the life of Dredd as he polices the thousands of crimes committed each day in Mega City One. During the course of the film Dredd is introduced to Trainee Anderson, Shes a mutant and Psychic who has been trained to be a Judge but is scrapping under the required marks needed to pass and graduate so is sent on an assessment under the experienced Dredd into Mega City one

Its during this time that a drug gang under the leadership of deadly 'Mama' commits several murders in the Peachtree tower slum. These murder attract the Dredd and Anderson and after a small bust of a drug den and capture of a felon it leads them on an all out showdown inside the tower with the Mama clan.



Stylistically its hard, dirty with greys and dark colours being the major pallet of the film but for the Drug 'Slow Mo' introduced early on which causes the user to perceive time at a slower rate.

These drug sequences are achieved through extremely fast film rate camera's and adds an amazing depth and

level of detail to the plot and allows you to step into the moment and experience it for all its wonders – an entire universe in a few seconds!
I'm personally a huge fan of the new design of Dredds armour, weapons and Justice department along with that of Mega City one.

The design at its core has a working feel about it from the tactical vests to buildings, cars, trucks and vans and its this realism for me which sets Dredd and feels like a Lord of the Rings film in terms of detail and reasons for why the way something looks and functions as it does – Layer upon layer of smart design

A personal favourite and that of many fans is the way Judge Dredd is performed by Karl Urban and that he never removes his helmet in the film maintaining the iconic visuals and silhouette we all know and can instantly recognise. He has a hard voice, which adds to the characters long street experience and attitude towards the citizens be it victims or criminals of Mega City One.

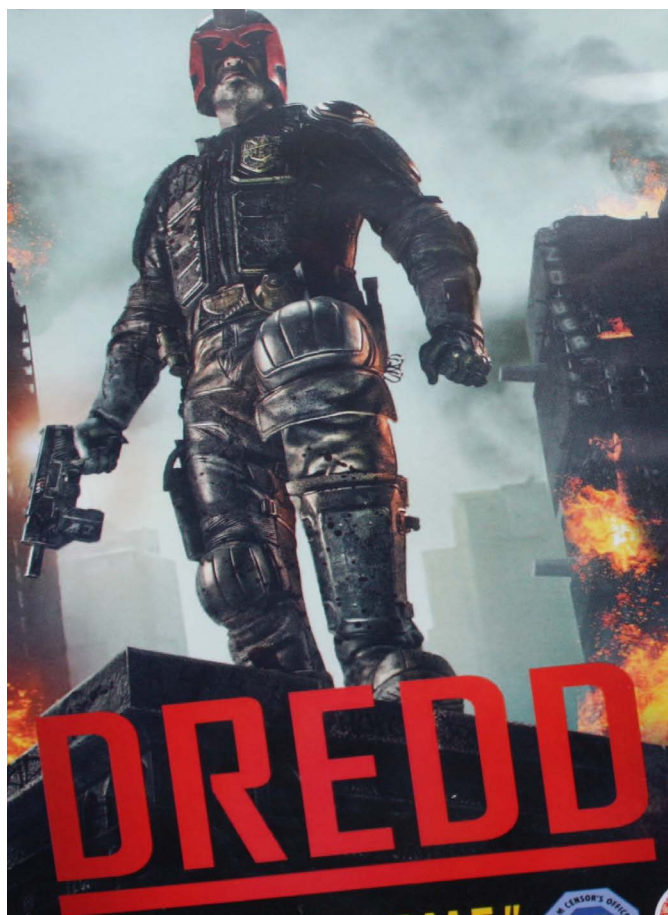
Praise too must be given to Olivia Thirlby portrayal of Judge Anderson. She comes across as a very interesting and innocent character at the beginning of the film moving to a battle hardened Judge by the end

An interesting and smart choice not to sex her up like other female action heros in other films like Resident Evil or Tomb Raider sets Thirlby's performance out from the crowd and makes for a strong powerful character cinema could do with more of

Released in 3D and specially shot for, the film doesn't disappoint.....with bullets, glass, blood flying at you the film is a treat and worth paying extra for the experience. The above mentioned "Slow Mo" sequences deserve special merit to for the way the film and special effects emphasise these drug induced moments and in 3D it really has to be seen!

Initially pushed as a 3D only performance. This seems to have hit the film hard along with the previous incarnation, which lead to low figures at the box office. Given this the possibility that we'll never see Dredd again on the big screen is rather high, though since its release of DVD and Blu-ray the film released in 2D and 3D has had incredible sales numbers selling over 650,000 units in the first week – with these numbers it may make back the total budget and give the production company the opportunity to make more of Judge Dredd's adventures

With the likes of Resident Evil and Tremors though this new version of Dredd is developing a cult following and if the DVD and Blu-ray sales continue to be good I suspect that we'll see that all important second outing of Dredd possibly a third into the Cursed Earth and beyond!



All in all it's a must watch for anyone out there. Its not the film you figure it to be and there are many layers and questions which the film asks and while answers some leaves others out there....hopefully for that sequel

So what are you waiting for.....how will you Judge Dredd?

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Issue 15/ Spring' 13 out April