

THE Ancible

Your portal to Sci-Fi and Fantasy Gaming

The Fate of mankind rests with you

INSIDE

Hammer's Slammers

Kings of War

Commissioning a miniature

Freebooter's Fate

THE Ancible

View from the Command Deck

They say never start anything with an apology but I feel I must explain why this month's Ancible is a little lighter than normal. We ran into some issues with a couple of the articles and they have to be delayed until a future issue. I had the choice to make. Delay and suffer the wrath of you, the reader, or press on and get issue 7 out the door. As you are reading this then you guessed it, I went for the out the door option.

I feel it is also worth a mention that we had a very interesting piece of feedback come into the office, so over the next few issues you will see some changes as we phase in some of the suggestions. I'm not going to mention the individual but you know who you are and we thank you. Hopefully we have picked some of the best suggestions.

Anyway onward we go. 2011 is shaping up nicely already in the world of sci-fi and fantasy with yet another pirate game on the horizon and plenty more Sci-fi skirmish games coming along. I have to say, and I never thought I would, that having read the Kings of War article it makes me want to start a fantasy army, Elves please, but when I see what's coming up I'm guessing that I won't have enough time. So what's getting us all excited? To be honest everything. The industry is so full of talented people it makes our job really easy.

The Show season will be kicking off again shortly and I look forward to meeting some of you out there. Don't be shy come up and say hello. We don't bite, honest.

I'm not going to mention the forum (<http://www.the-ancible.com/forum>) as you all know it's out there but for some reason you still stay away. Whatever.

Bring on the changes and get stuck into a slightly smaller, though still quality edition of The Ancible. Feedback as always is appreciated.

Our aim is to introduce **YOU to the games you don't yet know**

Kenny R



Magazine Team

Managing Director – Kenny Robb

Kenny@the-ancible.com

Production Editor – Christine Carter

Subscriptions and Merchandising – Simon Parkinson

simon@the-ancible.com

Snr Review Writer – Jez Fairclough

jez@the-ancible.com

Snr Staff Writer – Ian Cook

ianc@the-ancible.com

Snr Staff Writer – Ian Barstow

ianb@the-ancible.com

Contributors

Paul Butloph, Eric K. Rodriguez, Robey Jenkins, Spencer D Taylor and Leon Mallett

Article Submissions

The team welcomes ideas for articles and in the first instance you should contact Kenny Robb (kenny@the-ancible.com) for some handy hints on submission. Please note that while every care is taken with your submitted material we cannot be held responsible for any loss or damage that may occur.

Artwork Submissions

Are you a budding artist or are you already established? You should contact Ian Barstow (ianb@the-ancible.com). We will take every care with any work you send us but unfortunately we cannot be held responsible for any loss or damage that may occur.

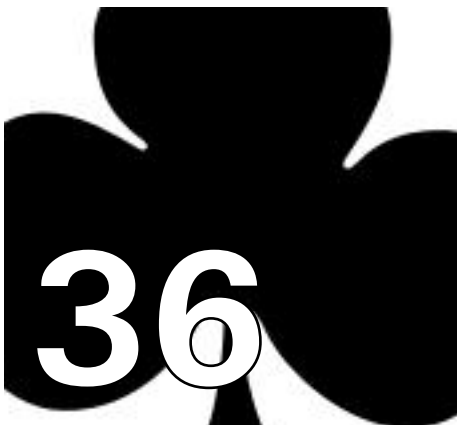
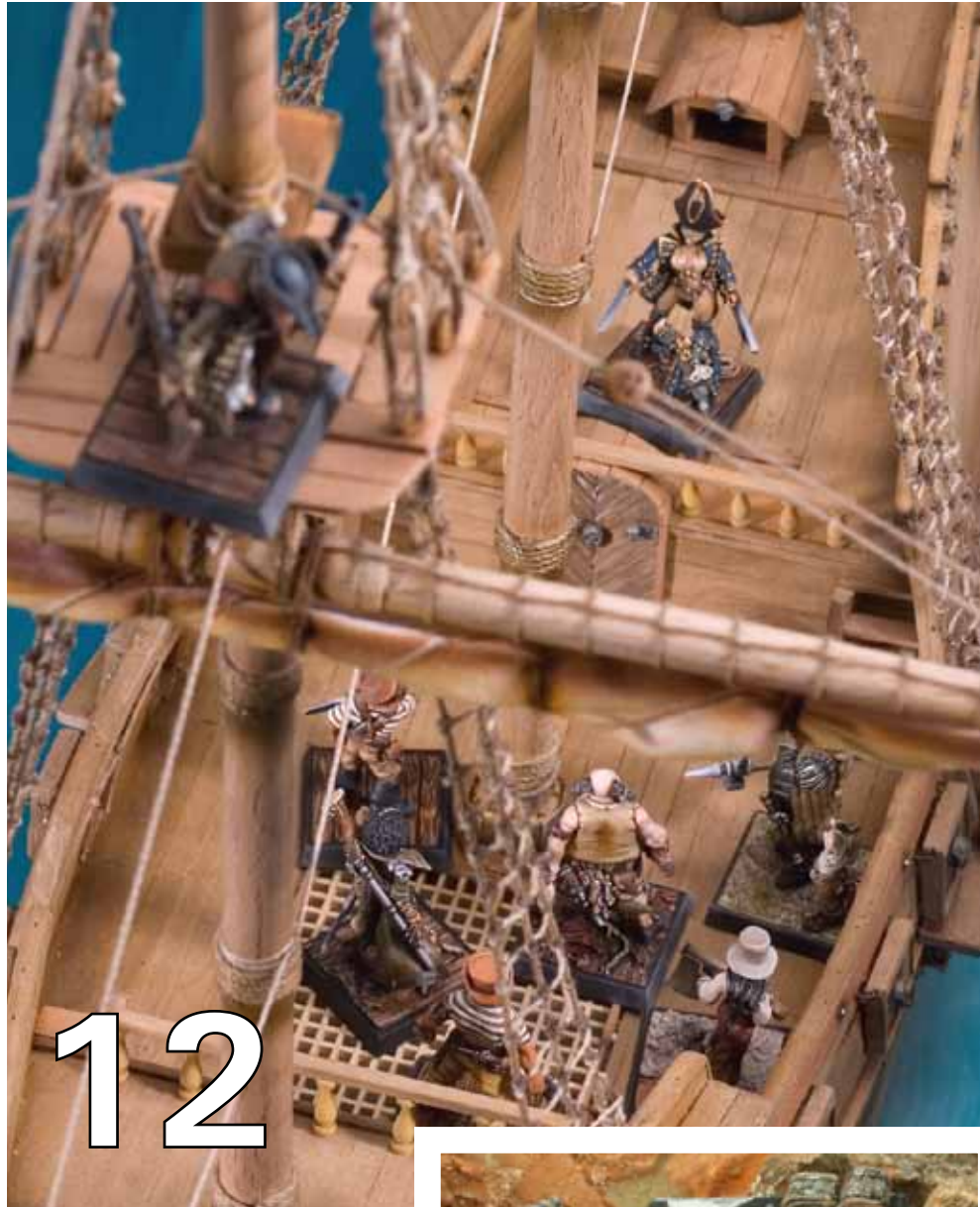
Reviews

Manufacturers and publishers are invited to send in samples of their products for our team to review in the magazine.

Disclaimer: The publisher cannot be responsible for any unsolicited material lost or damaged in the post. All text is the copyright of AKR Productions. Nothing in this magazine may be reproduced in whole or in part without written permission of the publisher. All copyrights are recognised and used specifically for the purpose of criticism and review. Although the magazine has endeavoured to ensure that all the information is correct at time of print, process, availability and specification may change. This magazine is independent and not affiliated in any way with the companies mentioned herein.

The opinions expressed in The Ancible are those of the authors alone and should not be construed to represent the opinion of the publisher.

Contents



ArcaneMiniatures

Fantasy and sci-fi wargaming miniatures



Malifaux: Rising Powers and new Starter Box sets in stock now



Forces of Hordes: Trollblooms and more great minis for September



DUST: Tactics Starter arrives soon Preorder a copy and save more!



5 great new Infinity packs arrive this month - all fabulous sculpts!

Stockists of...

Warmachine · Hordes · Infinity · Malifaux · Anima Tactics
Hell Dorado · Freebooter · Enigma · Avatars of War · Eden
Firestorm Armada · Uncharted Seas · AT43 · Pegaso · JMD
Discworld · Dark Slave · and much, much more...

www.ArcaneMiniatures.co.uk

free shipping

All our customers in the UK qualify for freepost without any conditions or minimum purchase. It's simply free!

loyalty scheme

Earn discounts on future orders every time you make a purchase on our website with our easy to follow loyalty scheme!

bulk discounts

Spend more and save with our tiered discounts. You could get as much as an additional 10% off your total order value!

special offers

Join our mailing list or follow us on Twitter for information on special offers, clearance items and other promotions!



PULL UP A SANDBAG

WITH UNCLE BOMBER

Old Father Time

You've been up at the club with your friends, taking on all comers but completely unaware that a truly terrifying enemy has been tailing your every move. Yes Old Father Time! And don't you think for a minute that I'm off my rocker and he's a benevolent being, he's not.

Picture the scene. It's the last moments of the last game, the crucial seconds when you see all your plans come to fruition. The dice tumbles into place and I bet time seems to almost stand still as you feel your inevitable victory approaching. The game ends and you enjoy the glorious moment of victory. You soak up the brief feeling of invincibility. You look admiringly at your figures still on the battlefield, giants all of them, and it's at that very moment that Time plays his cruelest trick of all.

During the game Time had no meaning, you probably weren't even aware of the watch on your wrist. Time hates this. Time is the mortal enemy of every gamer. Time knows that while you're absorbed in your game He can't touch you because while playing you forget about your problems; the world outside your club doesn't exist, your aches and pains fade into the background. Ahh, but after the game, that's another story all together. Now you're the plaything of Old Father Time.

You look up after your game, looking for your next opponent. You see them sat there, ready to pick up figure case and meet you on the field of combat. But Time is ready with his own counterattack. And now you make a fatal mistake, you look at your watch, the clock on the wall, or if you're young and trendy your phone. That's when you realise that you're out of time and the evening has gone. You remember arriving, you remember the game and you're convinced that only a few minutes have passed since you first stepped through the door... but it's all gone. Your time at the club is over.

What's worse is that Time is a vengeful enemy. He doesn't like the fact that while you've been playing He's

been ignored. He takes joy in the little aches and pains, the problems that we all leave outside the club door. In His eyes they are the proof that He exists. He takes his revenge by making the time between game nights drag. What does Old Father Time think he's doing by making the days between games seem like an eternity? I know he's not a gamer, why else would he make those crappy 30 minute soap operas last for hours? I tell you he's attacking us. Why do those family dinners with the in-laws last forever, yet a good film is over before you know it? It's attacks I say! Is there anyone out there who hasn't been on a long car journey with kids in the car? How long did that journey last? I bet it felt longer than the few hours you were actually travelling and a lot longer than a night at the club, so don't tell me that we're not under a sustained attack.

So be ready with a good defence. Wargamers unite there are things you can do to protect yourselves. Minor armament in this war include

Gadgets of all types (don't let them tell you you don't need them they are great at holding back the attacks of Time and with care and flare can be snuck in on soap opera nights.)

Decent in car entertainment for the kids (nuff said.)

A good book in your coat pocket (so you can disappear into your in-laws toilet and escape for a little while. I recommend anything by Gemmel.)

But, and never forget this, the only true defence is to game, game hard and game often, and keep an eagle eye open for his next move. He is sly, before you know what's happening you'll discover you've waited at least a year between club nights and worse you had to do the washing up at least twice in that time!

Feel free to disagree with me, as always you will be wrong.

If you have any comments you would like to make or if you have a subject that you feel Uncle Bomber should tackle then please send your emails to unclebomber@the-ancible.com

FACTION WARS

The sci-fi skirmish game for tabletop miniatures

The human race has escaped the clutches of Earth and colonised the galaxy. The invention of wormhole technology has allowed the vast gulfs of empty space to be crossed. However, this vastness is also leading to the downfall of the Commonwealth.

A number of factions, all with greatly different agendas and ideas battle against each other in small skirmishes right across the galaxy.

www.factionwars.co.uk



ON SALE NOW



*Are you a talented
miniatures painter?*

Are you a talented modeller?

Are you a talented artist?

See the connection? If you have Sci-Fi or Fantasy games-related talents The Ancible wants to hear from you. Why keep your talent hidden when we can show it to the world and maybe learn a few things in the process! To find out more contact the editor, Ian Barstow, at ianb@the-ancible.com

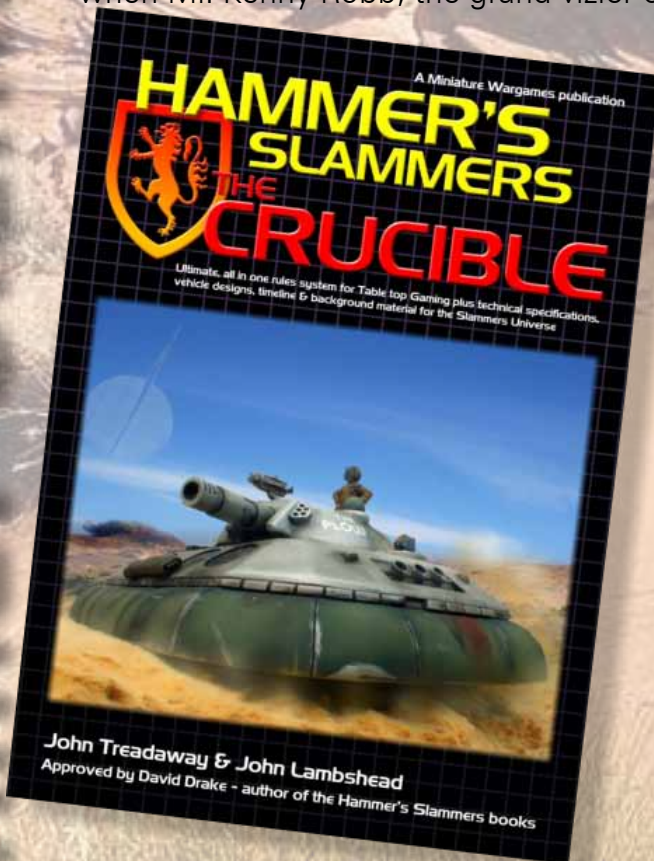
Hammer's Slammers

review by Ian Cook

I was having a rough couple of weeks. First my washing machine went boom, followed by the exhaust on my wife's car deciding to fall off. I was beginning to think it was Karma for something I had done in a past life, especially when my son announced that he wanted an iPad for his upcoming birthday. I guess he's about to learn a valuable life lesson in disappointment. Thankfully, I had my faith in the god of gaming, and Karma restored, when Mr. Kenny Robb, the grand vizier of

warfare on the gaming table. In the past, I have found large rule books to be both daunting and a little difficult to follow, and I could only hope that this wasn't going to be one of them. I also have to admit that I was in total ignorance of this game and the universe in which it was set.

I decided that I'd better acquaint myself with this game. After an exhaustive internet search, I was introduced to a Mr. David Drake, a man who served in the US Military during the Vietnam War; who upon returning to the world decided to take pen to paper. It was from his fevered imagination that the stories about an elite armoured mercenary regiment came to life. All of it set in a very bleak future, where governments spend more on fighting wars than they do on their own people. I also learned that he has written several novels about this regiment, and if the back story in the rule book is an



the Ancible, presented me with a copy of Hammer Slammers the Crucible, with instructions to tell him what I think.

Brought to us by Pireme Publishing, the people who bring us the Miniature Wargames Magazine, Hammer Slammers the Crucible is a 200 A4 page rule book that brings a new slant to armoured



Hammer Slammers

indication of what they are like, I will have to check them out.

I mentioned that this is a 200 page rule book, but I have to qualify that. It is a 200 page book that contains the rules to play the game, along with the background on several mercenary companies all brought alive with stunning photography. Each page is printed in glossy colour and illustrated to a very high standard. It tells you how the mercenaries operate, what equipment they use, how they are



and work their way to the end. The clever part is in how they deal with the Mercenary companies. They are laid out in alphabetical order, not in the order they appear in the book. Also they numbered the pages that introduce the mercenary and regular forces in black, and introduce the

organised, along with the points cost of all that equipment. More than enough information to get anyone started.

The book itself is laid out quite well. Move past the credits and you find the cleverly designed contents which are designed to be used in two ways. First off they have regular contents page numbers, as you would expect, and start at the beginning

companies and relevant point costs. Alongside these black numbers are blue numbers that denote the pages that have detachment listings which can be used as army lists. I have never seen a book's contents set out like this before, and I found it to be very helpful.

Next, we move onto a brief history of the universe, which I personally like. I always engage with a game better if there is a history for me to get involved. There is a timeline of major battles fought by the Hammer Slammers, which contain engagements and the corresponding David Drakes books from which they came. Yet another small touch I liked. The history is followed by several pages of the weapons systems used by the Slammers Regiment, all accompanied by stunning artwork of various guns, ammunition and tanks. It's a comprehensive list, with the characteristics of every pistol, rifle, grenade and tank for you to check out. Guess what, I liked this as well!



Hammer Slammers

Hammer Slammers



Hammer Slammers



We then move onto the Hammer Slammers mercenary regiment itself; how it came into being and the kind of weapons and vehicles it uses. When you read about the vehicles it's almost like reading a technical manual where you find out where each vehicle was made and by whom, along with what powers it, the type of armour it carries and how many people it carries. Here, you also find out about the major characters in the Hammer Slammers, including their roles within the regiment, and a brief

history on the major players. This also includes the profile of the man behind the name, Colonel Alois Hammer. The colonel, who in the best tradition of gaming, was born into a common family; managed through hard work and a flare for warfare to command his own mercenary company, much



Hammer Slammers

to the disgust of the nobility, who do not believe that anyone not born into wealth and position have any business being an officer.

There then follows a list of 25 other mercenary companies and 11 regular companies, all with varying degrees of information about history and ethos, and includes a list of vehicles they use and points costs. I found them each to be sufficiently different so as to not become boring like having many regiments specialising in one area. The United Defence Batteries (UDB) for example are air defence specialists, and would make a very good attachment to a larger company like the Wolverines, who are anti-tank specialists and have no anti air assets of their own. This in my opinion only adds to versatility of the lists.

I found all of the game's background history to be informative and entertaining. The hardware reference information is nicely done. The authors John Treadaway and John Lamshead have provided a wealth of information about the units, weapons and personalities. While it may not prove interesting to some, it definitely adds to the overall flavour of the book and richness to the overall package.

The rules themselves are straight forward; I didn't find them to be complicated or overbearing. This book combines and

consolidates all previous versions from the first two volumes and those published online and in Miniature



Wargames magazine, making it a must have. As you read through the rules you will find several tables, movement, ranges and damage tables. But don't worry you don't have to cut them out. They are all listed on reference sheets at the back of the book, and all the reference data can be found at this website, this will save you mutilating your book.

http://www.hammers-slayers.com/the_crucible.htm

There is also a painting guide by Kevin Dallimore in Appendix 4. Personally, I find painting guides to be very subjective. Some guides I like and others I don't, and I imagine a lot of people feel the same way. I found this particular guide to be very straight forward, and it is accompanied by high quality photos. It didn't mention any styles or skills that I hadn't heard of before, and he uses plain language to get his advice across. If anyone has any doubts they can check out other models he has painted here: <http://www.kevindallimore.co.uk>.

[Hammer Slammer the Crucible](#) also lists several useful websites, from David Drakes official site, to Old Crow Models, who produce a range of 25mm, 15mm miniatures, and who have the 6mm range listed as in development. It can be found here:

<http://www.oldcrowmodels.co.uk/>, and Ground Zero Games, who can be found here:

<http://www.groundzerogames.net/>.

In my opinion, this book contains everything you will need to play the game, and is a very good introduction to the universe of the Slammers. Even my 14 year old son found it interesting. When I first picked up the book I had no idea what I was going to find, and I have to say that I was very happy with what I found. This book is packed with quality photos and artwork. It's obvious that everybody involved went the extra mile to bring us a quality rule book, and at £25 it's good quality and value.



Hammer Slammers

THE

THE GUILD



"Prosperity Through War"

WWW.EXODUSWARS.COM



EXODUS WARS

6mm Sci-Fi Miniatures

BRIGADE MODELS

AERONEF



Land Ironclads



28mm Fantasy

6mm and 15mm SF



SP ACESHIPS



28mm WW1 Belgians

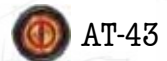
Brigade Models
The Old Dairy,
Rectory Farm,
Sutton Road,
Maidstone,
Kent
ME17 3LY
www.brigademodels.co.uk

See us at
SALUTE 2010
April 24th, Excel Centre,
London Docklands

Chaosgenesis

are you after excellence?

YES/NO



AT-43



do you want free shipping?

YES/NO



Confrontation

a loyalty discount maybe?

YES/NO



Kings of War

expert advice?

YES/NO



Zenit Miniatures



Brutal

outstanding service?

YES/NO



Steam Logic



Incursion



... and much / many more

Wargaming has evolved!
Wargaming has evolved!

<http://shop.chaosgenesis.com>



Freebooter's Fate

By Paul Butloph

Yes, I realise I'm supposed to whack them. No worries. But what is my motivation here?" Pirates are groovy, Assassins are cool, goblins are funny and Imperials, um..., have nice uniforms. But what is going on? Who are these people and why are they all fighting each other?

could ever want to chop open and stick little umbrellas in and as much rum as your liver and self-respect will tolerate. Paradise. As if that weren't enough, these islands are the main stopover point between the colonies and the Old World, so there is a simply enormous amount of exotic goods and staple provisions going through the main harbour of Puerto Alto, the capital city on the principal island of Leonera, the Empire's stronghold in these parts. Enough of the profits from this trade filter through locally, so the town is dripping with gold and other riches. Life is almost obscenely good, at least for the upper crust of the Empire in these parts. They are protected by the strength of the Imperial Armada, undisputed queen of the seas around the main island of Leonera. Puerto Alto itself is safeguarded by a strong garrison, safely ensconced in a massive fort overlooking the entire harbour.

And now imagine that it has all gone wrong for the Empire on Leonera. An alternative, shorter route to the colonies was discovered a few years ago, slowing the flow of goods through Puerto Alto to a

I first came face to face with Freebooter's Fate when it was introduced to the gaming community in the UK at Salute in April 2010. Produced by Freebooter Miniatures in Germany, it was the brainchild of prodigious figure sculptor Werner Klocke, and is a heroic 28mm fantasy-pirate skirmish game.

Imagine a cluster of lush tropical islands. A tiny part of a globe-spanning Empire. Sunny beaches, handsome men, beautiful women, colourful wildlife, fresh succulent fruit only ever an arm's reach away, as many coconuts as you





trickle. The new gobernador, who was so looking forward to a cushy job blending seamlessly into luxurious retirement, has turned out to be as useless in a crisis as a lace topsail. And the Empire is beset on all sides by enemies who have sensed its weakness, the once mighty Armada is desperately trying to maintain its hold on the islands. With varying success.

Pirates have taken over large parts of Puerto Alto and actually renamed it Longfall. Roughly half the city belongs to them now, split into quarters which are controlled by individual captains. And what a collection of rough, hairy, unwashed, windswept, brine-soaked, sun-baked, grog-swilling, tattoo-sporting, cutlass-wielding, loot-grabbing, yarn-spinning bunch of ne'er-do-wells they are. Says the Empire. Others see the pirates as heroes of the

modern age, championing the freedom of the individual, gender equality, a true meritocracy and a refreshingly dynamic approach to commerce and wealth distribution. The truth is probably somewhere in the middle.

As if that weren't enough, the goblins are making their presence felt. Since their discovery by an otherwise ill-fated expedition, most of the ones the Empire knew about were kept as slaves. The situation on Leonera and civil unrest elsewhere in the Empire resulted in a few mass escapes. This, together with the goblins' incredible ability to learn and a high reproductive rate, led to the neighbouring islands being dotted with sizeable goblin communities. Their ranks are swelled by wild goblins who are lured out of the jungle by the promise of shiny stuff and stuff that blows up - the goblins' two favourite things. They are trying to carve out a niche for themselves and have become so strong that they can no longer be safely ignored as a trivial pest.

And then there is a recent slew of assassinations. An increasing number of people throughout Leonera are being assassinated. Daggers and poison seem to be the preferred method of whoever is committing these crimes. There are reports of masked individuals stalking through the streets at night. And the





worst thing about these murders is that there is no apparent pattern to them. Anybody could be next, from the highest-ranking noble to the lowliest fishwife. There are rumours of a "Brotherhood" being behind it all. Though what exactly they want is a total mystery. To know about the brotherhood is to either be of the brotherhood or to end up dead. Rumour has it that this shadowy organisation has infiltrated the highest ranks of Leoneran society.

To make matters really interesting, all of these factions have no qualms whatsoever about fighting each other and are not exactly averse to a bit of in-fighting either.

Of course, a situation like this offers rich employment opportunities for one kind of person. *Undertakers and peg-leg carvers?* Yes, fair enough, but also mercenaries. The situation on Leonera with its unstable balance of power and riches up for grabs has attracted a motley crew of swords-for-hire, desperado gunslingers, soldiers of fortune, general ruffians and blouse-

wearing romantic poets with goatees. For the right price, these people are available at every street corner, ready to fight for whoever greases their palms with sufficient amounts of gold.

This is the world of Freebooper's Fate. Welcome to grog, glory and groupies, fame, fortune and floozies or, um, something shady that's alliterative. It's up to you to find out what fate has in store for you.

To play the game you will need a rulebook, a deck of cards, a handful of miniatures and a tape measure.



The rulebook has 110 pages between it's soft covers and has been translated very well from the original German, however

there are a few minor errors which have been corrected in a downloadable FAQ. Right from the start it is obvious that the book has been a labour of love, with almost every page containing either very atmospheric artwork or great photos of miniatures in action on a background of worn parchment.

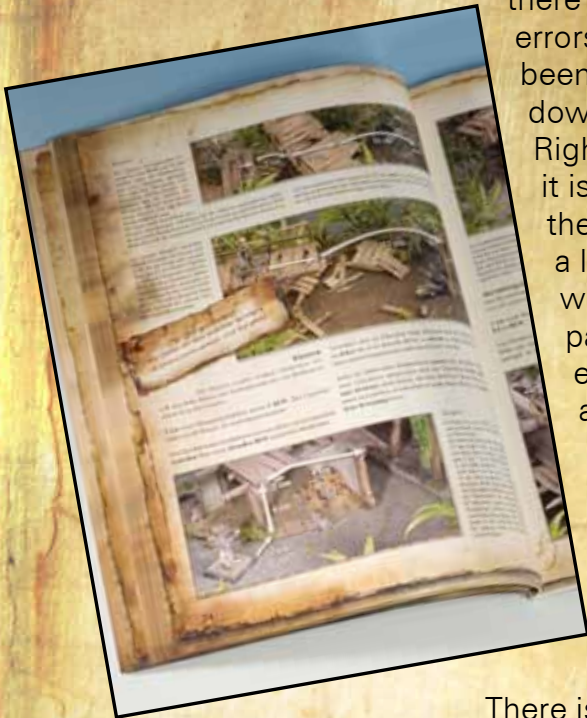
There is a fairly comprehensive index at the front, followed by 28 pages of the rules themselves. They follow a pretty logical sequence and are full of pictorial and text examples. Following on from the actual rules the next section of the book describes the 4 current factions for the game, giving some background story, a picture of the character card and all the special rules for each character. The only thing missing from this section is a list of the doubloon cost (points value) of the characters, which means that you can't work out the value of your "army" until you have the character cards in your hands.

To correct this oversight Freebooter have created a "Crew Calculator" which is available as a free download. To assist you in the creation of your crew they

have also put up a full list of all characters and their costs on the website. Next we have a section which gives 6 scenarios, with deployment maps, special rules, objectives and victory conditions. Finally there is a glossary and a quick reference play sheet (with permission to photocopy for personal use, of course).

The deck of cards replaces dice and all the cross-reference charts you have in most games as well as contains details of hit locations and events – more on those later. The cards are beautifully rendered with more great artwork, although you'll want to invest in some clear card protectors if you're going to play regularly. These cards are an essential game mechanic, but unlike some other card driven games, you only need one deck between you. I'll explain more about the use of the cards when I discuss the game play.

So, onto the game itself.... you'll need around 6 or 7 figures per side, including





of the special rules for that character and the points cost.

Firstly you will need to determine which scenario to play, place any appropriate scenery and then deploy your crew in accordance with the scenario rules.

Next, shuffle the Fate Deck and the Event Cards and ensure that each player has a set of hit location cards. You will need some way of keeping track of whether weapons are loaded or unloaded – a piece of paper will suffice but most people make markers with pistols and muskets that are available from the web store. Oh and you'll want a water-soluble pen (but only if you've got card protectors) or a pen and paper for recording damage.

As with most games, to start with you need to decide who has initiative. To do this each player draws a card from the top of the Fate Deck; the higher number decides who starts. Pick any one of your characters to activate. Each character has 2 Action Points per turn; these allow you to carry out 2 simple actions (such as move, shoot, hit in melee) or 1 complex action (such as charge). The actions are all listed alphabetically in the rules and the split between simple and complex makes sense. Once your character has completed it's actions and you've worked out the effects of any actions,

play switches to the other player who can now activate one of his characters. Play alternates until all characters have been played. Any firearms used during an action will need to be reloaded. Pistols require 1 Action Point to reload; muskets require 2 Action Points to reload. Action Points cannot be

a leader, some deckhands (basic troops) and some specialists. Each miniature comes with it's own character card which contains all of the stats for the figure, a picture for easy reference, details of the faction, traits, and special actions which the character can perform and the damage points track. On the reverse are details

Captain Rosso
Pirates, Leader, Authority 20



MOV Legs	5 / 10
A Head	1 / 2
D Abdomen	2 / 3
ST Right arm	5 / 8
ST Left arm	5 / 7
T Torso	2 / 4

2 Pistols, RAV 7/5, 30 cm, Reload, right
2 Pistols, RAV 7/5, 30 cm, Reload, left

Heavy Dagger, right; Pistol used as a club, left

Order, Firestorm, Fearless, Rallying Cry



carried over to the next turn, so once fired a musket will require a whole turn to reload.

The beauty of this game and probably it's most unique selling point is the system for working out combat. Unlike most systems where you would check your own attack stat, the defence stat of the opposing character and consult a table to work out what score you need to hit – with this game you use the hit location cards.

1. *The attacker selects a number of hit location cards corresponding to his attack score (usually 2, but never more than 5).*
2. *The defender selects a number of hit location cards corresponding to his defence score (usually 3, but never more than 5).*
3. *Then the attacker reveals his cards and the defender reveals his. Any location chosen by the attacker and defender is ignored (the defender has successfully countered the attack).*
4. *Any location attacked but not defended has been hit.*

5. *To determine damage take the attacker's strength (or the strength of the weapon for ranged attacks) and add the value of the top card from the Fate Deck, subtract the defenders toughness and the value of the next card from the Fate Deck. Any score left is the number of damage points caused.*

For example:

Capt Garcia strikes Cuchillo in melee. The attack locations are Legs and Torso.

Cuchillo defends Head, Right Arm and Torso. He therefore takes a hit to the Legs but has defended the Torso.

Capt Garcia used his Right Arm, armed with a sabre at Strength 9 and adds the top card from the Fate Deck which is a 7, giving a total of 16.

Cuchillo has a Toughness of 3 and draws the next card from the Fate Deck which is a 9, giving a total of 12.

He therefore takes 4 points of damage, which are crossed off his vitality/ morale tracker.





To add another element to the combat, if Capt Garcia can now draw a card equal to or less than the damage caused, he causes a critical hit in the target location.

In the example given:

Capt Garcia draws the next card from the Fate Deck, which is a 3.

He has managed to score a critical hit in the Legs.

Cuchillo crosses off the right hand number corresponding to his legs, reducing his movement from 10cms to 5cms per action.

So you can see that not only is your choice of location important to see whether you can actually hit your opponent, the effect of a critical can seriously affect the ability of your opponent. Damage to the Legs reduces movement, the Head reduces the number of attacks (reducing the number of location cards you can select), Abdomen reduces defence (reducing the number of location cards you can select), Right and Left Arms reduce strength and will render double handed weapons useless and the Torso reduces toughness.

If you successfully hit more than 1 location in an attack, you choose which of the hit locations takes an automatic critical hit. Suffering a second critical hit in a single location, or 3 critical hits in total will cause a character to die. Crossing off the last box on the vitality/morale tracker will have the same effect.

It therefore becomes important to defend locations which are already damaged ... but if your opponent knows where you are going to defend, he will attack another location, so you may have to be good at bluffing to get a successful defence.

If the card you draw from the Fate Deck has a treasure chest symbol printed on it, you get to draw an Event Card. This can be used later by any of your crew and generally results in adding or subtracting 1 to Attack, Defence or Strength for 1 attack.

The miniatures are beautifully sculpted as you would expect from Werner and each adds their own personality to your crew in both look and playing style. In the current range there are 4 different crews to choose from but with thoughtful choice of leader each crew can still have its own unique games play and the combinations are many and varied.



The Imperial Navy – mainly armed with muskets and pistols, they are great at long range however they still have the ability to hold their own when the fighting gets up close and personal.



The Pirates – the most diverse of the crews, your choice of characters will decide your style of play whether you prefer to stand back shoot or get in there and slice and dice. Of course the more balanced gamers amongst you will of course take some of each type, won't you.



The Brotherhood – sneaky assassins that are close combat masters with very few ranged weapons. These sorts of crew are notoriously difficult to master



however they can be a lot of fun thought I would not suggest that an all out frontal assault would be the best tactics to use with these guys. Normally once you have mastered the sneaky crews they can be very difficult to counter

and offer a whole different dimension to the game.



The Goblin Pirates – Where would we be without

Goblins. These are your typical horde army, very cheap to recruit and always looking for the next big idea that will give them domination.



Like all games the miniatures come in various blister combinations from the leaders who come on their own to deck hands who normally come with a friend. Freebooter have also release a range of starter sets so that you get rules and miniatures in a slightly cheaper package. The starter sets are single crew starter sets so you can choose whatever crew takes your fancy and start from there.

The next planned crew are Amazons, which should be released early 2011 and as soon as we have details we will let you know. Hopefully Werner is locked away in his sculpting room working on the next crews and we will see many more expansions to either current crews or new crews.



So, why should you go out and buy this game? Well I guess the simple reason is if you don't I'll capture your ship and force you to walk the plank like the scurvy dog I know you are..No okay well the rules are well thought out, the combat system is unique and in itself leads to a lot of fun. Everything about the game is beautiful, from the pages in the rulebook to the stunning figures. The only negatives I have heard about the game is the cost of the figures... but think how much you would normally spend on a game... you'll spend the same amount on Freebooter's Fate... you'll just have fewer miniatures, but as you only need a handful it won't matter. The only people who will be seriously out of pocket are those who can't resist buying just one more crew, okay just one more, oh look they've got more figures out now....

**FREEBOOTER
MINIATURES**

Freebooter's Fate



Get the game, grab a mate,
have a go!

Freebooter's Fate is a skirmish-level tabletop game for the 30mm range of Freebooter Miniatures.

It's got everything a swashbuckler's heart could desire: rampacious pirates, dastardly goblins, stalwart Imperials, shadowy assassins, women with big guns, rum, gold and booty.

Give it a go, you'll love it.

**FREEBOOTER
MINIATURES**
www.freebooterminiatures.com

VANITY FAYRE

BY LEON MALLET

It all started innocently enough: wouldn't it be cool to have a miniature to paint of my own design and specification? Of course being saddled with meagre talent in the 'green-stuffing' area meant that it was never likely that I'd ever make my own sculpted figure for painting.

Of course, it didn't really start there. No, the real start was in the mid-eighties in an industrialised town in the North-West of England. That town had a paltry high street, consisting of few recognised brands and quite a number of independent shops. One of those shops was Jacobs, a toyshop. And in Jacobs, there was a tiny cabinet that displayed miniature figurines of various fantasy heroes and villains, all for sale. I bought my first little lead man (well Dwarf actually – possibly a proto-Bugman's Ranger) from that shop, a very nicely painted toy soldier of the fantasy variety. Of course like any good lad I owned tons of unpainted Airfix soldiers that I had but really did not do anything with – oh how that technique has served many a hobbyist in latter years when metal and plastic mountains abound, myself included.

That first figure sparked my imagination. My hobbies growing up included comic books, RPG's and later tabletop games. That first model inspired my fondness for tabletop gaming and miniatures that persists to this day. My twin appreciation of comic books and painting and gaming with toy soldiers, was first sated by Games Workshop's own Golden Heroes line as well as Grenadier's various licensed offerings (Champions, DC Heroes & Marvel Super Heroes). Once those lines died away however, the pickings became exceedingly slim for a number of years. Moreover, if during

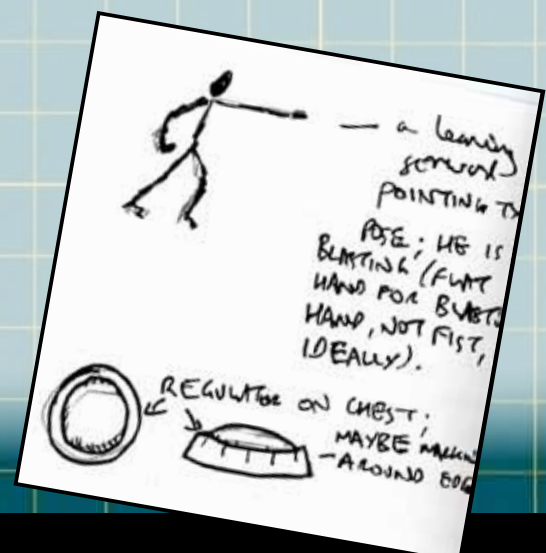
that time had somebody made readily available super-hero minis I would have bought them.

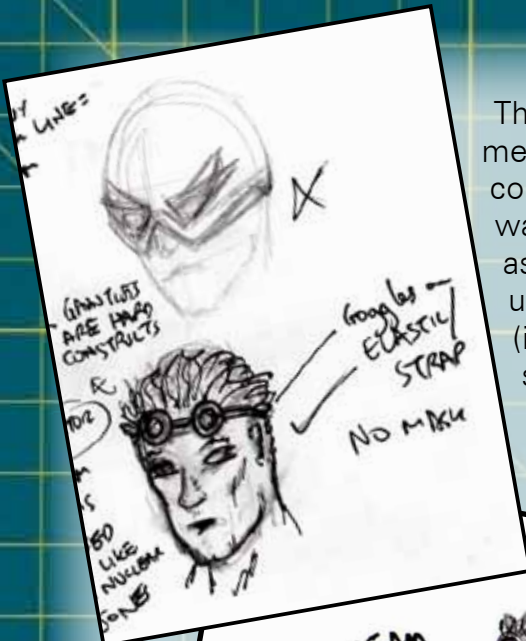
There were figures out there of course, but I did not hear about them, or they were from across the Atlantic so price and shipping cost was a factor. The eventual emergence of Superfigs with UK distribution changed that, and more so latterly the development of the excellent range of Pulp City Heroes and Villains has fuelled my impetus to paint and game with superheroes and villain models. All the while though, there was that thought: wouldn't it be cool to have a miniature to paint of my own design and specification?

So it was that I embarked on a fun little journey – seeking to get sculpted a mini of my design, representing one of the countless heroes and villains I have created over the years. A vanity project, if you like; some may even suggest vanity fayre.

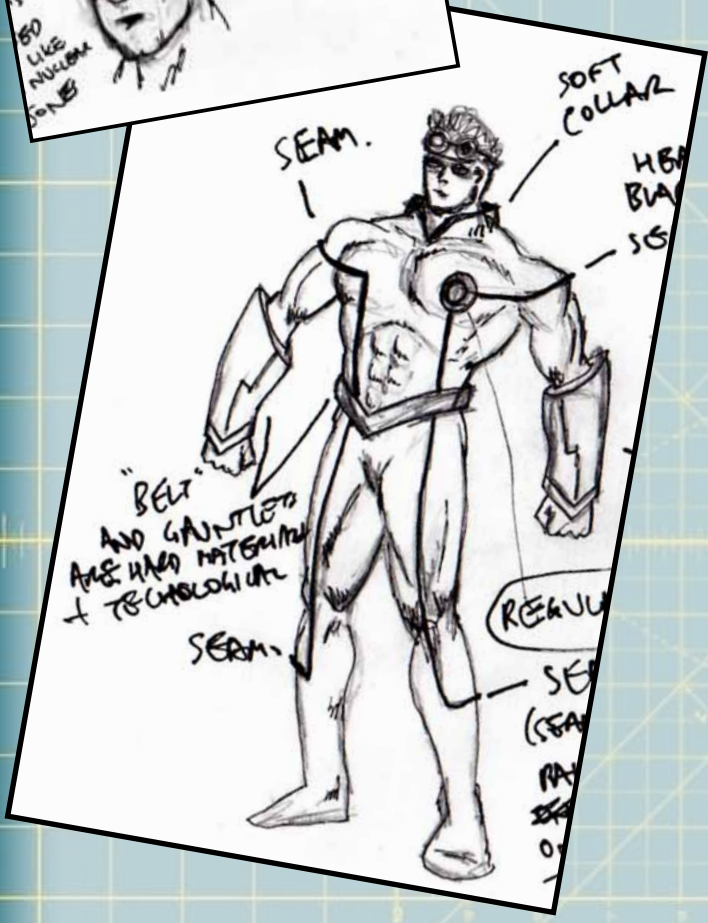
I thought about it some more and when I decided to press ahead, it occurred to me that in writing about the process it might inform readers who are having similar ideas.

Details, details





The starting point for me was having a clear concept of what I wanted, this is arguably as important as lining up the right sculptor (in my case the rather splendidly talented James Van Schaik, of whom more later!). This clarity of



character I had created previously named 'Doc Cosmos' (an energy-blasting type of superhero) would be the subject of the sculpting project. I created a sketch using some comic book images for reference to do a body shape to draw a costume onto, essentially because drawing is not my strong point, and then I simply used a stick figure to outline the pose I wanted.

With relation to having a project concept, there is a lot to it. Therefore, many questions ideally need answering before you line up a commission with a sculptor. Ask yourself about: character type; gender; race/species if relevant; special traits you want depicted; posing; scale – what minis do you want this to complement, if any; what kind of style you want – very important in choosing the sculptor for your project; budget – probably one of the key factors in your project. In relation to budget, I think it is worth considering that rates vary – a lot, in experience in looking around. Simply going for the cheapest option may ultimately be a false economy if you end up with something of lesser quality than you wanted. Therefore, consider budget and cost very carefully.

Each of these areas may require greater or lesser consideration. Think about posing for example – what do you want the pose to evoke? Think about height – which minis do you want this to stand alongside (if any) and so 'fit in' with? I opted for 32 mm to the top of the head simply because I have many other minis at a similar size.

concept is going to be really important for anyone trying something like this – as obvious as it may sound to some, the more information the sculptor has then the closer the final execution to your vision.

In a situation like this, a picture may be worth more than a thousand words – sculptors work visually as well as in a tactile manner, so work to that with your concept. Some kind of sketch of what is desired, or some other pictorial reference is ideal. For my own project, a

At this stage if you have a type of mini in mind, it may be worth looking at similarly sized figures from your collection to assess what are the 'classic' poses that may be the basis or inspiration of what you want. Looking through my own large collection of superhero minis, I noted a lot of similar posing indicating that there are indeed some great stock poses to use as a starting point, and of course, none of the minis quite matched what I wanted.

Armed with a character design, I added to the sketch the aforementioned stick-man pose (see sketch image; and please forgive the rubbish drawings). I hope that readers can see the link between my stick-man and James' better decision regarding posing on the final armature.

Armed with concept (or at least a solid conceptual idea in mind) then it is time to knuckle down and find your sculptor. Now in this instance, as was the case for myself, I assume readers do not happen to have a phone directory-worth of sculptors to hand that they can just call on, or with whom they happen to be great mates. If you do, then lucky you!

The starting point in my search was to dig around the internet. Various bloggers and a few sites here and there offer sculpting services, but often I have found this information is buried away and I have only tended to find it through links from elsewhere.

In this instance, the best resource I have found is probably Frothers Unite UK, a minis-centric website. A word of warning. The language on the forums (which is where you will need to go) can be diplomatically described as 'fruity' at times (or 'down-right vulgar' at others) – I don't say this to put people off, just to offer fair warning. There are a number of sculptors who preview 'greens' on the forum, and there is a dedicated commission contacts thread. That is where I started trawling through, saving many links along the way for later review.

In the end however, it was not really through Frothers that I arrived at my sculptor of choice. What settled my decision was that I had begun to notice the work of one particular sculptor who had done work for Pulp City (from Pulp Monsters), RAFM (in the USX Modern range), Heroclix (Wizkids), Black Army Productions and probably a lot more besides. Being a big fan of both Pulp City and his work that I have seen is what steered me towards him. A quick

'interwebz' search or two later and I was able to find contact details for him and started an email correspondence to get the project off the ground.

At the outset of contact, I established James' availability; his rates (the importance of knowing your budget as mentioned earlier; factor in that currency exchange rates can fluctuate if working with someone from overseas; and further down the line you will need to consider shipping which may be substantial if your project is coming from overseas); and also think about turnaround time (a wait is pretty much inevitable).

This last factor is always likely to be somewhat elastic for most sculptors, as they need regular work if they are freelancing, so your commissioned sculptor will probably prioritise accordingly, let alone any other hiccups that may occur along the way such as illness etc. Those who I scouted mostly indicated that commissions are accepted on the understanding that they will be worked on 'as and when' around sculpting for manufacturers – be prepared for that, and so be armed with patience. Understandably, commissioned sculpting for the private collector does not help build a sculptor's portfolio in quite the same way as doing work for a miniatures manufacturer with a recognisable industry profile. Briefly, I suggest it is safest to assume it will take longer than initially planned.

In working with James, I think it helped that both he and I were clear about what I was proposing and he would be accepting, from inception of the agreement to proceeding. Earlier I talked about having a project concept; it may sound trite but I would suggest that failure to plan could lead to planning to fail to get what you want. Communication goes hand in hand with that kind of planning. By way of example, due to personal commitments, I probably caused a little delay by not getting back to James with the concept art sooner than I did,

but through the whole process James provided excellent communication.

Armed with my concept sketch and additional descriptive material, and having

agreed to proceed, James got to work (see figure 1). You can see at this stage the basic construction of the pose – not identical to my stick-man, but better than my choice, and so a good call by James.

Step 1: James Van Schaik: "Underpinning. In this step I add the musculature and pose out the figure. It is important to add the underlying musculature to give the figure a good foundation to work on and add the proper form to it. All of this detail will be covered up so it really kind of rough. You just have to get a rough shape of each major portion of the body (the limbs and trunk). I also check for the proper height (in this case 32mm to the top of his head) and ensure all the proportions are correct."



Step 2: Laying detail over the underpinned musculature; I also wondered whether there were any peculiar difficulties inherent in this sculpt.

i. James Van Schaik: "I used Procreate to do the top layer of detail. I really don't have a specific kind of putty I use, I often switch between green, brown, Procreate and other putties."

ii. JVS: "Basically the process; I start with the armature, build up the mass or musculature and then add the surface detail on top."

iii. JVS: "No real tricky parts to this figure, superheroes are pretty straightforward."



Step 3: Shots of the finished sculpt were supplied by James and I gave feedback if any final changes were required; none needed as I recall.



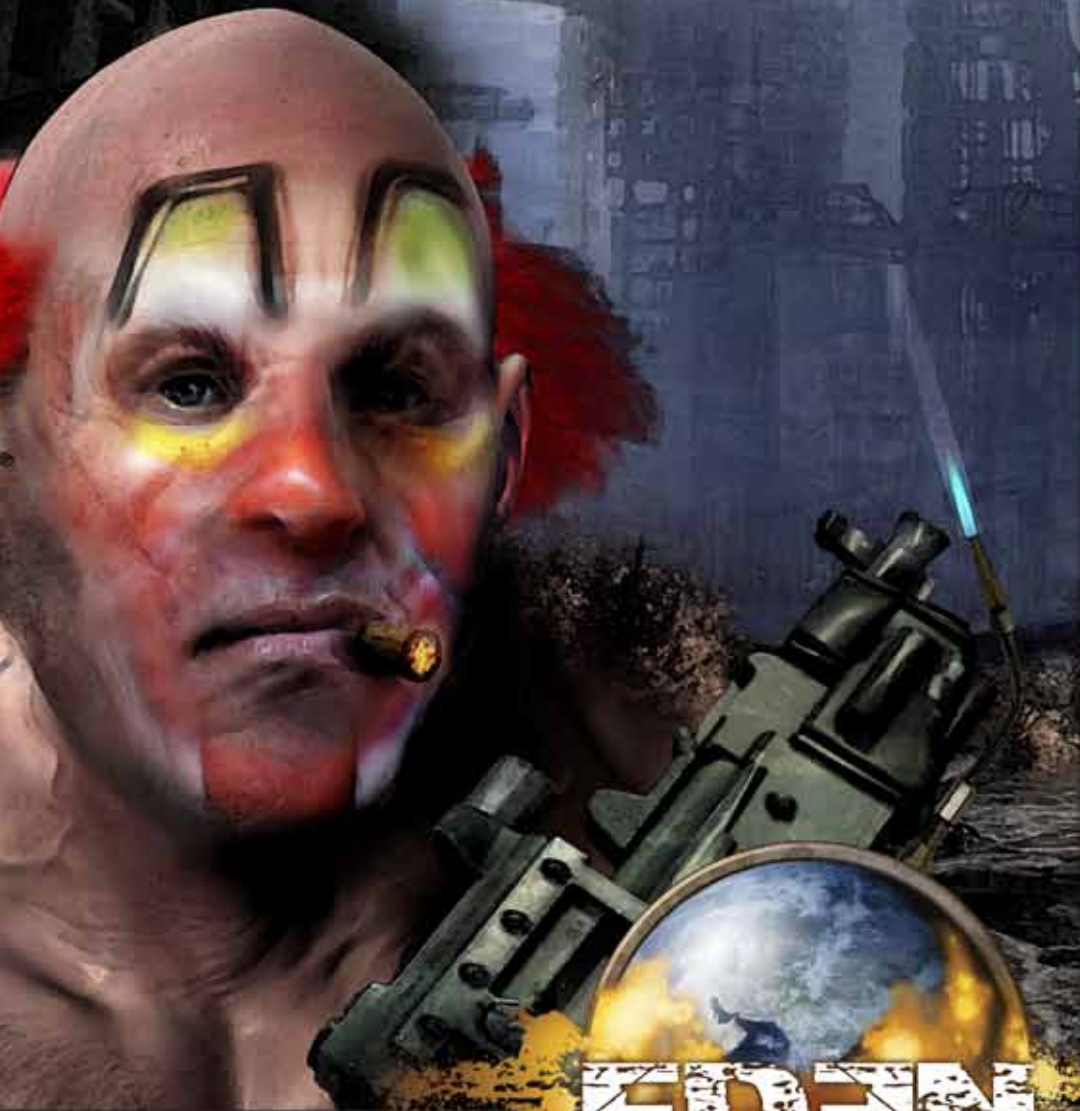
So now that I have my first completed sculpting commission, I have to say it has whetted my appetite for more. It was a process and project I enjoyed and would happily do again – I have more ideas for companion pieces to good ol' Doc Cosmos. However, more significantly, I really want to paint the thing. So next up for me is a journey into the netherworlds of getting a sculpted mini cast up; thankfully I have a lead or two on that matter – wish me luck...

Doc Cosmos is copyright © Leon Mallett, 2010.

WELCOME TO A BARREN PLANET, SWEEPED BY THE ICY WINDS OF A NEVER ENDING WINTER AND LITTERED BY THE ASHES AND BLOOD OF MEN.
WELCOME AMONG ITS CHILDREN HIDING TO ESCAPE THE BARBARIC HORDES OF THE SURVIVORS.

WELCOME TO YOUR NEW PARADISE, THE NEW

EDEN



EDEN

SURVIVE THE APOCALYPSE

FIND MORE INFORMATION ABOUT EDEN
AND DOWNLOAD ITS RULES ON :



www.taban-miniatures.com



Eden will be present at
the 2010 Salute, in London, UK.

Eden is a Post apocalyptic skirmishes game for 32mm miniatures. Experience its fast paced, bloody and tactical gaming system ! Fight against the pitiless survivors of the wasteland... and survive the Apocalypse

Terragnosis

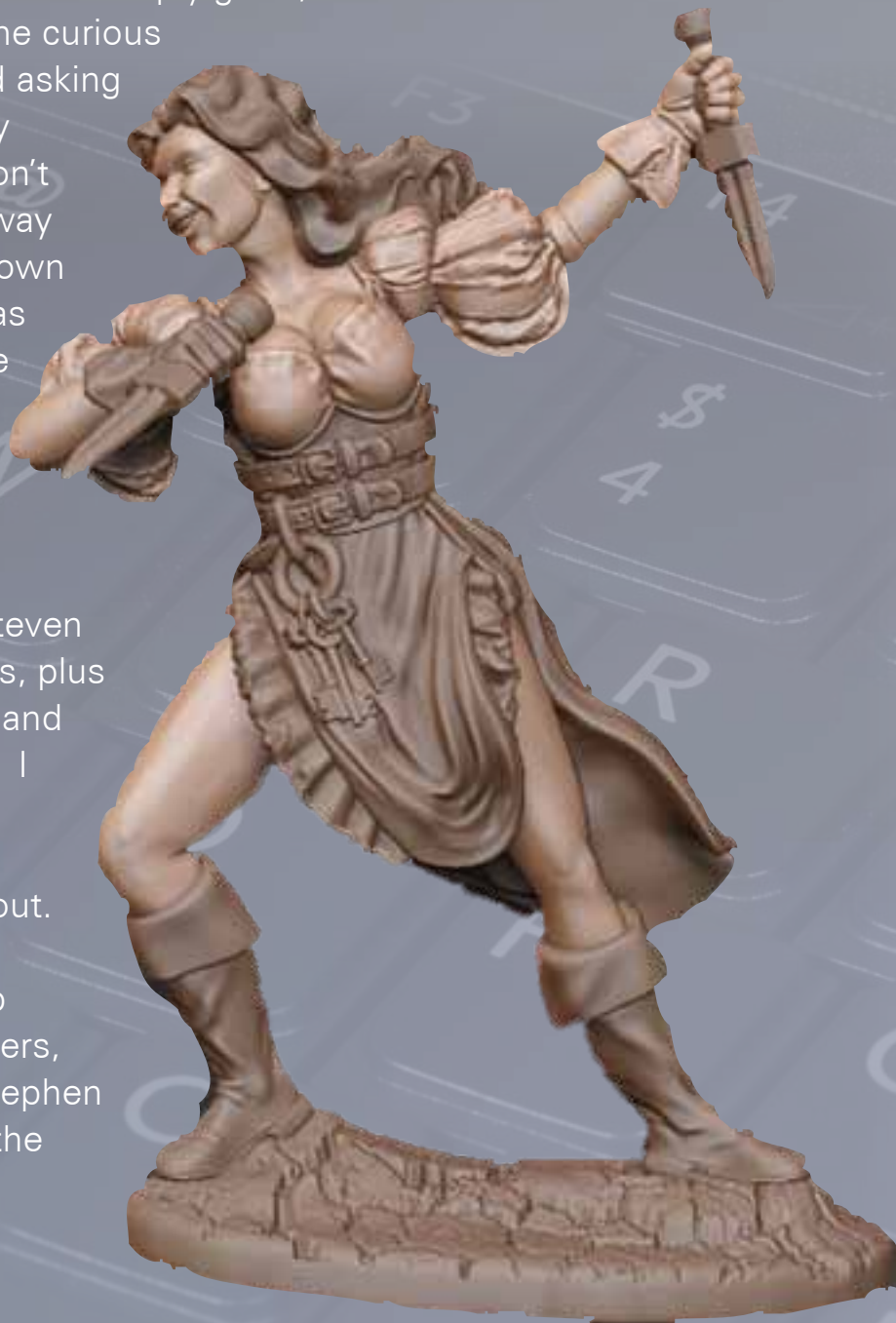
By Jez Fairclough

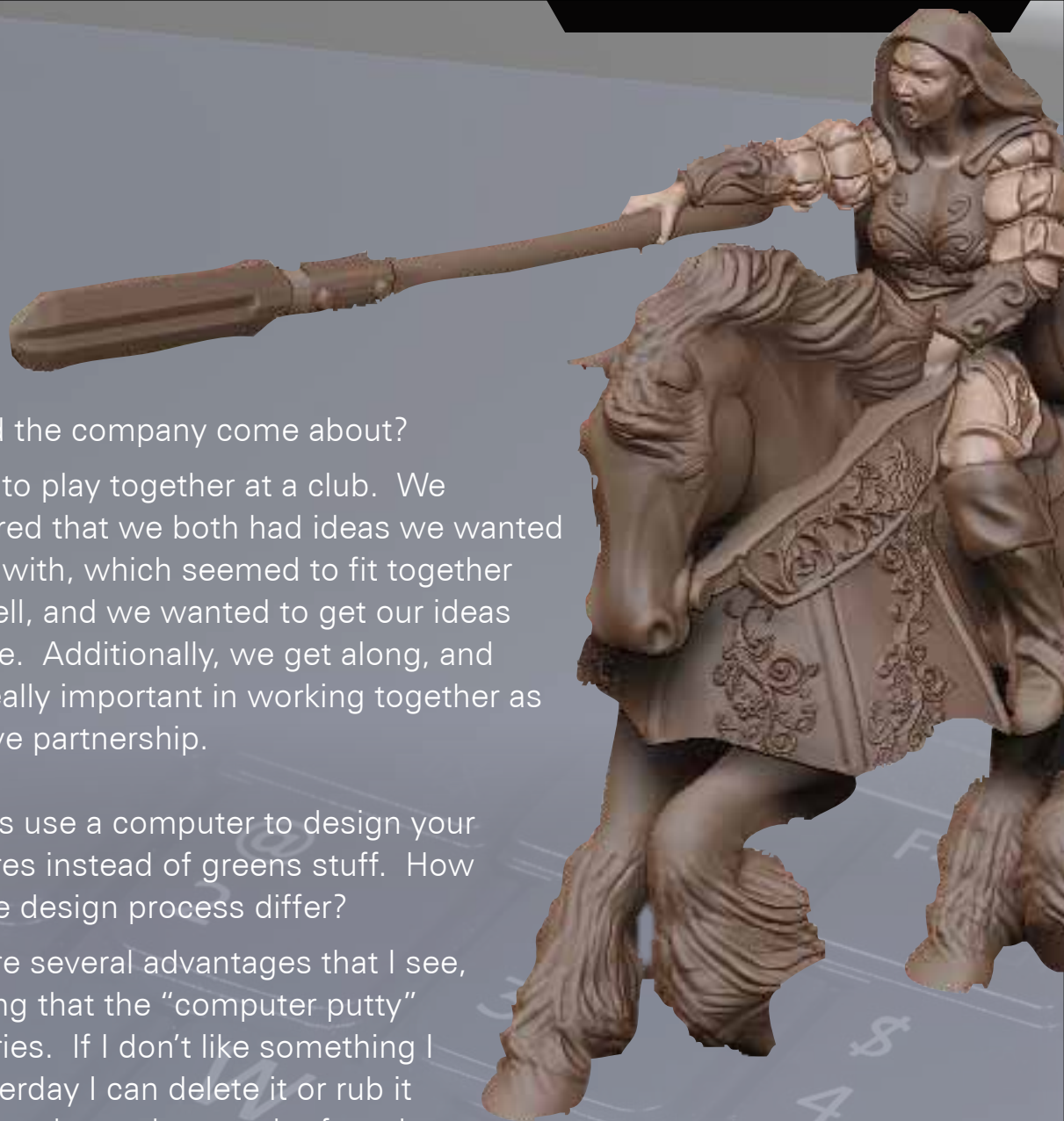
It is always great looking at new companies and at what they are planning. Miniature companies seem to be popping up every minute and it has to be hard for them to make their ideas unique and stand out from the other companies. Terragnosis (<http://www.terragnosis.co.uk/index.shtml>) is certainly one of the companies making its way and doing a great job of it in the process. They create marvels in 54 and 32mm size. The 32mm miniatures are for their Fantasy skirmish game Ruination (More on that in a future Issue).

The miniatures themselves are simply great, well crafted and full of details. So being the curious person that I am, I started asking questions about how they sculpt only to find they don't do it in the normal putty way (you know green stuff, brown stuff, fimo etc). Now I was definitely intrigued so one question lead to many more as you can see by our interview below.

Who is Terragnosis?

Terragnosis consists of Steven Eserin and Stephen Danes, plus a few others who do bits and pieces from time to time. I take the artwork and web related part, and Stephen does all the rules and layout. We work together in play testing and both come up with the ideas for characters, creatures and sculpts. Stephen is the main force behind the mechanics of the rules.





How did the company come about?

We use to play together at a club. We discovered that we both had ideas we wanted to work with, which seemed to fit together quite well, and we wanted to get our ideas out there. Additionally, we get along, and that's really important in working together as a creative partnership.

You guys use a computer to design your miniatures instead of greens stuff. How does the design process differ?

There are several advantages that I see, one being that the "computer putty" never dries. If I don't like something I did yesterday I can delete it or rub it out. I can also make a sculpt from lots of parts. A base figure can be separate from its armour, so I can work the armour without affecting the figure. When sculpting digitally I can zoom in on an area to work, so I don't strain my eyes looking at tiny little details...even a head can be sculpted life size if need be! I never get a fingerprint on my sculpts, unless I want there to be one. This means detail levels can be very high and very accurate. I can make primitive shapes in other software such as Blender and import them to my sculpt file. This allows me to create one sword and import it to 10 troops of the same kind, only having made the original sword once.

The final file can be output to any size. A 30mm figure can be printed at 35, 40, 54mm if required, but each would carry a separate cost. Someone suggested we should have all our figures in 28 and 32mm scale to satisfy everyone, but just imagine all the extra molds and the extra costs of printing involved... not in my life time.

They look amazing, but then you have the wonder how they'll be printed out. I guess if something looks wrong it's so much easier to fix than a green stuff mini?

It is much easier, in fact I can repose a figure if it has been built properly... if I don't like that pose I move it! If I hate a separate part I can just click remove and it's gone. Try removing a green stuff item from a sculpt and see how easy it is to damage the main figure. From that perspective it's an absolute gem... it also means standards are improving across the board. To compete these days the minis have got to be astounding or cheap, and I don't want to sell a cheap product. I hope one day to attain astounding but for now I'm happy with good.

Nothing like selling themselves short, their minis are amazing.

But there has to be some down sides to this though?

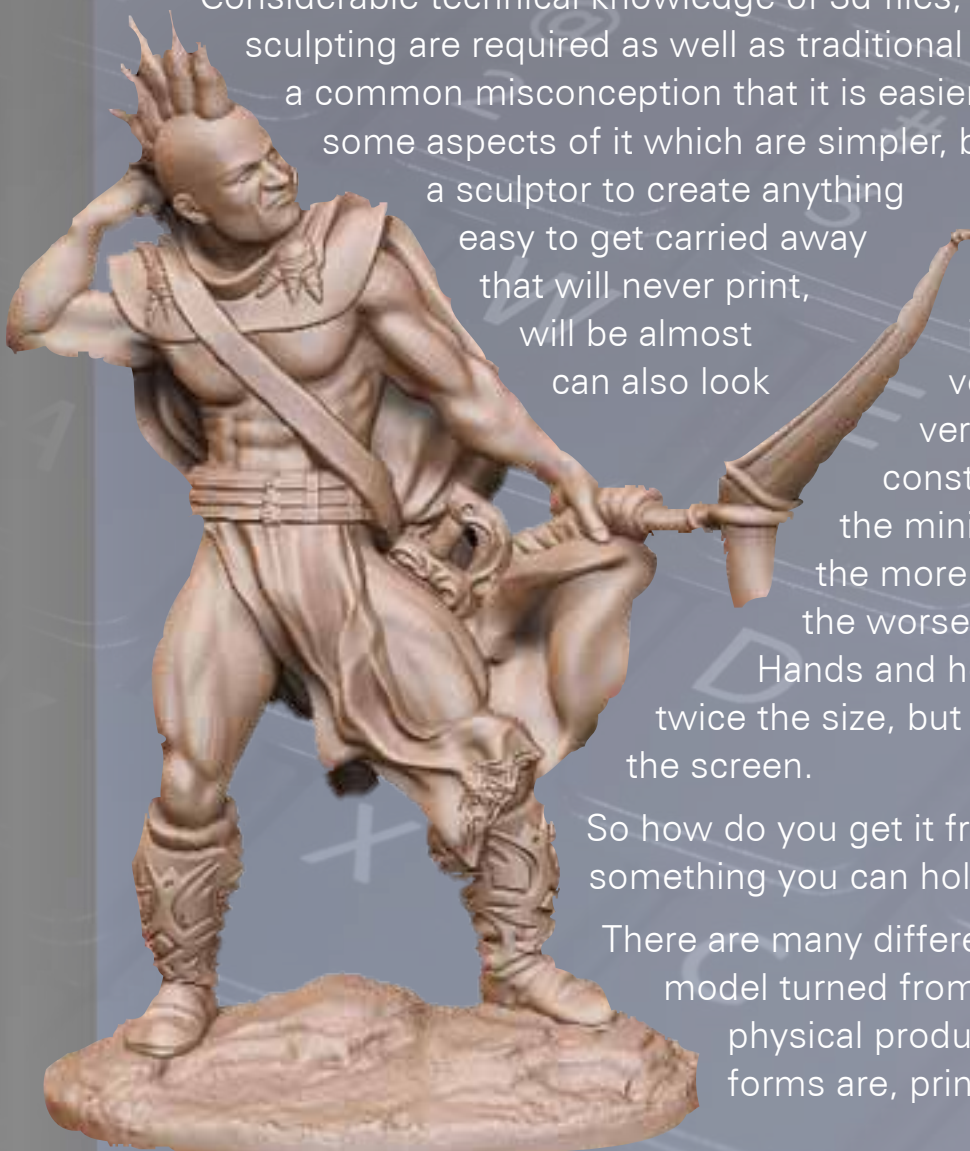
On the down side the whole process takes a long time and is expensive. I will usually spend 4-5 full days on one sculpt, much longer if it's mounted.

Considerable technical knowledge of 3d files, topology and digital sculpting are required as well as traditional sculpting skills. It's a common misconception that it is easier, certainly there are some aspects of it which are simpler, but you still need to be a sculptor to create anything worthwhile. Also it's easy to get carried away with sculpting details that will never print, or if they do they will be almost invisible. Proportions can also look very different at 30mm verses screen size, so it a constant battle not to make the miniatures too life like as the more realistic the proportions the worse they look at 30mm.

Hands and heads are often at least twice the size, but that looks very odd on the screen.

So how do you get it from computer to something you can hold onto?

There are many different ways to have a model turned from a digital file to a physical product. The most common forms are, printed wax master, printed





resin master and cnc milled plastic mold. The wax masters are highly detailed but have a low melt point so we need to have a hard master cast from them, usually by lost wax casting. The solid resin masters we use are printed direct and aside from minor adjustments, cleaning up and cutting off support material, they are pretty much ready to go straight into a low temp vulcanised rubber mold. The digital file can also be used to have a computer cut a metal molds for plastic injection.

There is much to be learned about digital files and making them useful for printing. That's a subject for another time I think, maybe something we can visit at a later date if you have interest.

So how much does all this stuff cost?

Cost is an issue, unless you can afford to buy a printer. Bear in mind the one our printing chap uses would cost £41,000 gbp so the cost of a print is quite high. Each figure will cost around £100-150, and if you add that to the time taken sculpting you can see that it's an expensive process. Costs will come down as the technology is more widely available and used by more people, but for now they are quite high.

So the question is, are they worth it? I'd say yes they are, having seen and been given some of the printed masters too look at. I have to say the detail is amazing, and the detail achieved in the masters fully passes onto the actual

miniatures you buy. I love the sinister detail that I'm seeing on the Satinex, all segmented armour and mean looking. Though I also like the soft looking detail and quiriness of things like Dwarf Inventor Clarence, and for once it's also a Dwarf not hidden by a huge face of fluff.

Take a good look at the miniatures. You're going to find a use for many of them in other game systems and hopefully as Ruination expands it's going to be a game to be reckoned with. If you're looking at doing something yourself, here are some free ideas from Steven that you may be interested in. It helps to have a graphics tablet for sculptris but it's not essential.

Sculpting software: <http://www.sculptris.com/>

Blender 3d application: <http://www.blender.org/>



Role-playing 101 **Intro to Running a Successful** **RPG**

By Eric K. Rodriguez

Having only really been introduced to RPG fairly recently and not really knowing what I was letting myself in for, I decided to get in touch with Eric, our resident RPG guru and asked him to explain what makes for a successful game. Now I know this will not be to everyone's taste, but I, like a lot of you out there, had never played any RPG and it has been a bit of an eye opener for me.

So sit back in the knowledge that you are in the safe hands of Mr Rodriguez and enjoy. (The things I do for you guys)

Kenny

There are a lot of role-playing games (RPGs) out there. I would guess that in the last 20 years several hundred have come out, not counting the 'home brewed' kind. The success of any RPG is based upon how well the game plays, does it have support from the company and is there a target group for it. However one of the first things many people forget is that the game cannot be successful if some basic rules are not followed. Some of the 'old timers' take these rules for granted and usually never think twice about applying their experience into making a successful RPG campaign. However, for some of those of the newer generation, the nuances of running a successful RPG are simply unknown to them. This article will cover some of the basics and hopefully prepare you to take that first step into the role-playing world.

The first thing you need to know is that one person does not make a role-playing group. No matter how convenient that might be, the whole purpose behind role-playing is to gather with a group of people

and have a little human interaction. If this makes you nervous or scared then you might want to seek a good online MMO instead of a role-playing group. With that out of the way, hopefully you look forward to interacting with others and can get started.

When ready to play a role-playing game you should have a group of friends in mind who you feel would also enjoy the RPG experience. If not then you need to post on every available website, leave flyers at the local hobby shops and spread the word by mouth. Make sure to state in your advertisements the area you live in. Many people make the mistake of posting on some pretty big, worldwide, websites and end up getting invitations from half way across the world. Try and keep the group small starting out. A Games Master and four players are perfect, any less and you might not get the full experience, too many more and you will find yourself overwhelmed. Once you have decided on the people you want to play with call them up and have a 'meet up'

somewhere. It doesn't matter where, your local coffee shop or the place you plan on playing at are fine as long as there's no pressure and everyone understands it's just a meet and greet.

Sitting down with your new gaming friends should be quite the experience, especially if you don't know each other. That is an experience all its own! Some of the topics you should go over during this first meeting are when do you want to play? Where do you want to play? How often do you want to play? Do you have enough supplies for the game? Many new players don't realize that the person hosting the game needs to provide not only a location but table(s), chairs, and restroom facilities (yes some people forget that one). Some things that everyone can contribute to the game are snacks, mood setting items such as music C/D's, candles, miniatures, maps, etc. There are literally hundreds of things that you can bring to a game that can greatly enhance the experience; however they are not all mandatory to have a good time. Just remember that the game is a shared experience and that bringing your own chair, a six pack of soda or a bag of chips is just common courtesy. *(we call those juice and crisps on this side of the water Eric)*

The actual game you're planning on playing will have an effect on what your players may want to play. Although you never want to force players into a particular game or into playing certain character types, you may find yourself in quite the predicament when all four players want to play Wizards in a Gladiatorial type campaign. Make sure after you have decided on the game to play that you have some idea what your players want to play. Working with them

before the game starts makes a more enjoyable experience than showing up the day of and realizing everyone has decided to play the same character type. Letting the players come up with a detailed character background will not only benefit them but help you in running a successful game.

Finally many of us realize that playing all the really cool games out there requires a lot of money, something that many of us never have enough of. To tell someone they can't play unless they go out and buy their own rulebook or not allow them in the group unless they figure out the game mechanics on their own is just ridiculous. Some of the best players I have ever had the pleasure of playing with were completely unfamiliar with the game and had no idea how it worked. The thing to remember is that 'Role-Playing' cannot be measured until you have seen the person in action. There are no certificate programs and no classes that you can take to make you a better gamer. Share rulebooks, make copies of important materials, share dice (although many feel this is taboo) and above all be patient with beginners.

The key to starting and running a successful RPG is to remember one little thing; everyone just wants to have fun. People can't have fun even if the game is great but the experience is bad. If everyone is sitting on the floor, in your grandma's basement, with one candle for light, a bag of pretzels to eat and a two liter of Doctor Pepper to drink...well I think you get the picture. Make it fun and enjoyable and you will find that everyone will want to come back for more.

Till next time.

"HOW DO I GO ABOUT STARTING A WARGAMING CLUB?"

By Robey Jenkins

Calling all lions – your club needs you!

In the 6th issue we gave you some hints and tips on how to get a local wargaming club off the ground, but if you already belong to a club maybe you just glanced over it and moved on. If so, resist the temptation to do the same this time, because this article may be relevant to you! If, on the other hand, you were so inspired by the last article that you've set up a club already, then great news, you definitely need to read this article, because this time we're talking about how to keep your club alive and kicking. This article explores the perils of weak, wobbling and declining clubs. Do you think your club is none of those things? Read on anyway, prevention is better than cure, we love our hobby and it would be great to see the grass roots of our savannah flourishing ... (besides you're going to have to read on now to understand why that metaphor makes sense!)

Weak clubs are like newborn lion cubs: potential kings of the wargaming savannah (ah ha do you see where that came from now!), yet still vulnerable to predators, disease and poachers.

New clubs can be as weak as cubs, as most of the attendees will still be in the "suck it and see" stage of visiting (hmm not sure whether to stretch the suckling metaphor here... if we did who is the mother lion providing the milk... no overall I think we should just drop it).

Anyway you can't tell who among your new club members will return week after week and who will simply slink away into the long

grass never to be seen again. What can you do to nurture your young pack and give it the best chance of growing strong?

As the pack grows (back on safe ground with the metaphor here I think) its still going to hit problems, although hopefully not real live predators. Clubs can be left weak after an influential and charismatic member departs for another pack, or gets mauled by a new young lion. They can also be perpetually weak due to a reliance on an itinerant membership, such as students or members of the Armed Forces, or living on the great migration route across Africa.

Clubs or packs will wobble when they have internal struggles. There may be disagreements between personalities (see the Lion King cartoon and marvel at its eerie accuracy in describing relationships between lions!) or culture clashes ("lets chase wildebeest, no I like kudu best, gimme zebra any day" etc etc), or problems with disruptive members (have you seen the tetchy behaviour on display over a carcass?) Wobbling clubs will struggle to attract new members because of the atmosphere – the atmosphere I wrote about in the last article, remember?. If nothing else comes along to interfere, (poachers, disease, you know just everyday threats on the savannah) wobbling clubs will often continue to hunt together just fine, but it doesn't take much to tip them into the next phase...

Declining clubs are the ones most likely to be in denial. Clubs can die suddenly, their organizers simply throwing up their hands (paws?)

A in despair and stalking off into the African sunset. But some clubs, in the words of Haley Joel Osment, "don't know they're dead..." (sorry not many quotes from lions that would fit here). They cling to life, attracting a tiny hardcore of desperate gamers every week (undernourished and disease ridden with smelly pelts), who play their games with more determination than joy. Pitting themselves against the *same* opponent in the *same* game with the *same* army, *again!*

I have attended and run clubs that have been in one or more of these categories over the years and, if you know, think or suspect that yours might be one, don't despair. Assuming you have all the parts in place that I described in the last article (if you skipped over it, now might be a good time to dig it out), then there are three simple measures to keep a good club on its paws and roaring.

- **AIM FOR THE HEART not the throat (NB we're not really lions)**

If you want a good gaming atmosphere with an attendee list that looks forward with excitement to each meeting, then your people need to feel attached to your pack. When people have been coming long enough to know everyone by name, army and favourite snack, this isn't a problem. But when you're wobbling or declining people don't tend to hang around long enough to get to that stage, so how do you change that?

Well, a really good first option is to have a constitution (try downloading the template from the Gaming Club Network). It

can give people a reason to feel involved. A despotic club has many strengths but, if yours is struggling, consider becoming a democracy (billions of pounds and dollars spent on exporting democracy across the world can't be wrong!) Give people some stuff to vote for, such as spending any cash surplus, deciding on weekly subscriptions or planning an event day.

As well as voting for these things, getting people involved in the real "stuff" of the club will give them more reason to come and to keep coming. Get the keen modellers to assemble the new terrain; call in the painters to slap on some colour; summon the party animals to an all-day Apocalypse-and-Beer game (a.k.a. the Drunkalypse).

Build stories, the more people you have who can say "remember when...?", then the more they will feel they truly belong to your pack.

Of course, speaking of voting, as I was, another good thing you can vote for is people to run the club... (I should acknowledge that lions aren't actually very good at this part unless roaring and beating up your opponent counts as a vote.)

- **DELEGATE & CONQUER**

I know a lot of clubs that have just three or four people on the committee. When you're just starting out, you might be delighted to have as many as four people on the committee! But as the pack builds one option to keep its members invested is to give them a job. Besides it's one

less thing for the your founding committee to do so they might get more play time.

It doesn't need to be a big, serious job, like Secretary or Treasurer or Chief Big Game Tracker. Caretaker is a great job for the person who's always there first (or who can be with a little incentive), because that's the person who gets all the stuff out, sets up the tables and checks the terrain at the start of a session. If the Caretaker can't stay right to the end, find someone else who can and make them the Assistant Caretaker! If you've got one member who seems to know everyone, make them the Event Organizer. If you've got people who are big fans of one particular game, make them game coordinators. Having a Warhammer 40,000 rep, a Malifaux rep, a De Bellis Multitudinis rep not only means that people have jobs and feel invested, but also means that players of those games feel that they have someone to turn to and that their game is being actively supported.

There's some down sides, of course.

- Not everyone is happy with regimentation; try to avoid death by committee or strangulation by structure. Keep it light and appropriate to your club and be ready to negotiate when roles clash.
- Your job holders need to be effective in their roles and need to be replaced if they aren't which can be painful. Remember if this happens that you're human and don't let too much fur fly.
- If people leave or if they have to step aside for another reason

the club will also need to decide whether or not to replace the role. But that's not necessarily a bad thing, because when you've got a few appointments to make, it's an excellent excuse to throw an Extraordinary General Meeting, get the members to vote on new appointments and get everyone re-invested in *their* club.

People with jobs are less likely to leave the club and more likely to bring others along to it. They are the rocks on which to build stability, and with enough rocks you have a solid foundation on which to plan your growth.

○ SUCCESSION

If your club is weak, wobbling or declining, then the committee (the *real* committee – the Unholy Trinity of Leader, Secretary and Treasurer; that hardcore trio of veterans who probably started the whole thing going in the first place) are likely to be the last to leave, clinging on with paws, claws, teeth and tail. But sometimes, they aren't.

The very process of a club falling into a dangerous state can be precipitated when one or more committee members suddenly depart. The reason may be amicable, or it may be despicable. Either way a Black Hole of Doom appears and only the Hawking Radiation of forgotten army lists and broken miniatures will escape. (The savannah metaphor seemed wildly inadequate to this situation so I thought I would return us to what we know best.)

I've already mentioned the value of getting members involved

in specific jobs, but there's a second and hugely useful aspect to a big committee, and that's battle casualty replacements. When one falls, another will be there to take up his standard and carry it forward. An Assistant Caretaker can easily be a Caretaker. And Events Organizer can easily become a Secretary. A 40k Representative, with a few campaigns organized and maybe a tournament under his pelt could take on the Events Organizer mantle. And so on, down the tree of responsibility. This way, each time a person steps up into a role, the step is a comparatively small one, the burden light.

Just remember to fill all those new vacancies at the bottom of the ladder. And have another EGM to get member endorsement!

LAST WORD

As with last time, I've got a few odds and ends to add. For a start, this article assumes that you've done or are doing everything mentioned in the previous article i.e. the things that new clubs or people starting new clubs should do.

If you fear that your club has the survival chances of an lone cub faced with the local hyena pack, then look back, because the fundamentals need to be in place before you can even start worrying about running events, appointing jobholders or organizing votes and elections.

I've mentioned the Gaming Club Network (GCN) before, and I'll mention it again here. The GCN has a growing team of experienced club veterans around the country acting as regional representatives, keen

to support new clubs and to help and advise their leaders on how to do the things I've been describing in this article. Not every club is the same, and a lot of approaches need to be tailored to their audience. Your GCN rep can help you do that.

But there are never enough reps. So if you know clubs and you know wargaming, and you want to do your bit to contribute, then you can contact the GCN via their website.

In the next and final article in this series, I'll look at what comes next. Once the materials are in and the foundation has been laid, it's time to start building. You'll want to pin back your auditory-receptors, lads and lasses, because I'll be getting on my soapbox; and if you thought Old Bomber was controversial, just you wait!

Related links:

<http://gamingclubnetwork.org.uk>

<http://wargamingclub.blogspot.com>

About the Author

Robey Jenkins is a retired Army officer, the director of Precinct Omega Studios, former Club Leader and Treasurer of York Garrison Wargaming Club, area rep for the Gaming Club Network in Gloucestershire and author of a number of wargaming articles and short stories published in a range of outlets. He lives in Cheltenham with his wife and children. And no, he wasn't kidding about the plasma cannon (*there's been no mention of a plasma canon?!).*

Infinity Miniatures

Review

by
Jez
Fairclough

December New releases



Hafza Unit (Rifle + Light Shotgun)

New release! This special light troop is the ace hidden in the Haqqislam's sleeve. The Hafzas are the guardian angels of the Haqqislamite soldiers. Thanks to their holo-devices they can disguise themselves taking the look of any other Haqqislamite troop. They are very useful as hidden lieutenants but too when join any Infinity Fireteam, where they provide more tactical flexibility, allowing to create cheaper linked teams. Get ready to fool your adversary with this impressive figures!



Imperial Service Sectorial Starter Pack.

New release! A new miniature box containing a compilation of previously released figures. The best choice to start a Sectorial Yu Jing army on the Dragon's service. The Imperial Service is the the armed wing of the Emperor, a sinister and infamous Military and Judiciary Police corps capable to take control of any situation, and also a fearsome enemy. In this box you will find: 2 Celestial Guards, with Combi Rifle, the backbone of this Sectorial Army, one of them with a different pair of arms you only can find exclusively in this box; 1 Celestial Guard with Boarding Shotgun, a weapon option exclusive of this release; 1 Wu Míng with Boarding Shotgun, a Heavy Infantry trooper from a penal military regiment; 1 Imperial Agent Pheasant Rank, an elegant and highy skilled operator capable to avoid the Loss of Lieutenant game situation; 1 Hsien Warrior with MULTI Rifle, the highest rank of the Imperial Agents, capable to find any hidden enemy. The Imperial Service is the claws with which the Dragon destroys the enemies of Yu Jing.



Myrmidons

New release! Here you have another of the new Infinity unit boxes, which you can compose a group of the fiercest fighters in the ALEPH's army. Myrmidons are the most effective shock troops of the Human Sphere, equal in valor as the Homeric warriors from they are named. Myrmidons were created by the human AI to fight against the alien forces of the Combined Army, employing the rage and the most violent passion to defeat the enemy there where the cold machine mind can not do it.

Shasvastii Gwailos. (MULTI Rifle).

The Gwailos are the Direct Action troopers of the Shasvastii. Specialized in assault techniques, the Gwailos can run directly towards their adversaries ignoring the enemy fire thanks to their Nanoscreen device which provides them enhanced armour. The MULTI Rifle is one of the best Lieutenant options for the Shasvastii armies, providing a tough leader that can be used in an active but too in a defensive role. The Gwailos are ready to to cause damage to their enemies, with speed, consistency and energy!



Moblots (Sapper, HMG)

The French-Ariadnan Heavy Infantry troopers have come back, and this time carrying support weapons! Combining his heavy armour and his Sapper Special Skill, the HMG Moblot can place a stronghold wherever he is. This release comes with a scenery base to reflect perfectly the combat role of this useful troop. Feel the recoil of you machine gun meanwhile you sweep the battlefield from the safety of your foxhole!

KINGS OF WAR

RULES OVERVIEW AND FIRST IMPRESSIONS By: Spencer D. Taylor

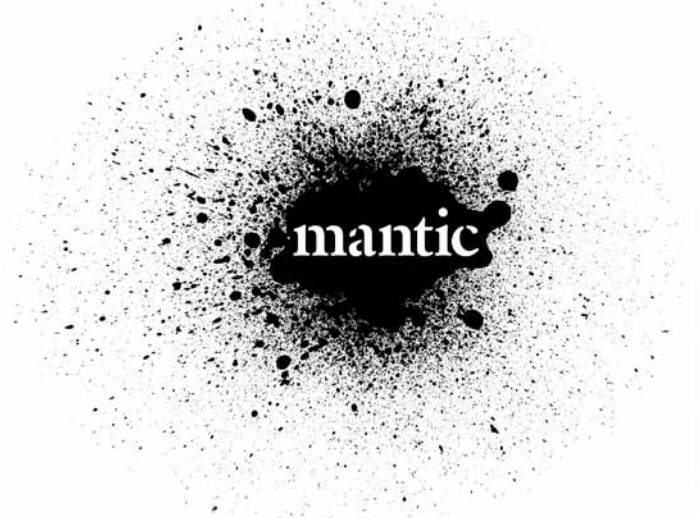
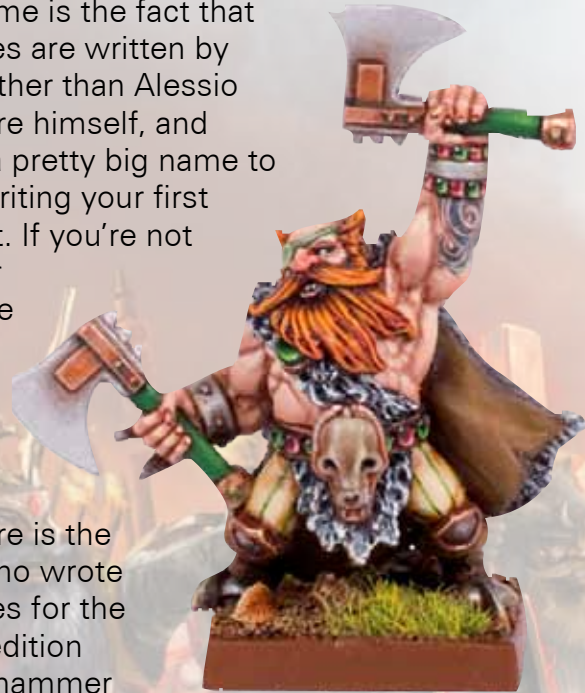
Now I'm a man who loves the whole ancient warfare style of things; big armies in huge blocks of units with spears and swords marching across the battlefield to meet their fate, and hopefully taste delicious victory. I'm also a man who loves fantasy, and a man who loves miniatures games. More specifically; I love 28mm miniatures games. When companies combine those three elements together I'm generally a pretty happy guy, but it seems like the selection has been rather limited for me. That was until recently when a little known miniatures production company calling themselves Mantic Games caught my attention.

British gaming company Mantic Games flew under the radar for a year or two just making 28mm fantasy miniatures, but they've recently started to show up in the spotlight a little bit more as they've started to produce not only miniatures but also a rule set to use those miniatures with. So it is that Mantic has released an actual game to go along with their Kings of War miniatures range, and I have to say that the game is pretty interesting.

Now the biggest thing about this game is the fact that the rules are written by none other than Alessio Cavatore himself, and that's a pretty big name to have writing your first rule set. If you're not familiar with the name, Mr.

Cavatore is the man who wrote the rules for the latest edition of Warhammer 40,000 and has also worked on rules for Lord Of The Rings, Warmaster and several other games. The man has a fairly impressive track record, so having him on board is a very big deal.

Another thing that really sets the game apart from the competition before even looking at the rules is that the rules are entirely free for download on Mantic's



website. Yes; the full rules that are available are free to download, and so are the army lists for the game. This means that if you already have a large number of Mantic



miniatures, or just want to proxy to try out the rules, you can do so without tossing \$40+ at a rulebook that you may never use again. This is a big plus to me, especially in these hard economic times, as I need to save money for things like food, gas, school books and my other various

gaming addictions.

Now the rules being free of charge is great and all, but how are the rules themselves? Well in the long run they're not too bad, but I think they work best when compared to their primary competition in the market.

One of the things that really stands out right away is that the rules are well done, but simple at the same time. They manage to do everything a game like this should do, while maintaining simplicity and keeping the players, especially those new to the hobby, from being overwhelmed. This is something that really made me respect the game from the get go; because I'm a man who's all about keeping things as simple as possible. This is a game about getting to the game as fast as possible, and keeping things as slick and streamlined as you can. There's no charts to memorize, no tables to constantly refer back to and that keeps you from being bogged down in paper work or constantly having to check back in your rulebook. But by keeping the rules simple there's another benefit over the competition; the rule book doesn't have to be as thick as a copy of War and Peace. The basic rules covering moving, shooting, melee, nerves(Kings of War's take on morale) and special rules

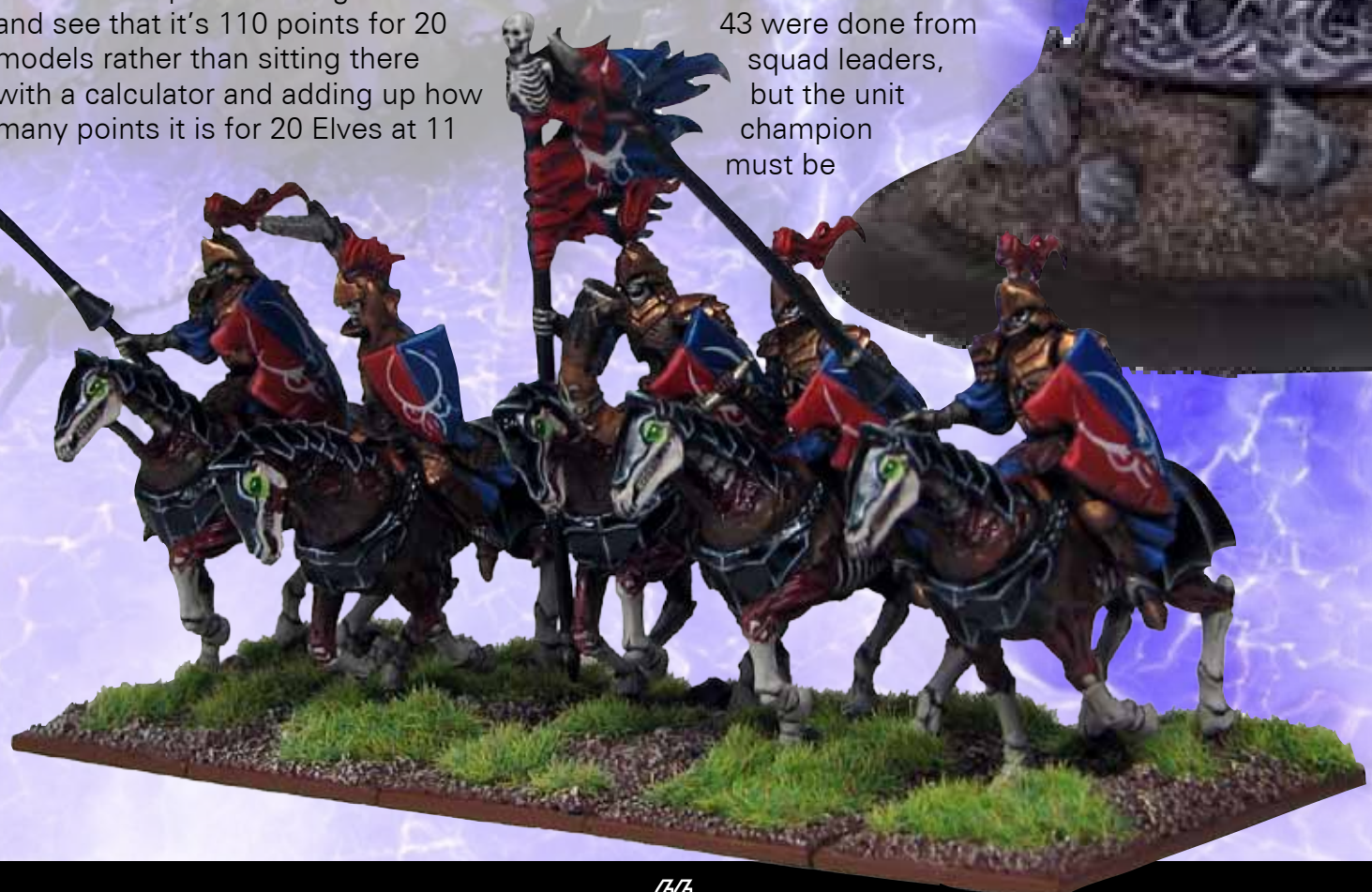


and abilities only take up seven pages instead of several dozen. Everything is kept so simple and straightforward that it's actually rather refreshing to me.

The first thing in the rules is how units are organized in an army. The game uses four types of units; infantry, cavalry, heroes and war engines. What's interesting is that infantry units are grouped differently based on the size of the unit. They come in five models, ten models (troops) and twenty models (regiments) standard. Some units can come in hordes; units of 40 or more models. Based on the size of a unit their number of attacks and their nerve scores will be different. Their size can also have an impact on the cost of specialists such as banner bearers and musicians. Cavalry come in units from five to ten models. This is an interesting alternative to the competition as units must come in set sizes, so units are priced based on their size rather than on a per model basis. This allows army building to continue with the idea of keeping things simple that the game is built on. It's a lot easier to simply look at an Elven Spearmen Regiment and see that it's 110 points for 20 models rather than sitting there with a calculator and adding up how many points it is for 20 Elves at 11

points each. As someone who prefers to get to the gaming as quickly as possible without a bunch of faffing about with a notepad, pen and a graphic calculator this is a big plus in my book.

And now we get to the actual rules part of the rulebook. If you've ever played Warhammer Fantasy the rules for how a turn is conducted and the rules for arcs and line of sight will seem very familiar to you. The one thing about this game, when it comes to movement and line of sight, that differs greatly from Warhammer Fantasy is that everything is checked from the unit champion. To check if a unit has line of sight to a target, you check from the unit champion. Since unit champions come standard in a unit and don't add any extra attacks (as far as I can figure at least) this ends up giving them a great importance on the battlefield. When a unit wants to do something; it's done from the champion. It's similar in how measurements for combat in AT-43 were done from squad leaders, but the unit champion must be





located at the front of the unit so he's always right there in the brunt of it all. It's an interesting concept, and it means that there's always a single primary reference point for a unit which, once again, keeps things simple and moving along quickly.

Unit stats are what really set this game apart from the competition. Units have six primary stats: speed, melee, ranged, defense, attacks and nerve. What's interesting is the scores for melee, ranged and defense are the numbers which need to be rolled when making an action. For example, if a unit is in melee combat and trying to hit and they have a melee

score of 4+ then they need to roll at least a four to hit. This is another way for the game to remain simple and streamlined, and it's a great relief to checking tables and charts. Units also have a defense stat which is what you must roll to actually wound them. So if a unit has a defense of 4+ then you need a four or better to wound that unit. It's an interesting method to keeping everything moving along quickly, but I do have a qualm with it that I'll touch on a little later. Units as a whole have an attack score for how many dice they roll when fighting in combat or shooting with missile weapons, but those numbers can change based on certain circumstances. If a unit charges in an enemy flank they double the number of attacks they get, and if they charge the rear flank they triple their attacks. This means a unit with an attack score of 10 charging an enemy in the rear flank will get 30 attacks. A unit also triples their attacks when attacking war engines, which means you'll want to protect those models from the charge.

The basic rules for movement will seem familiar to anyone who has played Warhammer Fantasy. Units can move forward, not move, move at double speed, charge, and have to turn on their center point to turn at all. A few differences come in that units can be issued orders called "back" and "sidestep" in which a unit can move backwards or either directly left or



right at half speed. This allows units to shuffle about on the battlefield easier and stay out of charge ranges or the range of some ranged weapons. It's an interesting idea and implemented rather well. Another interesting concept is that friendly units can move through each other as long as they have enough room to get completely through the unit. This is something I can see as a positive and a negative. It's a good thing because it means your own units don't block your path, but I can see it being troublesome since it does take out some of the tactical depth of positioning units just right so they won't be in each other's ways.

A big difference in this game is how damage affects units. As a unit of models takes damage you don't remove models from the unit, you place damage markers next to it. This is a great solution to models in the back ranks simply become "wound markers."

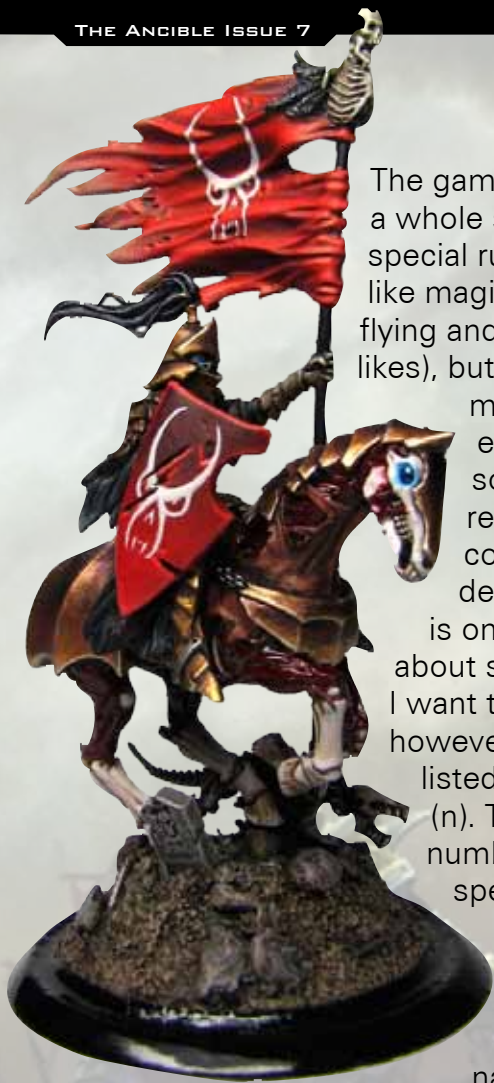
One thing I hear complaints about is spending the time to paint up miniatures that will only be on the table for a turn or two before being removed as casualties.

This means that your hard work painting your miniatures won't seemingly go to waste. In close combat units will either be routed or will

hold their ground. This is an interesting difference as a unit that has failed to rout the enemy is pushed back an inch to show they've been fought off. A unit that does rout the enemy can move forward d6 inches or backwards d3 inches.

Perhaps one of the more interesting mechanics is the nerve system, which is the Kings Of War equivalent of morale in other games. Unlike other games, however, the attacking player tests the nerves of the enemy units. Nerve tests are taken on any unit that suffered damage that turn, which means you'll be testing nerve pretty frequently. Nerve tests are done in any interesting way; you roll 2d6, add the number of wounds the unit has taken (marked with damage markers), subtract that unit's nerve score and then any applicable modifiers (from things like banners and musicians). Then, based on your final number, you check a chart to see what happens. Units either hold their ground unaffected, become wavered (where they can't be given certain move orders and can't shoot) or they rout.





The game has a whole slew of special rules (things like magic attacks, flying and the likes), but those are mostly self-explanatory so I'm not really going to cover them in depth. There is one thing about special rules I want to touch on, however; abilities listed with (n). There's a number of special rules/abilities which have a (n) after their name; the (n) tells you how many dice you use for that ability or, in the case of something like Piercing, the modifier that's added to an attack based on a dice roll. This means different units with the same ability may use it differently. Two

opposing wizards could have the spell Zap, but one wizard could have (4) and the other could have (8). In this case one wizard will roll 4 dice when casting the spell, and the other would roll 8. This adds variety to different units having the same rule, and keeps things from being carbon copies of each other with something as simple as changing one number.

The game's army building method is also pretty interesting, and takes me back to my days of playing Mutant Chronicles Warzone; for each block of 20 infantry or 10 cavalry you may include 1 War Engine and 1 Hero or Monster. This is an interesting way to keeping the game from being bogged down with Hero models. Warzone did a similar thing where you couldn't have more individuals than you had squads, and it kept things like power-gaming to a minimum. For Kings Of War to do something so similar really brings a smile to my face, both in nostalgia and as someone who detests power-gaming.



There's another neat thing added to their army building; an alignment system. There's three alignments in their setting; good, evil and neutral. This alignment system basically allows players to play multiplayer games between more than two people, and gives a basis of who can ally with who in those games.

It's a neat concept, and it's not a solid rule that demands only good races can ally. It's simply a suggestion to keep things making some semblance of sense on the table.

Possibly the most interesting thing in the rules is the idea of timed games. Mantic suggests using chess clocks to play timed games if you don't want to do the standard "game lasts x turns" bit, and it's drawn some interesting debate.

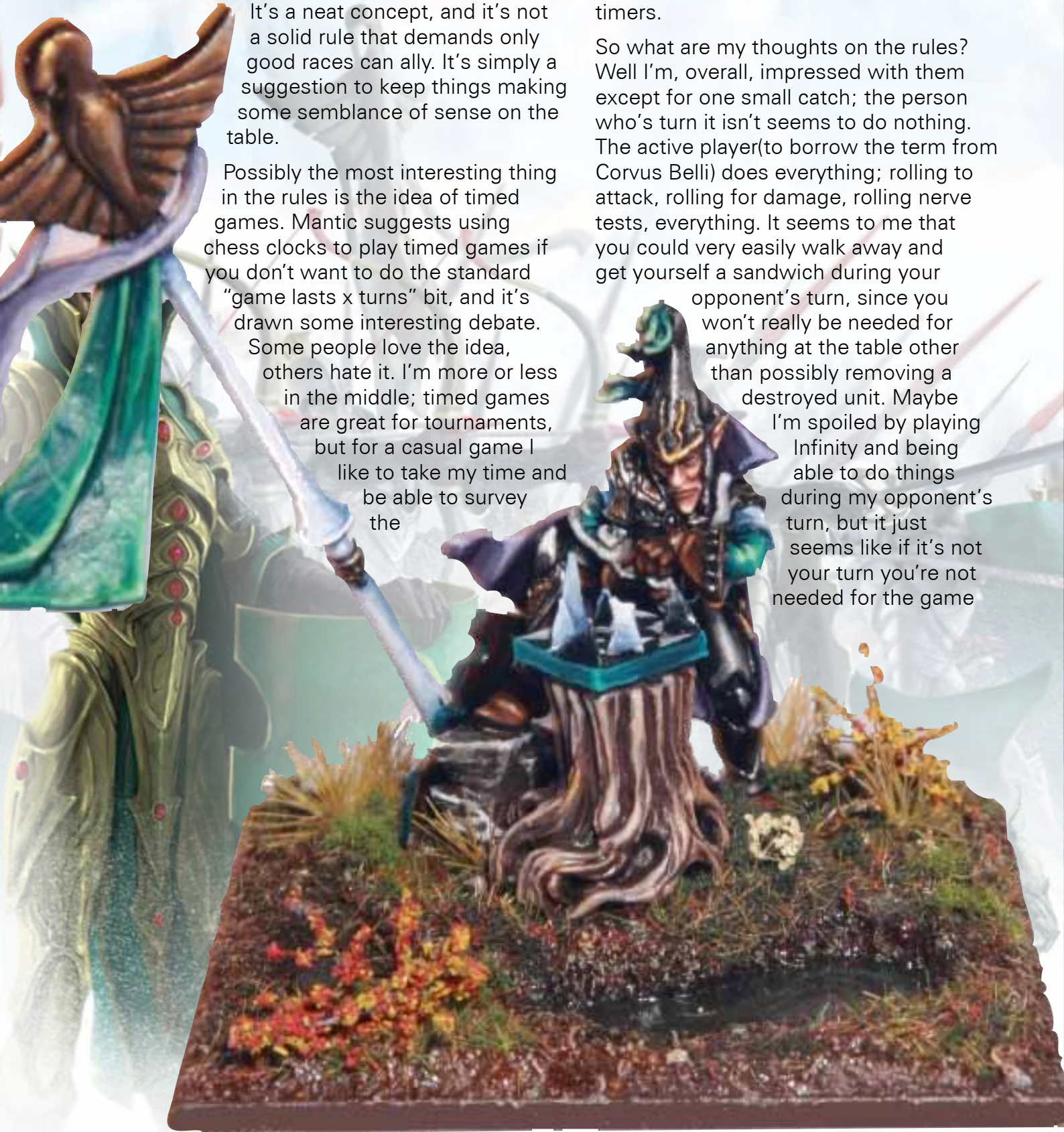
Some people love the idea, others hate it. I'm more or less in the middle; timed games are great for tournaments, but for a casual game I like to take my time and be able to survey the

table before deciding my moves. What's especially interesting is the depth of detail the rules go into for timed games. It's not a simple few sentences saying "you can play timed games by following these few steps"; there's a good few paragraphs detailing various ways to time the games from chess clocks to egg timers.

So what are my thoughts on the rules? Well I'm, overall, impressed with them except for one small catch; the person who's turn it isn't seems to do nothing. The active player(to borrow the term from Corvus Belli) does everything; rolling to attack, rolling for damage, rolling nerve tests, everything. It seems to me that you could very easily walk away and get yourself a sandwich during your

opponent's turn, since you won't really be needed for anything at the table other than possibly removing a destroyed unit. Maybe

I'm spoiled by playing Infinity and being able to do things during my opponent's turn, but it just seems like if it's not your turn you're not needed for the game





to progress. Other than that little bump in the road the game seems rather solid, and plays pretty well.

As I mentioned earlier; the rules are free on Mantic's website, but if you want a hard copy there are a few ways to get them.

The most obvious way is through the two player starter set entitled "Mhorgoth's Revenge" which not only comes with the rules but also over 100 miniatures from their Dwarf and Undead lines and dice. Mantic will also be putting printed copies of the rules in specially marked boxes of miniatures. This gives players several options to pick up printed copies of the rules before an official hardbound book comes out.

One big thing that sells this game to me is that the rules are free, and the miniatures for it are affordable. Mantic has established a policy of selling quality product at affordable prices. This means you can build that giant Elf army for considerably less than it would cost

from other companies. Their company slogan is "building big armies" after-all.

Overall I'm very impressed with Mantic Games, and I'm quite pleased with how the Kings Of War rules have turned out. I've noticed some subtle changes from the Beta test I had, and they've all been improvements in my eyes. A good set of rules, well priced and nicely done miniatures, and an overall friendly company adds up to good experience in the end. I eagerly look forward to more great stuff from Mantic, and I have extremely high hopes for them.



LONDON

Tanelorn Wargames Club

Leytonstone & District Ex-Servicemen's Club,
Harvey Road, London, E11 3DB
Sunday 6pm-10pm
www.tanelornwgc.org
barryp@tanelornwgc.org

The Good the Bad and the Bromley

Unit 21, The Mall, Bromley, BR1 1TS
Tuesday 5pm-9pm
www.thegoodthebadthebromley.com
thegoodthebadthebromley@live.co.uk

The North London Imps

Gordon Hall, Huntley Drive, West Finchley,
London, N3 1NX
Monday 7.30pm-10.30pm
www.northlondonimps.com
dakommittee@northlondonimps.com

SOUTH EAST

Bedford Gladiators

North End Working Mens Club, Bedford,
MK41 7TW
Monday 7.30pm-11pm
gladiators.wordpress.com
gladiator64uk@yahoo.co.uk

Gravesend Gamers Guild

The Three Daws Public House, 7 Town Pier,
Gravesend, Kent, DA11 0BJ.
Wednesday 6.30pm-9.30pm
www.gravesendgamersguild.co.uk
zenga@blueyonder.co.uk

Bognor Regis Gaming Association

Newtown Sports and Social Club, Bognor
Regis, PO21 5EU
Tuesday 6.30pm-11pm
www.bognorgaming.com
mrfrankhill@yahoo.com

Brighton Warlords

King and Queen Pub, 13-17 Marlborough
Place, Brighton, East Sussex, BN1 1UB
Monday 4pm-10.30pm
peter.cooke423@ntlworld.com

Chelmsford Bunker

Chelmsford Police Sports & Social Club, St.
Margaret's Road, Chelmsford, CM2 6DA.
Wednesday 6.30pm-10.30pm
www.bunkerassault.co.uk
enquiries@bunkerassault.co.uk

Gambit Games

St. Leonard's Church Hall, Glebe Villas, Hove
East Sussex BN3 5SN
www.gambitgames.co.uk
inferno150@sky.com

Newmarket Knights

Studlands Park Community Centre, Brickfields
Avenue, Newmarket CB8 7RX
Alternate Fridays 6.30pm-9.30pm
nktknights.tripod.com
nktknights@gmail.com

Outpost 47

The Seven Sisters Pub, Alfriston Road,
Seaford, East Sussex, BN25 3JF
Tuesday 7.30pm
outpost47.phpbb3now.com
mark@froglenut.co.uk

Phoenix Gaming Club

The Scout Centre, Skinners Hill,
Wellingborough Road, Rushden, NN10 9YE
Tuesday 7pm-11pm
phoenixgaming.wordpress.com
Darrell.lee1@hotmail.co.uk

Southend Toy Soldiers Club

Southend High School for Boys, Prittlewell
Chase, Southend-on-Sea, Essex, SS0 0RG
Thursday 6pm-9.30pm
clubenquiries@holttum.com

Walberton Wargamers

The Pavilion, The Street, Walberton, Arundel,
West Sussex BN18 0PQ
Friday 7.30pm-10.30pm
www.walbertonwargamers.org.uk
walbertonwargamers@yahoo.co.uk

Tunbridge Wells Wargames Society

Speldhurst Village Hall, Speldhurst, Tunbridge
Wells, Kent, TN3 0PR
www.twws.org.uk
secretary@twws.org.uk

SOUTH**Bracknell Forest Gamers**

St Pauls United reform Church, Bracknell,
RG12 9LP
Monday 7pm-11pm
www.bfgclub.org.uk
chair@bfgclub.org.uk

The Oxford Gaming Club

Botley Baptist Church, Westminster Way,
Botley, Oxford OX2 0LW
Monday 7.00pm-9.30pm
www.oxfordgamingclub.co.uk
royemunson@hotmail.com

Abingdon Wargames Club

Neave Room, Abingdon Conservative Club,
OX14 5AG
Friday 6.30pm-10pm
www.abingdonwargames.org.uk
steve@evanssteve.wanadoo.co.uk

Armageddon Inc

Reggie Goves Centre, Pauls Row, High
Wycombe, Bucks, HP11 2HQ
Monday 6.45pm-10pm
www.armageddon-inc.co.uk
james.adams@hotcom.co.uk

Sad Muppet Society, The

Glebe Hall, Church Square, Basingstoke,
RG21 7QW
Tuesday 7pm-10pm
www.sadmuppets.org
DaveR@sadmuppets.org

Spiky Club

RPOSSC, 6 Richfield Avenue, Reading,
Berkshire, RG1 8EQ
Thursday 7pm-11pm
www.spikyclub.com
spikydavid@gmail.com

Guildford Games Club

Park Barn Centre, Park Barn Dr, Guildford GU2
8EN
Monday 7.30pm-22.30pm
benjaminlee422@googlemail.com

SOUTH WEST**Beast and Bionics**

Poldark Inn, Delabole Cornwall, PL33 9DQ
Thursday 6.30pm-10pm
s6.zetaboards.com/Beasts_and_Bionics
Hendybadger@aol.com

Calne Gaming Club

Church House, 30 Church Street,
Calne SN11 0HU
Monthly - see website
www.calnegamingclub.com
themonthlygrunt@hotmail.co.uk

Dice and Dagger Gaming Club, The

Stratton Hall, Union Hill, Stratton, Bude,
Cornwall, EX23 9BB
Sunday 5.30pm-10pm
www.diceanddagger.110mb.com
celtofknow@aol.com

Exeter Inquisition

Fountain Room, St. Sidwell's Centre, Sidwell
Street, Exeter, Devon, EX4 6NN
Tuesday 6pm-10pm
exeter-inquisition.org
via website

Rygas Roughnecks

Whipton Institute Social Club, Whipton Village
Rd, Exeter, Devon EX4 6AW
Wednesday 6pm-11pm
www.rygasroughnecks.com

Swindon and District Wargamers

Moredon Community Centre, 1 The Street,
Swindon, SN25 3ER
Wednesday 7pm-11pm
www.sadwargamers.com
warren@gleesonclan.co.uk

West Cornwall Games Club

St Just Methodist Church Hall, Chapel Street,
St Just, Penzance, Cornwall, TR19 7BB
Thursday 7pm-10pm
www.wcgc.webs.com
neilasharp@aol.com

MIDLANDS**1st Company Veterans**

Warhammer World, Nottingham, NG7 2WS
Thursday 6pm-10pm
www.1stcompanyveterans.net
matt_rs2003@hotmail.co.uk

Celler Dwellers

Laser Zone, 29 St Johns Road, Huddersfield,
HD1 5DX
www.cellardwellers.info
alysaudoe1@hotmail.com

COGS-Chesterfield Open Gaming Society

The Parish Centre, Stonegravels, 91 Sheffield Road, Chesterfield, S41 7JH.

Alternate Wednesdays 7pm-10pm

www.c-o-g-s.org.uk

awb1@btinternet.com

Market Hall, Chesterfield, Derbyshire S40 1AR

Monday 7pm-10pm

Da Wot Notts

Warhammer World, Nottingham, NG7 2WS

Wednesday 6pm-10pm

hancockoliver@hotmail.com

KIA Games Club

Kirkby-in-Ashfield Library, Ashfield Precinct,

Kirkby-in-Ashfield, Nottinghamshire, NG17

7BQ

Alternate Saturdays 10am-3pm

www.kiagamingclub.net

kiagamingclub@hotmail.com

Nuneaton Model and Games Club

The Cube, Methodist Church Hall, Edward

Street, Nuneaton, CV11 5RH

Sunday 10am-3.30pm

www.nuneatongamesclub.co.uk

b.mccormack@hotmail.co.uk

Sutton Immortals

All Saints' Church Centre, Belwell Lane, Four Oaks, B74 4TR

Thursday 7pm-10pm

<http://z7.invisionfree.com/SuttonImmortals/>

dabarker_382@hotmail.com

Tamworth Games Club

Central Methodist Church, 18 Glyndebourne, Tamworth, B79 7UD

Wednesday 6pm-9pm

philhannigan2002@yahoo.co.uk

Warlords of Walsall

Hatherton United Reform Church, Hatherton Road, Walsall, WS1 1XS

Friday 6pm-10pm

www.freewebs.com/warlords-of-walsall

warlords_of_walsall@hotmail.com

Derby Wargames Society

Royal British Legion, 85 Chellaston Road, Allenton, DE24 9AF

Monday 7pm-11pm

derbywargamessociety.com

bencurry@derbywargamessociety.co.uk

Ripley Terror Troopers

Ripley Library, Grosvenor Road, Ripley,

Derbyshire, DE5 3JE

Alternate Thursdays 5.30pm-7pm

judith.hawcroft@derbyshire.gov.uk

Leicestershire Warrior Wargaming Club

Arnesby Village Hall, Mill Hill Road, Arnesby,

Leicester, LE8 5WG

2nd & 4th Wed 6.30pm-9.30pm

www.lwww.co.uk

Via website

NORTH**Doncaster Wildcats**

The Leopard, 2 West St, Doncaster DN13AA

Monday 6pm-10.30pm

sixthkraven@hotmail.co.uk

East Cleveland Warsmiths

St Margarets Eductaion Centre, Brotton,

Cleveland, TS12 2PJ

Sunday 6pm-9.30pm

james.borders@live.co.uk

Hulls Angels

Unit 2, Grimston Street, Hull, HU1 3HG

Wednesday 4pm-9pm & Saturday 5pm-9pm

hulls-angels.co.uk

ross@hulls-angels.co.uk

Leeds Games Club

Headingley Community Centre, Inner Ring Rd, Leeds, LS6 3HG

Thursday 7pm-10.30pm

www.leedsgamesclub.co.uk

Webadmin@leedsgamesclub.co.uk

Leeds Nightowls Gaming Club

Headingley Community Centre, Inner Ring Rd, Leeds, LS6 3HG

Sunday 10am-3pm

www.leeds-nightowls.co.uk

admin@leeds-nightowls.co.uk

Middlesborough Gamers Club

St Marys Centre, 82-90 Corporation Road, Middlesbrough, TS1 2RW

Tuesday & Thursday 6pm-10pm

www.m-gc.co.uk

kevin.gibson4@ntlworld.com

Northumbrian Adventurers Guild

St Cuthbert's Church Hall, Bridge St, Blyth, Northumberland NE24 2AA

Sunday 12pm-7pm

www.anythingbutaone.com

contact@anythingbutaone.com

Redcar Ironbeards

Coatham Memorial Hall, 7 Coatham Rd,

Redcar, Cleveland TS10 1RH
 Monday 7pm-10pm
www.ageofstrife.com/redcar-ironbeards
ian.widdowson1@ntlworld.com

York Garrison Wargaming Club

Burton Stone Community Centre, Evelyn Crescent, York, North Yorkshire, YO30 6DR
 Tues & Wed 6.30pm-9.30pm
www.yorkgarrison.co.uk
warboss@yorkgarrison.co.uk

NORTH EAST

Gobstyks Gaming Club

St Andrew's Church Hall, Garmston Street, Lincoln, LN2 1HZ
 Thursday 6pm-10pm
www.gobstyks.co.uk
info@gobstyks.co.uk

Lost Boys Wargaming Club

Ainsdale Methodist Church, Ainsdale, Southport, PR8 3NQ
 Tuesday 5pm-10pm
hez14badkarma@blueyonder.co.uk

NORTH WEST

Coppull and Chorley Knights

St Mary's Parish Centre, West Street, off Devonshire Road, Chorley, Lancs. PR7 2SJ
 Thursday 7pm-11pm
cack-wargamesclub.net
jt_y@btinternet.com

Winsford Warhawks

The Edge, Winsford, CW7 1QS
 Tuesday 6.30pm-9.30pm
winsfordwarhawks.forumotion.com
winsfordwarhawks@hotmail.co.uk

WEST

Gatekeepers Wargames Club

The Gateway Education and Arts Centre, Chester Street, Shrewsbury, SY1 1NB
 Friday 6.30pm-10pm
www.gatekeepers.me.uk

Telford STAGS

Hadley Scout Hut, Cyril Hayward Court, Hadley, Telford, TF1 5NB
 Alternate Sundays 12pm-4.30pm
www.freewebs.com/telford_stags
qkg@btconnect.com

SCOTLAND

Dunfermline Wargaming and Roleplaying Fellowship

The Del Farquharson Centre, Netherton Broad St., Dunfermline KY12 7DS
 Friday 6pm-9pm
www.freewebs.com/thegamesclub
dwarfclub@aol.com

The Gaming Kingdom

The Meeting Place, Keith Crescent, Leuchars, St Andrews, Fife, KY16 0JX
 Monday 7pm-11pm
www.thegamingkingdom.org.uk
krissherriff@hotmail.com

Kirriemuir Wargames Club

The Guide Hall, The Roods, Kirriemuir, DD8 4EZ
 2nd Friday of the month 7pm-11pm
www.kirriemuirwargames.co.uk
daledsmith@btinternet.com

Livingston Battleground

Lantern Community Centre, Kenilworth Rise, Dedridge, Livingston, EH54 6NY
 Saturday 9.15am-12.15pm
www.battleground.org.uk
info@battleground.org.uk

St Aidans Warriors

St Aidans Scottish Episcopal Church, Mearns Road, Clarkston, Glasgow, G76 7EU
 Sunday 7pm-11pm
www.ukclubs.org/info/StAidans
staidans@ukclubs.org

Stirling Wargamers

Ochil Community Hall, Ochil Crescent, Stirling, FK8 1QJ
 Thursday 6pm-10pm
stirlingwargamers.50webs.com
info@stirling-wargamers.org.uk

WALES

Bridgend Games Club

Gilead Chapel Hall, Coity, Nr. Bridgend, Bridgend County CF35 6AU
 Sunday 5pm-9pm
castlegamesclub.tk
kyinpie@hormail.com

To get your club into the GCN register, contact robey.jenkins@gamingclubnetwork.org.uk.

By
Jez Fairclough

DEMONIC, UNDEAD, MADNESS AND MUTATION
RESIN MINIATURES & SCULPTING SUPPLIES

When stuff turns up for review it's usually delivered in a box, you know a pretty standard brown box, or one of those envelopes with bubbles built in or maybe an odd shaped package but in the case of the Bileworms from Gribbly Miniatures I'm convinced the package slithered through the post on its own and onto my desk. I was amazed it didn't leave a small trail of slime behind it.

All the weird and wonderful creations at Gribbly Miniatures spring from the imagination of Alistair Vowles (or Bork for those who know him online). He's a self trained sculptor who has been putting some amazingly odd pieces of work into the public domain. You only have to look at some of the stuff on his site (<http://www.gribblyminiatures.co.uk/home.php>)

to see that not only does he have talent for the bizarre but he's

been looking at some of the older style artists out there too. You can see styles reminiscent of early John Blanche work for example.

Back to the rather startling Bileworms that slithered through the post. They come in two formats, mounted on 50mm bases with both the miniatures and the bases in resin.

The miniatures are well sculpted with lots of detail to keep keen painters happy and challenged. The back of the minis are covered in pustules and sores that promise some interesting finishes but with a potential downside of some interesting nightmares to go with them! The mouths are full of tiny razor sharp teeth that remind me of a lot of the sandworms of Dune but it's the huge squidgy tongue that really finishes the look off for me.

Bork only does a few of each model and each one feels like a labour of love. Think of them as limited edition originals rather than mass produced. The level of detail does present one thing to consider, in a few places you can see Bork's finger prints (potential for identity theft here I wonder?!) You might like the genuine one off feel that gives them but if not it wouldn't take you long with some fine sandpaper to remove them. It's a small price to pay and the quality of the resin is a lot better and less pitted than some I've had from bigger

companies.

For the record the resin has been done by Grey Matter Figures (<http://www.greymatterfigures.com>) who have delivered sterling all round job on them.

I suspect a huge amount of people seeing the Bileworms for the first time will be reaching for the green paint that we've seen done so well for a lot of the GW Nurgle stuff, but for the more



adventurous among you I say 'go wild'. How about a nice purple, or some dark red's to give the Bileworm a different look? Or let's face it whatever colour scheme will best fit in with the games you play. Besides has anyone watched those nature programs on the telly, don't let anyone tell you a worm can't be whatever colour you want it to be. (If you don't believe me Google nudibranch - no really.)

So if you're looking for something a little bit different or you consider yourself a good painter why not give these or some of the other wonderful creations that Bork has produced a chance. The Bile worms have a lot of potential to move past the stereotypes. I reckon you could easily fit them in to Call of Cthulu, Pulp games, D&D or anything else that needs a scary pus ridden monster to crawl out of somewhere and eat the good guys alive, and let's face it what game

doesn't need one of those. Go on you know you need one, besides it's not every day something slithers into your letterbox of it's own accord!



Kill 5 Minutes Online...

...and Learn Something New By Jez Fairclough

Okay so yet again another delve into the world online and the many sites that can keep you busy for hours on end.

My first site is Board Game Geek (<http://www.boardgamegeek.com/>) as sites go it can look a little cluttered in its layout and its long overdue some nice changes but you cannot fault it for the amount of info it has on games. Unlike the name it doesn't just cover board games anymore it covers loads of styles, genres and types of wargaming. The reviews and further info are written by the normal human out there like you and me. So you're going to get good reviews and bad alike. One of the great things in the reviews is that there are plenty of people who will happily link to other resources on the net for your favourite game.

So go and have a good look about and just remember it's not set up like a forum and such so you have to just take the good points with any issues you might have over the layout.

Another great blob site for Tannhauser is the one run by Doc Savage, his Savage Tales site ([http://](http://docsavagetales.blogspot.com/)



docsavagetales.blogspot.com/) like Miah's has a lot of information and news about Tannhauser. Like Miah he's tried to create something extra for the game. Instead of Maps, he's gone for characters, adding in some ideas from the BPRD (Hellboy for those who don't know). So there are tokens, sheets and rules everything you need to expand the game and bring a bit more selection to it.



My next site is one of the many blob sites out on the Net. This one is dedicated to the amazing Weird War I game of Tannhauser. The blog site is run by a guy who goes by the name of Miah (<http://miah000.blogspot.com/>). Miah's site not only links to all the current and past news about the game he also created some of his own map's to use as well. Now anyone whose played Tannhauser will know the maps are what makes the game slightly different, so creating your own is no mean feat in itself. I really have to take my hat off to him for his work and dedication in the Tannhauser community. He's also started taking usable miniatures from other ranges and is creating rules to help expand the game play.

Well that's enough drivelling from me for this issue; as always please keep your sites coming in to the normal address (jez@the-ancible.com).

Firestorm Games

WARHAMMER
40,000

WARHAMMER
WARHAMMER FORTRESS

MAGIC
The Gathering

WARHAMMER
WARHAMMER FORTRESS

HORDES

Need a wargaming Venue?

We have :

- Capacity for up to 80 people
- 40 6'x4' gaming tables (with scenery)
- Refreshments available on site
- Full catering available
- Free parking
- Excellent public transport links (only 5 mins walk from Central station)
- Free tournament support



Need a reliable online store?

Check us out online for up to 15% off RRP on your favourite wargames with free worldwide shipping on orders over £30!

Visit us at :
Firestorm Games
8 Trade Street
Penarth Road
Cardiff
CF10 5DT

Call the Store on :
029 2022 7117

Or order online at
www.firestormgames.co.uk



FLAMES OF WAR

FRACTION WARS

MAGE

Wings of War

9nine

Tune in to Inch-High Spy-Fi



Come out from behind the sofa and enjoy a new range of 28mm miniatures from Crooked Dice Game Design Studio.

Choose crime fighters Tweedy Mattison, May Killan and streetwise Daisy Taylor or populate your moonbase with some retro Astronauts. And for the more fearless are Robo-Rodents, Scary Statues and some Alien Minions.

And coming soon is **7TV** - skirmish rules that bring cult tv action to the table-top - with more miniatures to support the game - so stay tuned!

Plus mention this Ad and get a free bag of bases!



Visit our store today at:
www.crooked-dice.co.uk

crooked dice
GAME DESIGN STUDIO

ISSUE 8

THE

Ancible

the-ancible.com

Your portal to Sci-Fi and Fantasy Gaming

INSIDE

15mm
Gaming

More 15mm
Gaming

6mm Gaming

Other small Scale
Gaming

ISSN 2042-7727

Next Issue.....