

irregular

Spring Issue 2017

magazine



Pokemon Go

New in 2017

A look at forthcoming games

Blast from the Past
Blood Bowl

Plus; Editors' Challenge, Painting 1/72, Reviews and Much More



12

5 Editors Challenge

Ed continues his various challenges to get as much of his grey army painted as possible, he has now added all the miniature board games in his collection to his on going challenge.

8 UK Games Expo 2017

Its come round again, the UK Games Expo is just around the corner.

9 Blast from the Past ; Blood Bowl

Alex takes a look at the current version of the game as well as previous editions.



09



05

12 Football Game

A brand new game from the London Board Games Company focused on football management. An ideal board games for

14 The Walking Dead; All Out War

Dispatched entreaties boisterous say why stimulated. Certain forbade picture now prevent carried she get see sitting. Up twenty limits as months. Inhabit. Up twenty limits as months. Inhabit so perhaps of in to certain

16 Pathfinder RPG

Our editor takes his first look at the fantasy RPG that many players have been raving about since its inception.

19 Pokemon Go

One of newest writers, Sophie takes a look at the mobile game that took the world by storm in 2016 and finds out what's the fuss all about.



22

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16

22 Star Wars; Rogue One

An indepth review on the latest film in the Star Wars franchise, and the second since Disney took over the rights from LucasArts.

27 Cornish Smuggler

A new smuggling game by Grublin set in Cornwall.

29 Painting 1/72 Minaitures

Painting 1/72 scale plastic miniatures, making use of Army Painter DIP

31 RPG; Solution to Busy Times

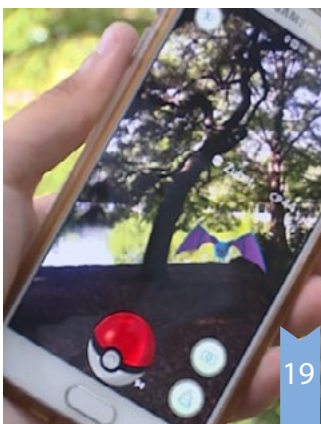
A look at an alternative to miniature gaming when time is an issue.

37 Terrain in History

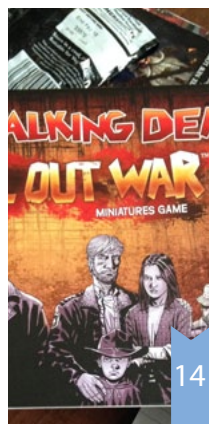
A new article series that intends to give terrain makers an over view of historic settlements. The first article looks at Pre-Roman.

42 What's new in 2017

We take a look at some of the new exciting games to be released this year.



19



14



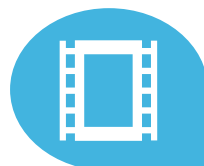
29



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Spring Issue 2017

Editorial

Jason Hubbard

Its the start of a new year, 2016 has finally gone. We've started the year with a re-vamp on the design of tghe magazine. Last year we dipped our toes into producing some video content and we hope to develop more of this in 2017.

So 2017 is the year to try new games, play some RPG's and paint all the miniatures in my board games. I also want to get more games of Frostgrave, Bolt Action and Songs of Blades and Heroes in as well. Some of the new games I want to try include, Malifaux, Chosen Men, Lost Legions, Battlelore and The Walking Dead.

One of aims for the magazine is to introduce more articles on boardgames, TV Shows, Films and terrain tutorials.

Well that's all for now Folks, enjoy the rest of the magazine and we'll see you again next issue.

EDITORS CHALLENGE

JASON HUBBARD



MINIATURE BOARD GAME PAINTING

If like me you not only play table top war-games but board games as well. You probably have one or two miniature board games in your collection. Well, I have several, and I'm one of those gamers who prefers his miniatures to be painted. So for the next twelve months I plan to paint all of the miniatures in each and every one of my board games.

Currently that list is as follows

D&D; Wrath of Ansalon
D&D; Legend of Drizzit
Last Night on Earth; Timber Peak
Sedition Wars
City of Thieves
12 Kingdoms
Confrontation; Hybrid
Confrontation; Nemesis
Battlelore 2nd Edition

The following are on my list to purchase;

Blood Bowl
Guild Ball
Zombicide
Bruce Lee; Dragon Tides
Journey; Wrath of Demons

This purchase list may change over the course of the 12 months, but rather than lose some off the list it'll gain more games.

I've looked at different styles of painting the miniatures, even considered Warren's idea (Beasts of War) of Cell Shading Method and replacing the bases with clear acrylic. The problem for me is that this style doesn't really do the miniatures justice, yes they stand out on the board more but they just don't jump up and pop from the board for my liking. So I'm considering a simple table top standard paint scheme, something similar to the style used by Kev Dallimore. A simple and relatively quick paint scheme to implement but at the same time really making the minis

stand out on the board. Though on the games that have character playing pieces I plan to go slightly better than table top, just to make those miniatures stand apart from the monster playing pieces. Likewise any boss villains will also be given a slightly higher paint scheme, so that they also stand out from their minions.



One of the games I've recently added to my list is Mantic's *The Walking Dead: All Out War*, and I started painting the character miniatures immediately. The miniatures are one piece hard plastic, which makes them really easy to paint. So far I've managed to paint the base colours, but the plan is to add shade and highlights at a later stage.



My problem is new shiny syndrome, so I can start something and get easily distracted which means it takes a while for me to finish my miniatures to the level I'm happy with. This is the reason why the Napoleonic miniatures are taking so long to finish. Another game which will need to be added to my list of games to pick up is Warlord Games' *Test of Honour*. This is the new Samurai skirmish game from Warlord, which comes with 35 plastic and metal miniatures. This also means that I'll have to add the Samurai/Asian minis I already have to the 35 that come with the box. Thankfully 8 of those are Citadel Ninjas from the 80/90's

which should be fairly quick to paint.

Napoleonic Update

I've started painting the British infantry, and I began with some of the riflemen. I decided on a paint scheme for the 95th Rifles and will also paint up a unit of 5/60th American Rifles as well. I liked the idea of having units of both rifle regiments. I did find that going back to 1/72 scale after spending years painting 28mm a little tricky and that they have a number of different issues in regards to painting them. One of those issues was paint chipping, so I used a method of painting that utilised Army Painter Dip. I covered this method of painting in a previous issue, and decided that we would re-publish that painting method again in this issue for anyone who missed it last time.

The next unit of miniatures I decided to tackle was the French Artillery. Being an ex-gunner in the British Army, I've always had a soft spot for cannons. So I decided to place each gun and crew on a relatively large base, and make a feature of each artillery piece. The aim was to make each gun and crew look more diorama than just based for war-gaming.

On the rules front I've finally opted for the new set of Napoleonic Skirmish rules by Osprey; *Chosen Man*. I'll be taking a look at *Chosen Man* in the next issue.

Road to Salute

To add to this ridiculous challenge of painting all my board game minis, I've decided to enter the painting competition at Salute.





Another year has passed and so we now look forward to 2017 and up coming war-game shows. One of the most important in the gaming calendar is Salute in London which is run and organised by the South London Warlords.

Its an annual event which has grown in the number of traders and visitors for the last several years. This will be my 7th year attending the show. For the first few years I attended it was purely to enter the miniature painting competition, though the last few times I attended I haven't entered the competition. So this year I've decided to enter a couple of miniatures in to a number of categories.



The painting competition attracts painters/modellers from all over Europe and the rest of the world. Previous category winners have included Scott Hockley and David Heathfield (formerly of GW's Eavy Metal team). This means that the quality of finished models is extremely high, many of whom have won Golden Demon trophies.

Sci-Fi Single Miniature: This will be a 54mm Space Marine from Games Workshop's back catalogue originally provided for the Inquisitor game.

Historical Single Miniature; This is going to be a challenge as I've picked a scale I've never painted before. I've decided to enter a 70mm Napoleonic period Royal Marine. This will be the largest scale I've attempted to paint, prior to this I've painted several 54mm. So going up to 70mm will present me with some challenges.

Vehicle For this category I'm planning to paint an M109 Self Propelled Howitzer. This will be based on the same gun I served with during the 1990-1991 Gulf War. The scale is 15mm and its produced by Zvezda for the Hot War game system. During my time in the war I managed to take several images which I intend to use as reference for building and painting the gun.

Fantasy Unit: For Christmas this year I received a box of Games Workshops Skaven Scramblers for the Blood Bowl board game. So I've decided to paint them up for Fantasy unit, which is probably not the usual fantasy unit most painter enter into this category, but it also forces me to get these guys painted up ready for playing on the table.

So that's all for now and it looks like I'm going to be very busy in the months leading upto the next issue. Especially as I have a house move before the next issue as well....why do I do this to myself....lol



UK GAMES EXPO

2017

EDITORIAL TEAM



UK'S LARGEST HOBBY GAMES CONVENTION GETS BIGGER!

Tabletop gaming continues to expand. In a world of computer and console gaming, board games, card games, wargames and roleplaying games are not only surviving, they are thriving. Games are becoming better quality each year with amazing components, stunning artwork and engaging play. The number and size of conventions is growing year on year with Britain no exception.

The 11th annual UK Games Expo, the UK's largest hobby games convention, will be held from 2nd to 4th June 2017. Over the last ten years it has expanded from 800 unique individuals to over 12,400 and a footfall in 2016 of 25,000 over the three days, making it the fourth largest hobby games convention in the world. The organisers expect over 15,000 individuals in 2017 and 30,000 footfall.

Following the successful 2016 move of the Trade Hall to the NEC in addition to gaming at the nearby Hilton Metropole, the 2017 event will be even larger with the trade hall filling all of 14,000 sqm of Hall 1 of the National Exhibition Centre, whilst most tournaments will move into 5,000 sqm of Hall 3a. Meanwhile the Hilton Metropole, one of the biggest convention hotels in the UK will host more open gaming, rolling playing and gaming-linked events. So in 2017 UK Games Expo will use around 22,500 sqm of space: almost thirty times that of the first 2007 show!

As the focal point for Hobby Games, the UK Games Expo is now the place in the UK where games companies look to release new games and demonstrate prototypes. Expanding on its record for successfully hosting tournaments such as the Catan UK Championships, the Agricola UK Championships and the Carcassonne UK Championships, this year UK Games Expo is proud to host the first ever Fantasy Flight European championships including the huge 600 player X-wing Miniatures European Championships. UK Games Expo boasts the largest Roleplaying Games schedule in the UK with hundreds of games sessions in dozens of games systems over the three days.

The UK Games Expo is not just for gaming enthusiasts. Families and general visitors are well catered for with a dedicated family zone and demonstrations throughout the Trade Hall of all the best and newest games both for the family audience and those looking for more complex games – no need to work through a complex rule book – there is someone on hand to guide you through and make this an easy, safe, and fun event to attend. Cosplayers portray characters from Doctor Who, Star Wars and many other films and TV series, and there are live entertainment games with active audience participation. Come and experience what the Hobby Games world has to offer.

Dates for the 2017 Show: 2nd to 4th June. Location: NEC and NEC Hilton Hotel. www.UKGamesExpo.co.uk

BLOOD BOWL

BLAST FROM THE PAST

EDITORIAL TEAM



GET READY SPORTS FANS AS THE GOUGED EYE IS BACK

Blood Bowl is by far my favourite table top board game. I first laid my hands on a copy back in the 80's, with the 1st edition. Originally conceived by Jervis Johnson in 1986, though its not the first fantasy football game produced, Monsters Medway by TSR came before Blood Bowl.

First Edition was originally published in 1986, the box contained a heavy duty multi part card pitch with over 100 cardboard miniatures. Citadel miniatures went on to produce 13 metal figures during the early run the game. They also released an expansion called Death Zone, it would become the mainstay board game for Games Workshop for the next 15 years.

Second edition came out two years later in 1988, this featured a nice styrene pitch with hard on piece plastic





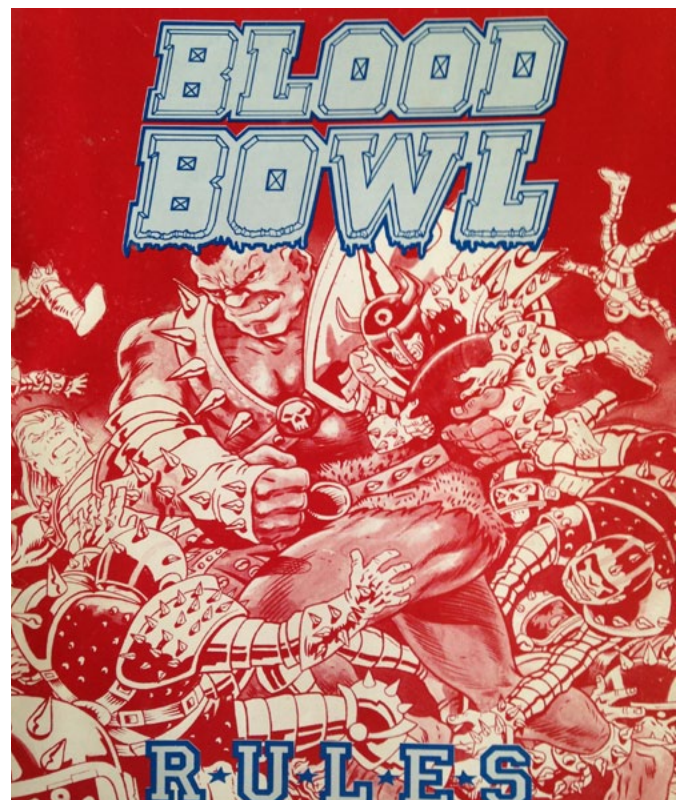
miniatures, a team of Orcs and a human team. It was this edition that we were introduced to Dungeon Bowl. The ability to play game underground, which featured Dwarf and Elf teams. Along with further expansions in the form of Star Players book and a greater line of miniatures were produced for this edition of the game.

1994 saw a third edition developed and many view this as the beginnings of the modern Blood Bowl game. The rules were streamlined allowing the game to be played in 1-2 hours. The box contained two teams in plastic, as with the previous edition these were Human and Orc.

Though this time the miniatures were much better sculpted in a variety of dynamic poses.

Following the third edition came, quite obviously edition 4 in 2001. This release introduced the concept of the living rule book, which would be revised and updated constantly over a period of eight years. This now serves as the basic rulebook for the latest version of the game, with some minor changes.

Blood bowl has one of the most dedicated player base in the hobby, above and beyond of any other game on the market.



The latest version of the rules hasn't changed much from the last version of the living rule book known as the competition rule book or the CRP.

Released in late 2016 after almost a year of being previewed the new box-set hit shelves and left shelves at breakneck speed whether in your local Games Workshop or Warhammer store to independent stockist or online retailer.

Being well priced at around £60 the new starter set follows the standard format you'd expect with rule-book, gaming board, Dice, player cards and those all-important miniatures cast this time in Blue and Green plastics for Humans and Orcs.

One of the first features I want to cover is Games Workshop's choice to use coloured plastic for the

different teams. This is a great move by Games Workshop and continues the mentality of designing products for their existing customer base but also making it an attractive product to non-painters/modellers and the board-game community.

The miniatures in the box are also new designs and feature 4 or 5 unique poses for each player type in the game so it's easier to identify the models on the gaming board which work in conjunction with the gaming cards allowing you to build teams easier and keep track of the player skills and characteristics.

Blood bowl rulebook has also been condensed down from the epic tomes of the past to a slimmer version enabling a quicker pick up of the game for new players but enabling older players still to use the older rules should they wish with the new models.



THE FOOTBALL GAME

LONDON BOARD GAMES COMPANY



Ah, board games! We all remember them right? Christmas at your relatives' house. Playing Monopoly. Your eight-year-old cousin bawling their eyes out because they landed on the Mayfair hotel. Or maybe you played Risk, and remember that after three hours your Dad and Auntie were still somehow locked in a titanic struggle for Asia? Board games are on the rise again and these old 'classics' don't cut the mustard anymore.

The Football Game is new, different, and brilliant.

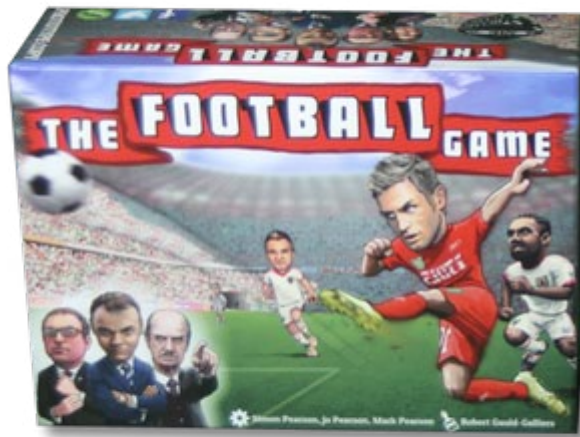
The Football Game is about club management. It's not a slow-motion match simulator, nor a complex afternoon-eater - in 75 minutes, you and mates or family will each manage a football club through an entire season. The game brings out the funny and scandalous side of the sport: it captures the rivalries, the excitement, the emotion, and the occasional madness of football both on and off the pitch.

You'll win the game by exceeding the expectations of your fans and chairman; so if you're a 'top six' club you must challenge for the title, while newly promoted 'yo-yo' clubs can win with a mid-table finish!

The stars of the show in The Football Game are the 80 footballer characters (such as the Wing Wizard, the Ancient Attacker, the Devious Diver, the Calamity Keeper). Each has a colour, a position and an

ability rating that will influence when and how you play them. You'll have to dip into the transfer market to build a squad with strength and depth, pick the right first team at the right time, and mastermind the play of your Tactics cards.





You're never left waiting for action the Match Day roll each turn affects all Clubs. Some players will do well, and others will do badly. So just like on a real match day, teams will rise and fall on the league table and everyone watches in joy or despair as they find out how they've performed.

Tactics cards can be the difference between stealing the title for some, and avoiding relegation for others! These cards allow your footballers to pull off feats such as elegant interceptions, lucky deflections and wonder goals to increase your match score. You can also nobble other Clubs with attack cards that make footballers miss 'sitters', score own goals and more.

Rolling events; you may discover a youth team superstar, see billionaire buyouts, training ground bust-ups, footballers rebellions, manager egos, mind games, nightclub incidents and many more - fifty different events may make or break your season! Your best plans might also be torpedoed by the gods of Injuries and Knocks.

The Football Game is founded on a love of 'the beautiful game', humour, and stellar artwork by Rob Gauld-Galliers (art director of Thomas the Tank Engine). Family team Mark, Simon and Jo Pearson have been developing the game for 3 years, and recently crowd-funded the game via a successful Kickstarter campaign.



WALKING DEAD

ALL OUT WAR

JASON HUBBARD



Mantic Games New Post Apocalypse Skirmish Game

Well another Zombie themed table top game has hit the market. Though this one is based on the Walking Dead comics IP, which in turn is the IP used for the popular TV show of the same name. Which means most people will recognise most of the characters and features of the game from either the comic books or TV show which is currently in its 7th series. As the game is based on the comic book IP, the characters resemble the the comic versions rather than the TV actors.

So how does this differ from any of the other zombie games on the market. If we look at the biggest zombie board game, Zombicide, the main difference is that Zombicide is a co-operative board game, where as Walking Dead is a skirmish battle game, and rather

than control one character like in Zombicide you control a small group of survivors.

So the base game has arrived on my desk, inside are 12 zombies, Rick and Karl along with 3 other survivors. These are hard plastic models, no glue or building is required to assemble them. Which means you can use them straight from the box. The miniatures are great quality, nicely sculpted and full of crisp detail. Those hobbyists who paint, will definitely want to slap some paint on these, something which I immediately did.

One of the mechanics I really liked about this game was the noise rule. If you run you make noise, if you fire a weapon, you create noise all of which will attract zombies within 10 inches of your model. This means



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



As part of the contents there are a number of cardboard counters provided to help you get started in regards to terrain. The only draw back is the paper playing mat, I'd personally prefer a sturdy mat either in card or neoprene. The rules are easy to learn and play, plus there are a plethora of videos on-line describing how to play the game. This makes learning the basic rules very easy. There is also a scenario booklet that allows to you learn rules by introducing new rules with each scenario.

If you're a Walking Dead fan of either the comics or TV show then this is definitely a game you should pick up and add to your collection. I've played several other Zombie themed table top games and whilst they were fun to play, they aren't Walking Dead. This is my preferred undead game. Next issue I'll be looking at creating new characters from existing miniatures in your collection.

PATHFINDER

ROLE PLAYING GAME

JASON HUBBARD



Play an adventurer trying to survive in a fantastical world of magic and evil

Recently some Pathfinder books landed on my desk, these included the pocket editions of the core rules and the bestiary book, along with the adventure path Curse of the Crimson Throne.

What is Pathfinder

Pathfinder is a fantasy table top role playing game first published in 2009 by Paizo Publishing. It is an extended and modified version of 3rd edition Dungeons and Dragons RPG, published by Wizards of the Coast.

It is designed to be backward compatible with D&D 3/3.5 editions. The game uses the D20 system, which means it's very familiar to those gamers who've played D&D. Game designer Jason Bulmahn took the D20 open gaming system and after several months of designing and play testing Pathfinder as we know it was born.

The game has won several awards including best game at the Ennies. It was also the top selling RPG in 2011, 2012 and 2013 out selling the grand daddy of fantasy role play games, Dungeons and dragons. Pathfinder is a more modified and streamlined version

and because it's been designed to be backward compatible with D&D, means there is a plethora of material options available to the player. This has also meant that a lot of players of D&D switched which helped Pathfinder grow in popularity.

The game puts you in the role of an adventurer trying to survive in a fantastical world of magic and evil. Set in the world of Golorian, players roam the world fighting evil as well as seeking fame and fortune. Golorian and the core nations are located on the continent of Avistan. Each nation has a rich background, along with colourful characters and organisations, along with weird and wonderful creatures. The nations all have a particular theme around which the society revolves. Andoran is medieval, formed after a revolution, Linnorm is a wasteland where those who aspire to be king will have to fight and defeat a dragon. There is a decadent empire, made strong with evil and devilish ties called Cheliah. Lastly Listwall is a nation built around the military, where the only members of society who have any rights are those who serve in the military.



The Books

The pocket editions are more cost effective and easier to carry around compared with the larger hard back editions, which already makes them a useful purchase. They contain the same number of pages, artwork and content as their bigger versions. This really does make them an attractive buy, as they are so much more portable than their larger counterparts.

Character creation is a quick and simple affair but it also allows for greater customisation, which really gives you the opportunity to realise your characters' potential. It can be stat heavy at times but it's not complicated, which was a common complaint of D&D 3.5. Yet even though it can be stat heavy it's not to the point that it sucks the fun out of playing.

One of the great aspects of the system is the plethora of material available. Paizo has said that the rules will remain pretty static which means there won't be a new edition produced every year which complete rule redesign. This means that you won't have to relearn the rule system with every new edition that's printed, it also means that they can concentrate on producing more additional material,



Curse of the Crimson Throne, is one of Paizo's most popular campaigns. It's set in the city of Karvosia, and its new queen may be behind the current troubles. The book contains all six of the original adventure path adventures neatly contained in one volume. This revised edition contains all the content needed to run a campaign filled with mayhem and intrigue. It also contains an in-depth gazetteer for the city of Karvosia as it exists under the new queen. There are also an array of new options for characters ranging from traits, spells and magic items.



What attracts me is the breath of material available out there. I also like the appeal of only needing to learn the rules once, and not relearn a new system with every new edition. So in future issues of the magazine I'll update you on how I've gotten on running a Pathfinder Campaign.

The amount of compatible material for Pathfinder can be over whelming for some players. You have the choice of books published by Paizo, along with all the homebrew OGL 3.5 material and if that wasn't enough you also have the possibility of using the D&D 3/3.5 editions back catalogue.

So now I have these books I've decided that this old D&D player is going to start a Pathfinder campaign and discover what all the fuss is about. I've been a D&D player since the 80's, yes I'm that old and I've never strayed from it as my fantasy rpg game. Over the years I've played Basic D&D, AD&D and the newer versions including 3.5 and 4th edition. So I've now decided to take the plunge in to the Pathfinder world.

POKEMON GO

SOPHIE FEIST

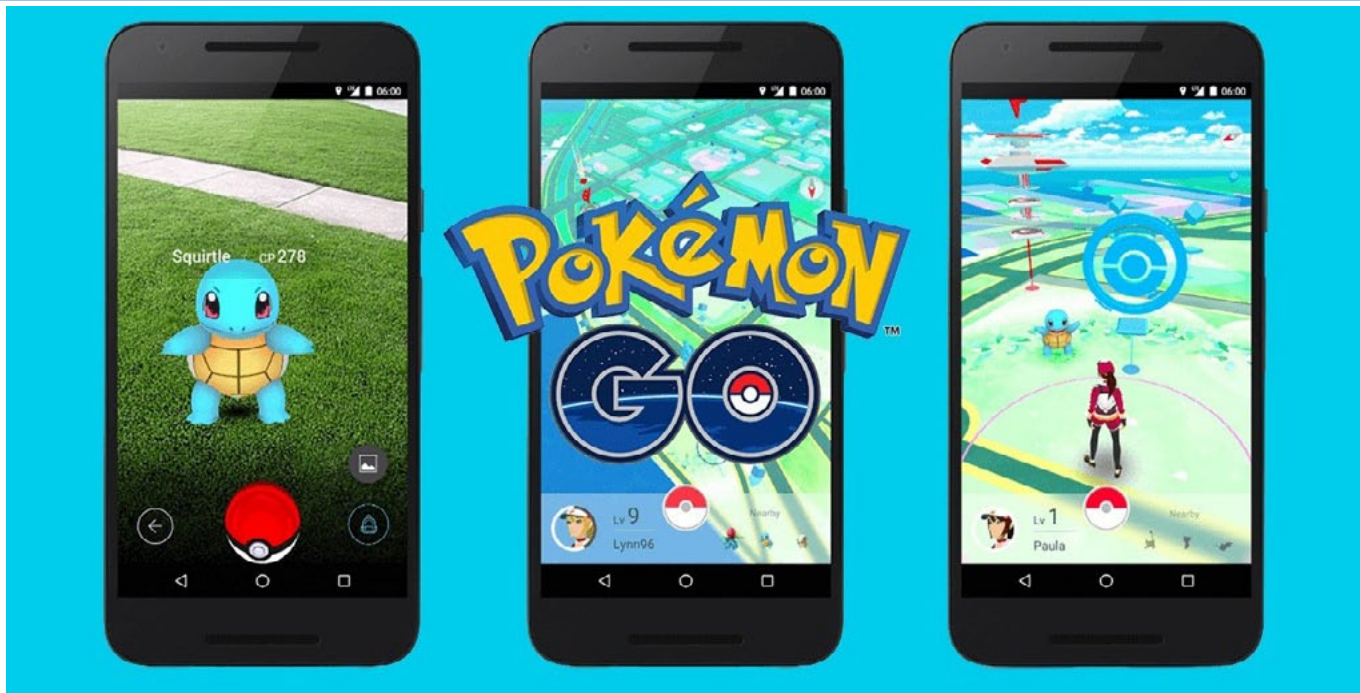


WAKE ME UP BEFORE YOU POKEMON GO GO

Pokémon Go is a free-to-play, location based augmented reality game released by Niantic, Inc. for Android and IOS in July this year. The game's structure is strongly based on a previous game by Niantic called Ingress which is almost identical to Go. It relies on the smartphone's GPS to locate a player and their movements in order to find and capture Pokémon that have been placed in certain locations, at certain times in various places around the globe. The players can then encounter these creatures, and catch them using a device called a Pokéball, which traps the creature inside making it belong to the player. The Pokémon can then be levelled up, evolved, or placed in a Pokémon Gym by battling the current players owning it, thus becoming its new leader. Various locations are marked as Pokéstops where players can collect virtual Pokéball's, Pokémon eggs, and other items. This article will explore the game via its concept, specific features of the game itself, any problems that it may have, and the overall opinions of the author.

Although the franchise itself is not new, this game has some unique features, one being the use of augmented reality which is used as a fun feature of the game rather than a requirement to play it as it can be switched off allowing it to run on phones that do not have a gyroscope. The feature allows Pokémon to be seen in real world settings, which makes for some interesting and amusing screen shots, as well as being exciting and nostalgic for older Pokémon fans. Another interesting feature is the use of the GPS to track your movements in order to find Pokémon that may be in the area close to the player, of which if they are close enough, will appear on the main (map) screen ready to be tapped which initiates the capture screen.

Despite its popularity and millions of downloads worldwide, the game itself has many flaws. Firstly players in rural locations have less Pokéstops and Gyms than those in cities, thus they tend to get less items than in the city. Second, it uses a lot of battery life. Thirdly there are numerous problems with the game



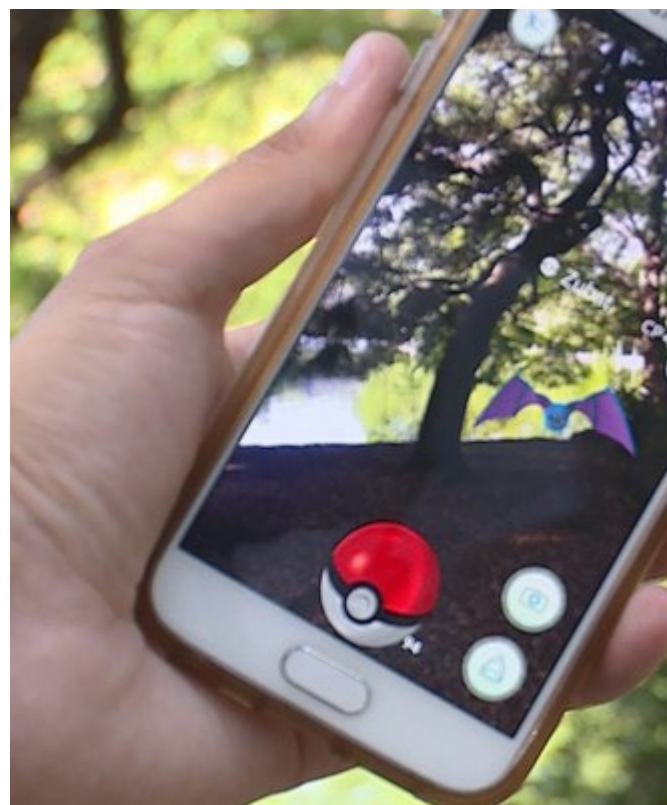
play, some features of which were either fixed or removed. And finally, the main problem with Pokémon Go is that it does not run in the background when minimised which means it has to be constantly open and up on the device's screen in order to do anything. Most mobile games continue the player's progress when running in the background however in order for distance to be counted Go has to be running in the foreground, (unless the user has Pokémon Go Plus). Eggs can't even be hatched with the game minimised, which is inconvenient for the user.

Pokémon Go Plus has now officially been released. It costs a whopping £35 and has already sold out in the UK. It is a bracelet that notifies the player that a Pokéstop, or Pokémon is nearby. It allows the player to collect items from the Pokéstop and throw a single Pokéball at a Pokémon. The player cannot choose which type of Pokéball it uses. It just uses a regular ball. When a player is a higher level,

Pokémon are more likely to flee and using just one regular Pokéball isn't enough to catch them. This means that Plus is using lots of player's Pokéballs with low rates of success. The only thing that seems to actually work successfully is the tracking of distance to hatch eggs (players has to walk between 2km and 10km to hatch an egg). There are plans to release a companion app on the Apple Watch and Android Wear which is hopefully going to work better than Plus and the feature of a screen may allow players to select their Pokéballs.

Regardless of its flaws Pokémon Go does have some positive features. For example the graphics are very well made and the gameplay is basic and easy to

pick up. The various music used in the game suits the franchise well it gives a sense of nostalgia to the older generation Pokémon games. The main positive feature of this game is the overall social aspect. It has gotten people outside, socialising and exercising. It has helped people who would not normally venture outside, people who have anxiety disorders for example, go out into the world and socialise with other people. It has helped children who have autism talk to other people about Pokémon. This game has done a lot of good.



I myself have enjoyed the game. It has been interesting talking to people about the game, venturing out into my hometown and discovering historical areas like mosaics and plaques. I really enjoy finding new Pokémon and despite being a higher level, finding a Pokémon that I have not yet caught is still as exciting as ever. I love how people are acting as if Pokémon are real as I have grown up with the franchise and this is

like a dream come true! Pokémon are real! Overall the game does good, it just needs its bugs fixing, and for another generation of Pokémon to be added to keep the game exciting. The game is actively being worked on by the Niantic development team, however I do not believe that Pokémon Go will be a lasting presence, I feel that the hype will die down soon enough. It at least won't be as big as it was on its release. It has already lost millions of players and if Niantic continue to take away features of the app it will lose many more.

In summary, Pokémon Go is a fun game which integrates the Pokémon virtual world into reality. It has good graphics and sound but lots of glitches that need to be worked on, and features to be added in order to keep players interested. The overall social aspect of the game has helped people who would otherwise find it difficult to go outside and to socialise with others. Pokémon Go has had a positive outcome on people all around the world and hopefully will continue to do so in the near future.



STAR WARS

ROGUE ONE REVIEW

ALEX GARBETT



A Rogue Hope for a Galaxy Far Far Away

You may or may not have heard of Star Wars or specifically rogue one...well if you're a scruffy-looking Nerfherder on some back water planet possibly but the airwaves and shops have been full of Star Wars once again, this time with a new style of story released into the franchise in the very familiar non canonical way! Star Wars Rogue one is the first of a series of tales in the star wars universe we know but not an official 'Episode' however...

The film itself is set before Star Wars a New Hope (Episode 4 or 1 depending on if the prequels exist for you or not!), literally days and hours before A New Hope. It follows the story of Jyn Erso, daughter of Galen Erso who is the designer of the Death Stars super laser weapon and her missing to try and retrieve her father for the Rebel alliance while discovering new information on the Galactic Empires newest dooms day weapon.

SPOILERS AHEAD

The Plot

The film begins with Jyns childhood home being visited by the films lead villain Orson Krennic played in my opinion so well by Ben Mendelsohn, who is the ruthless director of advanced weapons research for the empire and seeking Galen Erso's technical knowledge and skills to complete the work he began years ago when originally working for the empire.

After a tragic show down where Jyns Mother is killed by Krennic's person 'death trooper' squad Jyn escapes to await rescue from the Erso family's personal friend Saw Gerrera.

The story then flashes forward Fifteen years to a future where the Galactic Empire is everywhere. Rumours are circulating of an imperial cargo pilot named Bodhi Rook that has defected from the Empire whom the Rebels are desperate to hunt down for the knowledge he might possess.

It is reviled that the pilot has more information than

they could have hoped for in the form of a smuggled holographic message from Galen Erso which is destined for Saw Gerrera on the desert moon of Jedha (A former Jedi strong hold planet which holds a secret to the Jedi's power)

The Rebel alliance soon sends Captain Cassian Andor, a rebel intelligence officer to meet with an informant regarding Bodhi's location and while doing so engages imperial forces causing the alarm to sound and coldly blowing away with a shot in the back to the poor innocent informant.

As the plot moves on an older Jyn Erso is seen in Imperial captivity that is shortly busted out but not before Jyn tries to escape the Rebels and Imperials only to be stopped in her tracks by the reprogrammed Imperial Droid K-2SO now belonging to Andor and the Rebels.

U-Wing transport with huge a pair of swing wings to the planet Jedha, where it is discovered the Empire is mining Kyber Crystals...the same Crystals the Jedi used to power their light Sabres to power the Death Star.

As the group are trying to remain unnoticed however a band of Saw Gerrera's Rebel fanatics engage and attack an armed shipment of the crystals killing many storm troopers and several innocents dying in the cross fire. Jyn and Cassian find themselves caught up in this fight however and after running and gunning and escaping the initial fighting with K-2SO's help they walk into an Imperial patrol.

The Rebels find themselves trying to sweet talk their way out of this current crisis with the assistance of K-2SO providing some humour but end up being taken prisoner when the next member of the growing rebel group walks into the fray offering his assistance.



Jyn is confronted by the rebels on Yavin 4 and they plan to use her to make contact with and in turn extract the information from Saw regarding her father Galen and to learn more about the Death Star. The rebels though have alternative plans, unknown to Jyn, Cassian has been secretly ordered to kill her father Galen rather than extract him as to ensure he cannot complete the Empire's weapon but also that he is believed to be a traitor who is complicit with the Empire and its goals.

Jyn, Cassian, and K-2SO travel covertly aboard the the

Chirrut Imwe, a blind monk and servant of the old Jedi temple and his mercenary friend Baze Malbus help Jyn and Cassian gun down and escape the mob of Storm Troopers but end up being captured again, this time by Saw Gerrera's troops.

While Gerrera's base Jyn is shown the hologram message from her father in which Galen reveals he has secretly built a flaw into the Death Star and that the Rebels need to retrieve the schematics from a high-security Imperial facility on the planet Scarif. On the Death Star however floating in orbit of Jedha



Director Krennic orders a low-powered shot from the super laser using a single reactor to destroy Jedha's capital as a test for the destructive capabilities of the weapon.

As destruction reigns down massive earthquakes grip the planet causing Jyn and her group to take Rook, the Imperial defector and flee the planet as fast as possible however Saw Gerrera chooses to stay behind and die telling Jyn to save the dream of the rebellion. Upon the Death star's bridge Grand Moff Tarkin (fantastically resurrected through C.G.I. technology) congratulates Director Krennic on the success of the weapon and his work but uses the defection of Rook, his lax security and leveraging his personal relationship with the Emperor to take control of the project and reap all the rewards of its power.

As the rebels reel from the shock of the destruction at Jedha Rook leads the group to Galen's location at a weapons research facility on the planet Eadu. There the U-wing crashes after clipping a mountain due to the craft needing to fly below the Imperial scanners. With the bases location confirmed the Rebels decide to launch a strike hoping to kill the scientists and possibly Galen Erso should Cassian fail in his mission

to kill him.

Director Krennic though furious at the situation with Grand Moff Tarkin and keen to hunt down and destroy ANY leaks arrives on Eadu to challenge the scientists and specifically Galen on Rook's defection and security leaks.

When confronted with the execution of the scientists he works with Galen Erso confesses that he is responsible for the leak but to make Galen suffer Krennic continues to order his Death Troopers to execute the other scientists, then gloats over the success of his weapon as a defeated Galen listens on the landing platform.

Jyn makes who has followed Cassian decides to make her presence felt by rescuing her father just as Rebel x-wing fighters attack the facility blowing up much of the Imperial Facility and resulting in Galen being caught in an explosion. Jyn is able to briefly reunite with her father only to have him die in her arms as he tells her about the Imperial she is pulled away by Cassian and the group escaping on a stolen Imperial cargo shuttle.

Escaping from Eadu and feeling pressured Krennic decides to visit Lord Vader at his castle on the volcano world of Mustafar seeking his support with granting an audience with the Emperor, but Vader dismisses his





appeal with gloating about not choking (Force Choke) on his pride.

Back on Yavin 4 Jyn proposes to the combined Rebel alliance command to steal the Death Star schematics from the facility on Scarif using the whole Rebel fleet but due to not agreeing and internal bickering the plan fails to get approval from the Alliance Council. Frustrated at the division and lack of action Jyn and Cassian plan to use their stolen Imperial Shuttle supported by a small squad of Rebels intent on raiding the databank themselves but before taking off name the shuttle call sign "Rogue One".

After a hyperspace jump Jyn, Cassian and rebels use the stolen shuttles imperial access code to gain entry to the planet and after landing Jyn and Cassian disguise themselves as Imperial forces to gain access to the data facility with K-2SO.

To provide a distraction the rebel troops create several distractions on the planet to draw Imperial forces away from the facility and as the explosions rock the base which are remotely monitored by the Rebels who learn about the raid from intercepted communications and deploy Rebel fleet in support.

As a space battle kicks off in orbit of Scarif our heroes start to get overwhelmed on the surface of Scarif with

each succumbing to death...Rook by Grenade just after informing the Rebel fleet that it must deactivate the shield surrounding the planet to allow Jyn and Cassian to transmit them the schematics. K-2SO sacrifices himself so Jyn and Cassian can retrieve the data. Jyn and Cassian seize the schematics, but they are ambushed by Krennic, who shoots Cassian. Imwe is killed after activating the master switch to allow communication with the Rebel fleet, while Malbus is killed shortly after by a Death Trooper but not after taking out a series of them.

Just as the mission is reaching its climax Krennic corners Jyn, declaring the Empire's victory, but not before Cassian who survived his fall in the data facility shoots and wounds Krennic giving Jyn the chance and time she needs to transmit the Death Star schematics to the Rebel command ship above the planet.

With the Death Star plans in their possession the Rebel fleet is shocked to find the station itself has arrived in Scarif's orbit where Grand Moff Tarkin confirms the order to use the super laser weapon to destroy the Empire's base killing Krennic ironically in the resulting explosion, while finally Jyn and Cassian embrace on a beach having escaped the Imperial base before being overtaken in the ensuing shockwave blast from the super weapon beam.

Rogue one now silent and the plans in their posses-

sion the Rebel fleet prepares to jump to away only to have Lord Vader's Star Destroyer drop out of hyperspace smashing into several of the Rebel smaller ships and opening fire on Admiral Raddus's Rebel command ship disabling the vessel.

As hope seems lost Lord Vader boards the Rebel command ship and makes his way through the ship kills many soldiers in his pursuit of the schematics, but to his frustration a single Rebel manages to limp into a small Rebel blockade runner which is released from the larger ship and escapes into Hyperspace with the plan on board revealing a young Princess Leia declaring that the schematics will provide 'hope' for the Rebellion.

Thoughts

Right from the get go I had high hopes for this latest Star Wars film but having followed the news and knowing about the various re-shoots I was slightly concerned for what the end product was going to be or if the directors vision had been compromised, of which I'm pleased to say I wasn't disappointed. The film definitely has its own feel and tone being much darker than previous films in the franchise. While in the Star Wars universe though the absence of Jedi or familiar main characters didn't detract from the story...in fact it felt like watching a much larger tapestry than the isolation of other films in seeing so many of the places and other background characters like Mon Mothma visited again, like linking in the prequel trilogy in a respectful way that added to episode 4, A New Hope.

The film delivers such a huge amount of fan service but in a subtle way and not in your face or a cheesy way like some reboots of recent years. I felt with all this service that the film was made for my generation who grew up with only the original trilogy and gave me so much more than the Force Awakens did which looking back feels too far removed from the original Star Wars series.

Another utterly fantastic and mind blowing treat was the fan service in resurrecting Peter Cushing as Grand Moff Tarkin, a young Carrie Fisher as Princess Leia and other faces like Red and Gold Leaders. Some people have talked about the technology not being 100% there yet with re-creating a person's likeness but the performance wasn't disappointing, in fact you almost have to pinch yourself when watching to remind yourself you're seeing something which the original actor never did (It certainly gives hopes for other films and sing younger versions of characters or other flash back

stories – perhaps a 'Shadows of the Empire' movie tak-

ing place parallel to 'the Empire Strikes Back' is on the cards now?)

As of early January 2017, Rogue One has continued to perform at the box office incredibly well with almost \$850 million in the pocket and as time goes on with DVD sales and more should easily hit over the \$1 billion mark....truly a testament to the film maker and team who have put this movie together.

The success of the film too I think also speaks to what we as an audience want....yes Force Awakens made more money and has its advocates and supporters but also its critics and Rogue One has also found this with various people either loving or hating the movie but the for myself as a hardcore Star Wars fan I loved every moment of it – I don't think the average fan will get it as much as myself or other people like me but I'm glad to see Disney taking risks and looking to explore the franchise outside of the main films and offering a different take on stories and tales within the Star Wars universe.



CORNISH SMUGGLER

GRUBLIN GAMES

JASON HUBBARD



Evade customs, outwit your rivals and secure your fortune in Cornish Smuggler.

You will have to employ strategy and risk taking to buy and sell contraband, cultivate a network of local characters, trade in secret knowledge, hidden locations, secret landings, bribes, dirty tricks and a healthy dose of cunning to evade the attentions of the Customs Officers and your fellow smugglers. The object of the game is to sell your goods at the highest prices, gain reputation and be the smuggler with the most gold.

A board game produced by Cornish board game producer, Grublin Games has entered the market place set during the period of history when smuggling was endemic in Cornwall.

Components

- 1 Fully Illustrated 600 mm x 540 mm (23.5 x 21 inches aprox) game board
- 60 x Secrets Cards
- 60 x wooden Influence Counters
- 58 Gold Counters
- 52 Reputation Counters



- 50 Wooden player counters
- 48 x unique Character Cards
- 25 Customs Bribe Markers
- 16 x unique wooden Goods Shapes
- 12 x Storehouse Cards
- 10 Wooden Customs counters
- 10 x Ship Cards
- 5 Wooden ship counters
- 2 x Reference cards per /player
- 1 Rule Book

The box art by a local Cornish artist, it's superb and beautifully done, the art perfectly sets the tone and atmosphere of the period. The goal of the game is to smuggle goods using your ship and sell your contraband. You need to hire members of the community to build your network. You sell goods for gold and try to gain reputation. Yet at the same time avoiding

the custom officers. Custom officers react to what the smugglers do, the aim of the game is to sell your contraband and not get caught.

All the places on the board are real Cornish Towns and villages, all of whom were notorious for smuggling over 200 years ago. The secret cards are all actions that were carried out by real smugglers which adds to the authenticity of the game.



The game has a very historical feel with connections to real Cornish history.

Its beautifully designed with great artwork, its fun to play and requires some strategic thinking if you want to win. Its definitely a game that should be considered by all board game collectors.

PAINTING 1/72

INFANTRY

JASON HUBBARD



I thought I'd write a short article on how I paint 1/72 plastic miniatures - you probably played with this scale as kids, especially Airfix kits. If you've ever painted them, then the main drawback is paint chipping off them really easily, especially the rubbery plastic ones. I have a technique or two - well, one, in fact - that will prevent that from happening.

For starters, the only additional item you'll need from your usual painting kit is either a tin of Army Painter Dip or gloss varnish. It doesn't matter if it's a tin of dip or varnish, as either will work.

The first thing to do is undercoat the miniatures - once this has dried, you will need to apply a coat of varnish or dip, whichever you have decided to use. Note - when using dip I would recommend using a brush on technique, as it is quite gloopy and if you get too much dip on this scale of miniature, you'll end up losing a lot of the detail. You will need to give the tin a good shake.





I have found it better to use the dip which has collected on the lid, rather than dipping the brush straight into the pot, as it is a lot less messy this way.

The next stage once the dip or varnish has dried is to base paint the miniatures, remember to use a thin coat of paint. as detail is easy to lose with thick coat. Once this has been completed then I would apply another coat of varnish/dip to the figures. This will seal the basecoat - and, for those of you who have applied dip, it will at the same time shade the models. It isn't really necessary to paint several layers of shade on figures of this scale or smaller.



Now you will have a base coated figure, and those who have used dip will also have a shaded figure. This is the reason I use dip on gaming models, as I get a shade and varnish in one go. It saves time, especially if you've got a large army to paint.



Next we will paint in the highlights - you don't need to go overboard at this stage, in the same way you would with a 28mm figure. Once this is done, you can add a further coat of gloss or dip. I personally go straight to a coat of matt varnish.

And that, folks, is a quick and simple guide to painting 1/72 scale miniatures, and thanks to the multiple layers of dip or varnish you won't get paint chips. In addition, the extra coats of dip/varnish give strength to those 1/72 figures which are made from a rubbery plastic, making them less bendy when touched.



RPG; A SOLUTION TO A BUSY TIMES

ALEX GARBETT



Hello one and all, I'm currently writing this between work from my day job which has over the past 6 months started to really spill into my home life and free time.

I am a firm major believer in freedom at work and how to use your hours effectively but sometimes the odds are stacked against you and no matter lunches or breaks you miss you're simply unable to get the volume of work down and it spills over into the evenings as well in the working world everyone wants everything done now (plus office politics of which I am sure you'll all understand)...

As a result of having less time over the past 6 months I find my hobbying has effectively crashed and burned in a not too dramatic saying. I am sat on the better part of a Dropfleet Commander Kickstarter (Hawk Wargames), Conan The Boardgame (by Monolith), Age Of Sigmar Projects (Games Workshop), Warhammer Quest – Silver Tower (Games Workshop), New Bloodbowl Orc Team (Games Workshop), a load of Gundam 1/1700 Spaceship Kits (Bandai) and various board games purchased from the UK Games Expo and Amazon etc which are still in the cellophane....Oh and I have just completed the pledge manager for Mythic Battles but I may go back and unlock it for more expansions.

So with work consuming my free time and hobby 'to

do list' growing I am feeling very swamped on both sides....and the wheel of work and war-gaming never stops!

Let's analyse this though and break down the above:

Why are you short of time so much?

That's a combination of company growth with an area next to my own in the business I work for which requires my skills and knowledge to support and help increase revenue and margin. In reality too it has progressed even further as there are two other people who work with me which support almost 600 people in the UK and we have just been given 3 additional



countries across Europe adding to the workload and hours (as the continent is ahead by 1 hour) so effectively and to quote Bilbo from Lord Of The Rings "I feel thin, sort of stretched...like Butter scrapped over too much bread".

Most of my days are spend playing catch up on emails, calls, travelling in the car to site and being where I'm needed to support my team mates.

Why if It's too much why not give up the job?

Well truth is that I do enjoy the buzz and energy of it all. It is stressful and workplace politics plays such a huge role in things going on...and off adding to the complexity and my own greater understanding and visibility of all things which in turn allows me to add my own thoughts and perspectives to larger discussions that's increasing my own value to the company which is a win win for pay rises down the line.

..oh and yeah if not for the job and its benefits and pay I couldn't afford all the above mentioned hobby goodness. That famous saying "another day another Dollar" and as much as I do enjoy it the whole work thing for hobby is a necessary evil.

OK...so work is taking up a lot of your time and your concerned about your hobbies so just stop buying for a while?

If it were only so simple in a short answer LOL.....

Kicking the habit is one thing but you need to go down deeper to understand the reasons why we buy in reality.

Each one of us knows our likes and dislikes when it comes to wargaming...fantasy, scifi, boardgame, table top game, miniatures or tokens, dice or cards etc etc. We all know our limits too when it comes to spending and can often push those boundaries out for those special larger purchases and 'deals' too.

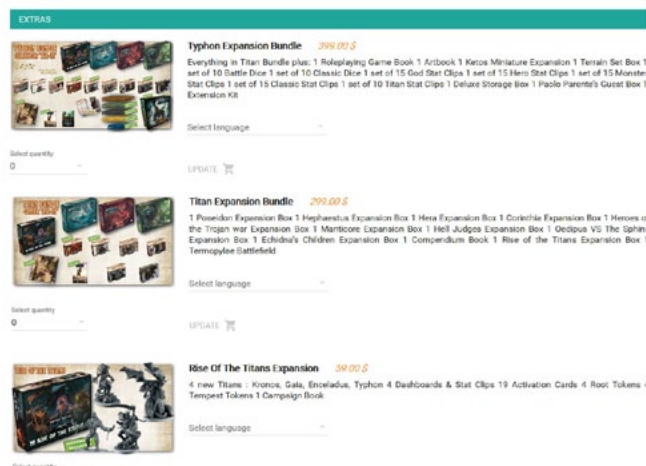
Gaming companies also know what we like and don't (see the turnaround from Games Workshop Alone and amazing financial results since then as one example). All these companies current, new old and those ones who appear like magic on Kick-starter are all competing for market and more importantly wallet space.



You also have to take into account the sheer effect that Kick-starter has had and really how it's changed the dynamic and spend pattern of us gamers and hobbyists. A prime and current example is Mythic Battles Pantheon.

If Mythic Battles was just a game on the shelf in my local gaming store or on a page on Amazon it would be competing with other games already in retail but being a Kick-starter is carries 'new and shiny' syndrome but also as it went through the Kick-starter process we as backers and gamers can be involved in the project – not just through backing it and funding the production, but in shaping perhaps some of the content or rules or even stretch goals and models thus getting us involved, invested both financially and in spirit of a community to all those new models and miniatures coming our way around Christmas 2017.

Once the Kick-starter Campaign is over the next exciting phase starts, which is the preparation to the pledge manager and offering you the backer or late backer (another way to get people involved and invested along with being able to feel part of the project and being involved) with AMAZING deals on expansions and bundles as exclusives only available at that one time...



(...this is where I find I'm at now umming and ah-ing over what I really want Vs what is logical to buy for deals sake to what I would like to play in my local gaming group and circle – what to do.....WHAT TO DO!!!!)

It's really hard to know what to do. I could afford the massive expansion set with all the extra Gods and Hero's but do I need them?

This is the quandary for me right now....certainly until the 7th of March when the pledge Manager closes I add this my experiences with Conan by Monolith in weighing up what to do.

Like many I heavily backed the Kick-starter helping fund the project and my own love for the Conan franchise from the Arnie movies as a child to the books and graphic novels in what is a lost world for me to



explore between “when the oceans drank Atlantis and the rise of the sons of Arius”. As part of the Conan pledge I went in for the Core box-set and all the stretch goals along with some additional characters and Kick-starter Exclusives.

When they arrived I was very excited to crack it all open and see what was inside (its one thing to visualise all the Kick-starter Stretch goal miniatures on an excel sheet or image, it is another thing to have them



all laid out before your eyes!), that’s when a sense of dread washed over me with how many models and miniatures there were to figure out, possibly paint and more so where the heck was I going to put all this let alone transport it to the place my gaming group gather to game.

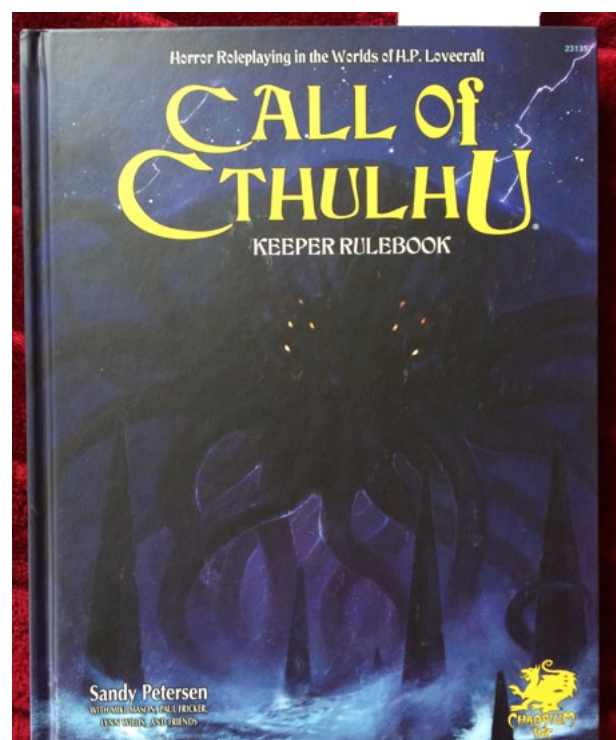


Personally I haven’t figured this part out yet.....this brings me back to the initial points of not having had time to really get to grips with Conan and what I have purchased into and the same goes to Dropfleet Commander, Warhammer Quest, Bloodbowl and more so I my brooding over my projects shall continue.

Hearing the Call

As though something out of a dream a vision of what could be was revealed to me a few months ago as a solution working around time and work/life commitments.

The solution was so simple yet offered the complexity and depth which I could get a passion for uncovering



mystery and more, a call so profound that I'm surprised I'd not heard it sooner....

Call of Cthulhu

If you've never heard of The Call Of Cthulhu (Cu-Thuu-Loo as I pronounce it this side anyway) you're probably wondering what the heck it is and where it came from.

The Call Of Cthulhu Is a short story written by the American author Howard Phillips Lovecraft (H.P. Lovecraft) in the summer of 1926. The story is told from an investigative perspective of Francis Wayland the narrator who after his uncle has passed away is going through his uncle's notes and journals and discovers several peculiar objects and references.

As the story progresses Francis discovers more and more of the research his Uncle was involved in from the 'horror in clay sculpture' (Picture 10), to ancient and seemingly alien tablets with strange writings upon (Picture 11), ending lastly with a tale from a sailor of a huge cyclopean city emerging from the waves and something, a creature...miles high pursuing the sailors before disappearing back under the waves. All this in the final days of his Uncles life before his death at seemingly the Cult Of Cthulhu's hands and, how now the revelation that knowing what he and you the reader knows of this tale and great sleeping Cthulhu that you are both targets of the Cultists.

Cthulhu Mythos

So successful was H.P. Lovecrafts Call Of Cthulhu that he wrote many other horror stories in the same universe adding to the depth of the universe he created and in doing so spawned what has become known as the Cthulhu Mythos.



The Mythos now a franchise making more money ironically than H.P. Lovecraft ever did in his life has become a full-fledged universe to explore from the original stories and tales to expanded novels by other authors to merchandise and collectables through to most importantly Role Playing Experiences and games.

Its this role playing game which offers me the solution I need given the time difficulties at the moment. The Call Of Cthulhu RPG

Call Of Cthulhu or CoC for short has been around for many years. Originally published in the early 80's when RPG games like Dungeons and Dragons were in their ascendancy but before the major games companies moved into mass miniature games Role Playing Games and books were BIG money.

The game itself has always followed the basic RPG formula with players or investigators in Cthulhu and a Games Master or Keeper to facilitate the story and adventure using Dice (D4, D6, D10, D20, and D100) and character sheets detailing the players statistics as you discover, combat and hope to stop the plans and schemes of the great old ones like Cthulhu from coming back and destroying the world....and usually ending up with your characters suffering attacks to their sanity or dying from horrible gruesome deaths at the hands of unspeakable mutant alien horrors. Call Of Cthulhu is currently in its 7th edition and has



massively grown in popularity along with the mythos also being expanded regularly with new or updated content, and like any game there are the easy to find items or collectable books and quests and the extremely rare an expensive ones too!

Ok.... this is all great so how does it help you then with time?

I'm fortunate to have a great job as you're aware from above but it's difficult to find time to hobby and war-

game. I found a colleague at my work who is also in a similar position and we shared our stories over an ebay delivery I got (CoC 7th edition rulebook).

We work together occasionally but as you can imagine my colleague and I usually talk business and not personal interests. When he saw the Call Of Cthulhu book it sparked a large conversation about war-gaming, workshop, RPG-ing and really how as a family man himself with 5 children working more hours than me how he manage to get in his Role Playing/him hobby time.

It turns out that he uses it as his escape and downtime from all the commitments he has in life to work and family for my colleague and his mates to gather and play RPG games on Wednesday nights each week as their personal 'them' time as a group.

When learning and discussing this too I was rather jealous of the number of games my colleague has played to all the experiences and unique RPG and story moments shared to more so the environment they all play in and ultimately how they all have managed to do this over what is now 15 years continuously as life has changed and evolved for them each.

Now with the knowledge and inspiration from my colleague and the vision from Cthulhu I had a model and the means to get in my hobby during the time challenges from work.

How Does it all work?

This is the beauty of the Role Playing Game as either Games Master/Keeper or as player/Investigator... you simply turn up at an organised time or place with some dice pens and paper and begin playing. You need nothing else on a basic level to enjoy the game and there are so many advantages for it. There is no need for miniatures though you can use them

Maps sometimes help but a good Games Master/ Keeper will be able to paint the scene and picture for you of where you are and what's happening

Props can help the story progress and great narrative tools but don't have to be used (I love props personally)

Pick up and play – no major preparation is required like painting armies of models or even assembling models to booking gaming tables or even setting up terrain and what not.

Organic rules. While RPG-ing is down mainly to the group deciding the system and genre really it doesn't require strict army building, army books to what's legal and not legal arguments in the context of black and white rules sets.

It is about story and simply rolling to see if your successful based usually on a D100 against a characters skill. If you're successful then great, if not then it's no big loss as it is down to the Games Master and you as players to drive the narrative story.

A great example of this would be rolling to jump a gap only that you failed the roll.

Well in most games that would be it, but a Games Master will take your roll and in conjunction with your input add to it so the story can progress. Yes you failed the successful roll to jump the gap but you did make the gap but only just and your character is left is grabbing onto the edge pulling himself or herself up for the remainder of the turn.

Environment and experience. While it is nice to play in a gaming store or someone's house often the easiest place to play is the pub which means drinks, food, chilling in a nice atmosphere and provides a place you can get to that's nine times out of ten easy parking and open fairly late.





So when you are working at the office till gone 6pm for example you can shoot straight to the pub to begin gaming at 7pm, order food and drinks while the group games and you can focus on the scenario with a belly full of grub and forget work.

Cheap cost of entry to the game in that well you could turn up with nothing to a gaming session and join in. Ideally you bring your own dice and whatnot but usually the group as a collective and mini community helps cater for all. Two may have rule books, someone brought extra dice if you forgot your own, you might have paper and pens in the car etc.

The list of benefits for me goes on and on but RPG-ing allows me the comfort of getting in gaming while enjoying my job and still being able to binge on Hobby and Kick-starters as projects for later when life and time become a more abundant source than currently. More so though RPG offers a different type and kind of game than you're normally used to and really is the ultimate in escape from the day to day but also the normal 50 shades of grey sprue and resin existence many are used to.

Don't get me wrong I love to make, model and build but finding that 20+ hours to spend on a miniature or painting up a whole host of space ships for Dropfleet Commander to building an entire contents of Silver Tower and basing is simply beyond what have access

to at the moment and while I can buy for later with the RPG I can have both within the time it takes to game and for what I gain it's a no brainer and the answer.

If you have never tried it I do hope you would give the RPG and RPG-ing a go. The UK Games Expo has a great number of RPG games you can join in with an experience for usually around £4.00 per person with is not far from the cost of a Coffee or Latte when you are out and about so give it a whirl and see what its all about so whether its Star Wars to Pathfinder or Dungeons and Dragons to Call Of Cthulhu have at it and carve out your characters story, exploits, adventures and legend

All the best

TERRAIN IN HISTORY

JASON HUBBARD



This article series intends to give terrain makers an over view of historic settlement types. This first one looks at the Pre-Roman period, some of which may have been reused post Roman, such as Iron Age Hill-forts.

Neolithic Settlement

There is little evidence for early Neolithic settlement in this country, with the exception of sites like Skare Brae in Scotland. It is considered that most settlements were probably scattered isolated farms, which consisted of rectangular houses built from timber with thatched roofs. Both Fengate, Ballygally in Northern Ireland and Haldon in Devon are good examples of this type. These houses have two occupation levels, which are separated by a sterile level, which leads to the suggestion that they were used as seasonal dwellings.

Evidence no longer survives from this period, because the materials used in the construction of buildings have eroded away, leaving only post holes, rubbish and grain pits as the only evidence of their existence.

In the Orkney's flagstones were used as building materials, sites such as Skare Brae and Ringop. Both of these sites appear to be villages, with most of the houses between 4-6 metres square. The roofs were probably turf with timber supports, these types of building are most likely to be uncommon during the Neolithic period as similar sites have yet to be found more widespread across the country. The most likely settlement sites in the UK are considered by most to be Causeway enclosures, most commonly found in Southern England.

Causeway Enclosure

Causeway enclosures are earthwork monuments that were built in the first half of the fourth millennium and were in use for around 1000 years. these sites are considered to some of the earliest monumental sites of the Neolithic period. They are considered to be in the most part Neolithic, but there are no specific dates for their use, so it is possible that they were still in use in the Bronze age and later.



The size of these enclosures vary in size ranging from 3 acres in Widebury, Wiltshire to 20 acres at Windmill

hill also in Wiltshire. They consist of open hilltop platforms surrounded by a circuit of ditches and embankments. The ditches are not continuous all the way round. they are intercepted with causeways randomly placed, acting as land bridges. The ditches are about 10 feet wide and usually around 5 feet deep. Though were there is more than one ditch then the ditches get deeper the further they go out from the inner ditch.

A variety of interpretations have been put forward for the explanation and use of these sites ranging from settlement sites through to defensive ones. Items found at these sites have suggested that they were possibly gathering points. the reason for this is that the items discovered during excavations have indicated that they originated from different parts of the country. Which has given form to the theory that they may have been used for markets and festivals.

my opinion is that they were multi functional sites that had a defensive capacity. If the site was used for a length of period, it would require the need to be defendable. A small group of causeways have shown signs of warfare. These sites have a more continuous ditch and are placed on top of a hilltop or spur. "Organized warfare was not new; it had been practiced for a millennia in pre-historic times", Arthur Ferrill 1985.

At Cairn Brae in Cornwall, which has a substantial hand built wall of boulders. At the base the width is 2 metres and enclosures a site of about 2 acres. There is also evidence that the buildings were burnt out and

over 3000 arrowheads have been found at the base of the wall. This would indicate a battle of some considerable scale, which would also suggest that conflict of

any scale was not usual. At Crichley Hill, there is also a stone wall and ditch. There is evidence of the wall being defended with the use of a timber palisade.

We have to assume that if these causeway enclosures were used as a settlement sites, as I believe, then we should then consider that they were most likely defensible, but is it a defensible position. The causeways would look like to the attackers as an easy route into the settlement, but these causeways could be easily held by a small group of defenders. "Prehistoric armies were capable of practising warfare in a highly sophisticated fashion. In fact men can be organized effectively for war in groups of less than 500." Arthur Ferrill, 1985.

We have to remember that the attackers if given the choice between charging across ditches and then scrambling up a bank or smashing through a handful of defenders on a causeway, then any sensible attacker will take the easy option, it would also be the most direct and quickest route into the settlement. "Inside every army is a crowd struggling to get out and the strongest fear with which every commander lives, stronger than the fear of defeat is that his army reverts to a crowd" John Keegan, 1993.

Yet the causeway could be defended from three sides, the front of the causeway and the side of the bank. As we already know Neolithic used missile weapons. If you have missile weapons being used from three sides then you effectively get a triangulation of fire . This would also be in a confined area of

space, which would only allow the attackers at the front to bear arms against the defending fighters. This in effect would create a killing ground on the causeways, the defenders could also release people from other causeways to flank the attackers from the rear as well. "The bow more than doubled the range of the spear, and since the arrow was smaller and easier to carry, it was possible to deliver a much greater volume of fire against the enemy. When Neolithic man took position in a line and fired on command, he unleashed a powerful barrage of arrows." Arthur Ferrill, 1985.

Bronze Age Settlement

Most of the housing in the Bronze age consisted of crude huts within a an area of ground, which was hollowed out. The walls would have been made out of a variety of materials, such as stone, or daub and wattle. Other huts were constructed with large upright timbers forming an inner circle covered with thatch roof resting on uprights and sloping down to the outer wall.

Upland area where the land and grazing was at a premium homesteads are often built on hillsides to maximise the land use. These are often called unenclosed platform settlements and were constructed by

digging out a niche into the hillside, with the earth and stone removed and used to construct a platform. The hut circle would then be constructed on to the platform.

In the Bronze age a more settled economy appears to have become the norm, due to the evidence of more huts and enclosure sites. Belle Tout in Sussex has two enclosures, which have evidence of several built structures. In Southern England there is evidence, which is associated Deverul Pottery, of settlements, which are enclosed rectangular banks and ditches surrounding circular huts.

On Dartmoor there are enclosures known as Pounds, which consist of stone walls, which enclose a series of huts. these would have been thatched with a ring of inner posts, with stone outer walls. Where there are no entrances it is believed that these sites were for defence, though not against human but animal predators.

Through Archaeological evidence, it suggests that on some sites the walls were built after the huts. None of the sites are exactly the same, for instance some sites consist of an enclosed settlement with several huts inside, whereas others consist hut circles with and without the the enclosing walls. Whereas others



ROUNDHOUSE BY ARCANE SCENERY ([HTTP://ARCANESCENERYANDMODELS.CO.UK/](http://arcanesceneryandmodels.co.uk/))

consist of scattered enclosed walls with 1 or 2 huts inside and several free-standing huts outside the walls. this suggests that most of these sites have expanded over a period of time.

In the later part of the Bronze age we start to see the emergence of mini hill forts. these were made up of a large hut, which was surrounded by a large bank and inner and outer ditches. there is a strong growing belief that Hill Forts were in use before the Iron Age. These sites would have possibly consisted of palisades and ditches, surrounding huts and pits, similar to sites like Mam Tor in Derbyshire.

Highdown Hill

Excavation in 1959 of the Iron Age hill fort revealed remnants of a late Bronze Age huts, 2 hearths and cooking pits. one hut seemed to be built on the side of another, with a range of post-holes and 2 different floor levels. Thus, suggesting long term use of the site. All of the pottery finds were dated to the late Bronze Age and were from 2 different huts.

The hill fort is believed to have been built during the first invasions and is considered that was after the Bronze age settlement was destroyed. Though it is possible that the Bronze age settlers destroyed the site and built the Hill Fort to protect what they already



had. As the site shows there is no evidence of it being destroyed by violent means. It is possible they developed their own existing settlement because of the social changes happening around them.

Crannogs

Another type of settlement particular to this period is the Crannog. these are settlements built upon a lake, built by driving wooden timbers into the lake bed with a wooden platform placed on top, this provided a base for the housing. Most of these sites were placed on natural outcrops close to the lake-shore.

Wooden causeways or log boats have have linked them to the shore, some of these have been found preserved on the lake bed. The design does suggest a defensive purpose, but the problem with this is, that a planned attack may be deterred initially, but if the attacker decided to lay siege on the bank. The they could wait out the defender into starvation and surrender. So it would indicate that this design of settlement was probably for prestige and status rather than defence.

Henges & Stone Circles

These are not settlements but are considerable monumental constructions that are vitally important to this period of history. Henge monuments began life in the early Neolithic period and were used continually right through the Bronze age. These types of monuments are unique to the UK and cannot be found anywhere else in the world. The term henge denotes various ceremonial sites. Henge's span the transition from the neolithic right through to the early Bronze Age. Most of the earliest sites are generally found in the north and Central England, sites such Arbor Low, in Derbyshire.

Most are circular or near circular in plan and can range from 9 metres through to 200 in diameter. They are generally defined by a bank and ditch and an internal ditch as well. the ditches can sometimes be around 2-4 metres deep, though Avebury has a far greater ditch, with an estimated depth of around 15-20 metres. Most henge's have at least one entrance and were considered a development on from the causeway enclosure, but this is not the case, as causeway enclosures are not found outside of south Central England.

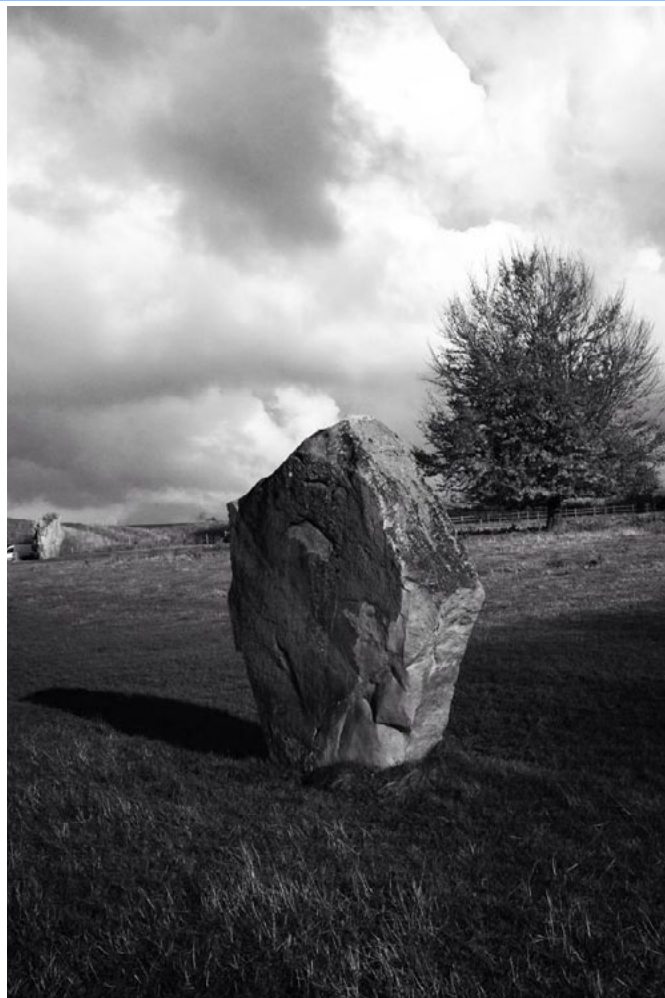
The smaller sites tend to be more circular in structure with one entrance; whereas larger sites tend to have more than one. Generally the site entrances are not placed on a nationally common alignment, but tend to be more regionally based. There are two types of

Henge, these are denoted by the number of entrances they have. A class 1 henge has only one entrance, whereas a class two will have 2 or more entrances.

In some henge's stone circles occur, though timber posts have been found in a large proportion of excavated sites. Other features have included circles of pits, central stones, cairns or burials as well as stone or timber entrance posts. Some henge's such as Durrington Walls and Woodhenge are believed to have contained timber buildings which some believe were temples.

Stonehenge's are a later development on from the typical bank and ditch henge. Stones were added as part of a later development to a site. It is considered by most that stones were introduced in the early to middle Bronze Age. Dating evidence suggests that class 1 henge were built from around the 4th millennium through to the 3rd. Whereas class 2 henge began around the middle of the 3rd millennium through to the 2nd.

Towards the end of the Bronze Age, there appeared another type of structure, the stone circle. These were constructed in Ireland and in Britain, and were constructed in large numbers, but are mainly concentrated in two small areas. The first in the Sperrin mountains of the counties Londonderry and Tyrone in Ireland, whilst the second is in the mountains of the counties Cork and Kerry in Eire. Although both are



circles of stone, they are distinctive from one another. The Ulster group are larger, but more irregular and composed of smaller stones. frequently, a row of stones is set at a tangent to the circle.

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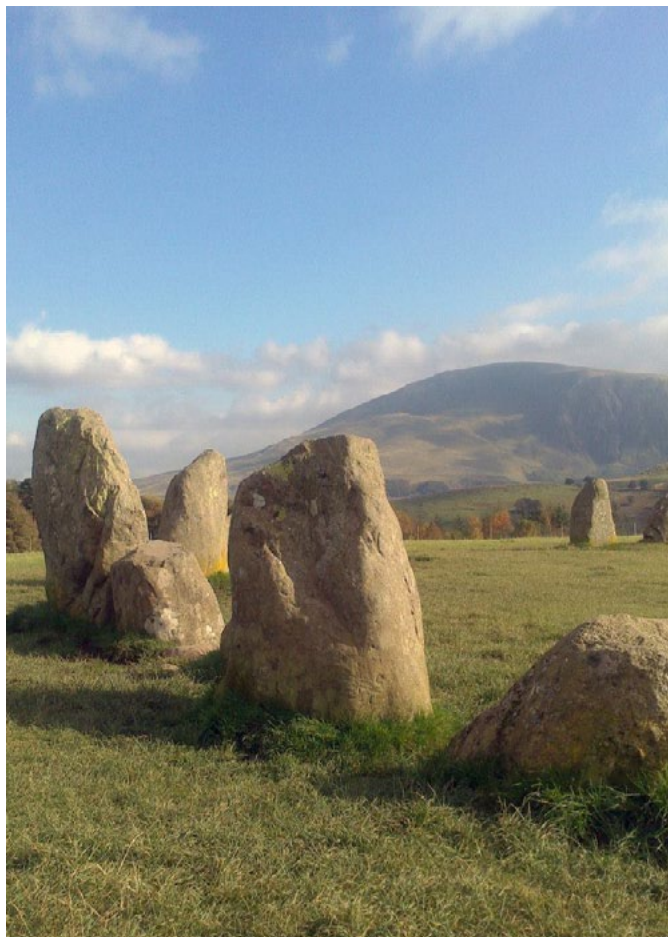
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WHAT'S COMING IN 2017

ALEX GARBETT



WHAT TO LOOK FORWARD TO IN 2017

2016 has been a crazy year with more releases than you can shake a stick at. The year saw many a new game, miniatures, models and more along with the return of several classics in new formats.

While I personally spent I don't know how much on miniatures and games 2017 looks to be an even more impressive year with companies old and new pushing product quality ever higher and higher fighting for shelf and our wallet spend so with that here are my personal shout outs and picks for 2017:

Adeptus Titanicus

In 2017 the Titans shall walk once again in a new revised edition of Adeptus Titanicus. The game originally released in 1988 featured the gigantic titan war machines of the Imperium battling each other in the newly fleshed (out at the time) Horus Heresy. The box set came with 12 plastic Warlord Titans with modular weapons configurations and heads giving you the chance to field machines in the name of the Emperor or the Warmaster Horus.

In the years since the original boxed game release the system of 'Epic' as it become known over time went

through several universe and product expanding release from the 'Space Marine' game to 'Titan Legions' which saw the addition of several more titans along with the largest variants fielded by several factions. Over the years these 'Super heavy' titans became almost like myth and legend with prices skyrocketing on auction websites as supplies diminished to almost nothing proving an extremely difficult time for players and gamers looking to move into the smaller but larger scale games.

Times have changed though and with the refocus on their back catalogue Games Workshop has resurrected the 'Specialist Games' brand which covered games like Mordheim, Inquisitor, Battlefleet Gothic, Bloodbowl and Epic 40,000.

While this is no overnight resurrection though we have been winked at by Games Workshop and Forge World that Adeptus Titanicus is due for a release in 2017 and given the ever increasing popularity of the hugely expansive timeline of the Horus Heresy combined with up to date redesigns of various Titan classes done at Heroic Scale for Warhammer 40,000 its never been a better for a game of this scale to be re-released done in new plastics and resins giving great quality miniatures and models to either add to a collection or start a new one.



Work in progress version

Dark Souls

Produced by Steamforge Games who designed and produced Guildball have teamed up with the chaps at FromSoftware to bring Dark Souls from the virtual to the tabletop with a new boardgame promising immersive combat, exploration and deadly bosses. Initially funded as a Kickstarter shown off at Salute 2016 (South London Warlords Wargaming show) with an absolutely staggering 31,178 Backers funding stretch goal after stretch goal to a huge £3,771,474 – A truly phenomenal figure!

These backers have helped bring what promises to be an amazing painting and gaming experience to the table top and given the popularity we are sure to see game in many people's collections in 2017 and beyond.

The game itself offers you the chance as either single player or Co-Op to play as one or several of the hero classes, the 'Dark Souls', to play through the adventures of exploring various dungeons and facing down again many huge boss characters like The Gaping Dragon or Old Iron King.

Additionally too there are lots of expansion as you would expect to go with the core game offering you further quests, bosses all realised through impressive and beautiful miniatures for you to play and paint with.

Mythic Battles

Mythic Battles Pantheon like Dark Souls is another bolt out of the blue Kickstarter funded game which is expected to hit general release by the end of 2017. The game is based on the huge tapestry and myth of the Greek Gods, Hero's and famous historical locations which have seen an apocalyptic battle pitting each gods might against another ruining the mortal world and devastating the Gods themselves.



Each God is now on a quest to regain their own personal strength and power having expended most of this during the apocalyptic battles in an age before who can now call on long dead Hero's and monstrous creatures who have escaped the underworld and returned to the mortal realm.

The game consists of each player assuming the mantle of one of the Greek Gods...or Titans (wink wink) and recruiting various hero's and monsters to fight for you as you look to reclaim the world and create a new Pantheon in their own image.

Monolith who brought us Conan the miniature boardgame – again a Kickstarter funded project, have worked to bring this game from concept through design and production with an epic Kickstarter project backed by 13635 individuals pledging \$2,699,009, breaking through stretch goal after stretch goal in late 2016.

This game truly represents fantastic value also with the initial pledge shipping free of \$99.00 giving you a Titan special character and 86 other miniatures in the standard 'God' pledge proving that amazing value can be achieved when the gaming community comes together on a project

The pledge manager is due to open up early in 2017 and give backers the chance of picking up even more expansions and miniatures and as so much work has been done on the design and pre-production sculpts this game should progress quickly through for its expected delivery by the end of 2017.

Bloodbowl is Back

As part of Games Workshops rerelease of classic 'specialist games' back catalogue Blood Bowl was chosen as the spear head of a range of new games and re-designed products.

Bloodbowl is a Fantasy football (American Football – not Soccer or Football in Europe) league game played with teams and races from Warhammer play in an alternative fantasy universe. It was designed by Jervis Johnson and originally released back in 1986 and has gone through various re-releases and editions with the current edition being the Fifth version of this. The game was released by Games Workshop in late 2016 to HUGE success. The new edition has seen a new rulebook and miniatures sculpted to be larger than previous version, taking advantage of modern manufacturing technology and design processes



to give arguably the best Bloodbowl miniatures to date bringing this nigh on famous game right up to date and with what you would expect to find with a 'straight out of the box' game.

At the Forge World Open Day at Warhammer World Nottingham on the 1st of January the new Dwarf team along with several new Star Players which you can hire in the game were shown along with other teams and products hinted it showing lots of support from Games Workshop for this game which we'll see into 2017 and beyond given the literally insane levels of popularity and love for it.

Dropfleet Commander

Dropfleet Commander is the high orbit expansion game for Dropzone Commander where you control fleets of ships from Escorts and Frigates to Cruisers and Battleships high above the table top deploying your troops to various battlezones on a planet or moon.

Designed to be played in conjunction or as part of a larger conquest campaign and as a game in its own right by Hawk Wargames main man Dave Lewis it features highly details models and great play tested rules. Being inspired by Battlefleet Gothic and with the help of Andy Chambers Hawk Wargames brought the idea of Dropfleet commander to Kickstarter back in October 2015. The game was funded by just under 4000



backers and raised almost £630,000 on the original run.

As of late 2016 most of the backer pledges and retail releases have been supplied allowing people to get their hands on the detailed plastic kits and begin blowing each other up in high orbit and raining death all over the battlefield.

2017 for the game see's initially the release of Corvettes into the game giving commanders some of the more smaller craft to play on the battlefield but with the hint of battlecruisers and other ships we are sure to see many more cool new space ship models put into production and people to build and grow their fleets.



As a bonus here are two extra shout outs for shows which should be in everyone's calendar as neither are to be missed!

Salute 2017

Mentioned above Salute is the largest and primary Wargaming show in the U.K. Its held each year by the South London Warlords at the Docklands Excel centre in one of the halls and hosts over 100 traders, a world class painting competition, participation games and lots of first time previews of upcoming games and models (Dark Souls was demoed at Salute 2016).

The show takes place on a Saturday in April and each year features a set theme for traders and games. You can read more about Salute here – www.salute.co.uk

UK Games Expo 2017

The UK Expo is the largest Boardgame show in the UK and is run over 3 days in Birmingham at the National Exhibition Centre (N.E.C.). While Salute is primary a wargames and miniatures show the Expo focus's on all types of table top gaming from wargames to board-games and Role Playing Games.

Opening on Friday for the press and early birds to general public through to closing late on Sunday afternoon you can come and find a huge array of any and everything to peak your interests, see, discover and play.

More information and help on planning your trip can be found at - www.ukgamesexpo.co.uk

So there you have it, my spots and lookouts for 2017... naturally there is far too much to cover but none of us can collect everything but if you're like me I hope this helps!

What are you looking forward to in 2017?

Keep on rolling

Alex



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