

THE Ancible

Your portal to Sci-Fi and Fantasy Gaming



INSIDE

7TV

Bushido

Warcanto

Claustrophobia

THE Ancible



View from the Command Deck

No sooner has one issue gone out the door than another one is being prepared. This is what it is all about in publishing. Gen-Con came and went and we missed it because I was on holiday so I will be setting a note to self, don't go off on holiday, go to Gen-Con next year.

Things are still as busy as always here at the Ancible and we have passed a bit of a milestone with 10K downloads between the sites that offer the download. I just have to say a big thanks to everyone who is downloading the magazine on such a regular basis. Now our next target is 15K so tell all your friends, relatives, people in the street and anyone who has a computer.

The last couple of months have seen the release of more and more board games which feature miniatures and of course we are getting to the interesting ones (that will be all of them) as fast as we can and trying to split the reviews and discussions between the magazine and the podcast. Podcast I hear you all cry, yes podcast we have now done episode two and it is available from either the web site or iTunes. The contents are different from the magazine so for more gaming chaos then why not check it out. We had our first guests on. Just a couple of readers and we talked about wargaming. If you feel you want to come on and take part then all you need is Skype and we can Skype you into the podcave and we can have a chat. Drop us an email to podcast@the-ancible.com and I will pick the most interesting, funny or best offer of gaming goodness.

We have so much to cover I have no idea why you are still reading this. Lots of things to discover and many pages to read so I suggest that you go get on with it.

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

christine@the-ancible.com

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

Andy Walker, Spencer D Taylor, Dev Sodagar, Timothy Colonna

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 Kenny Robb (kenny@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. Khador Gun Carriage Battle Engine and related WARMACHINE elements ©2001 - 2011 Privateer Press, Inc. Privateer Press®, WARMACHINE®, Khador, and their logos are trademarks of Privateer Press, Inc.

Contents



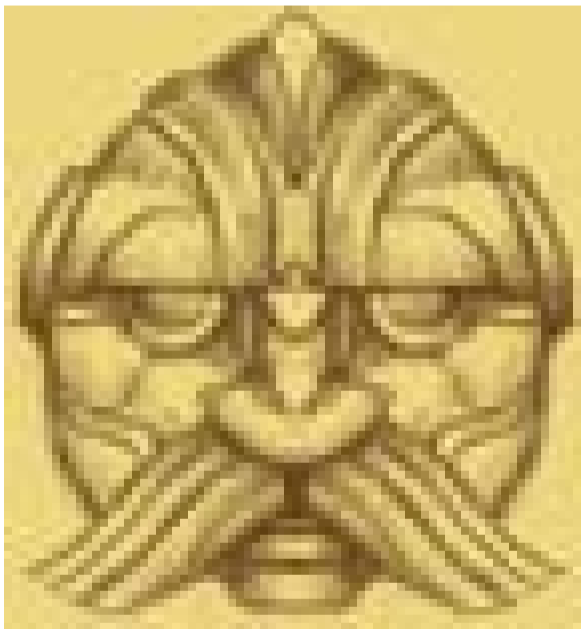
38



50



5



63



Wargaming

23



11



Firestorm Games

Need a Wargaming Venue?

we have:

- Capacity for up to 70 people
- 35 6'x4' gaming tables (with scenery)
- Refreshments Available on site
- Full catering available
- Free parking
- Excellent public transport links (only 5 mins walk from Cardiff Central Station)
- Free tournament support



Need a reliable store?

Check us out online for up to 15% of RRP on your favourite wargames with free world-wide shipping on orders over £30

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

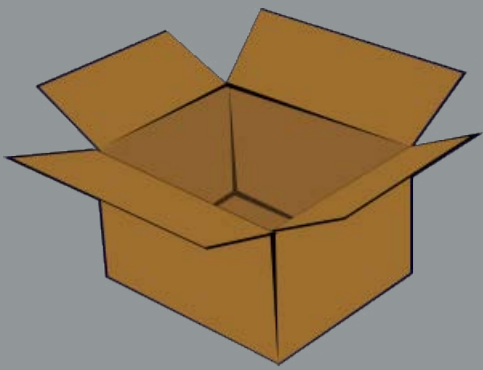
Call Store on: 029 2022 7117

Or order online at:
www.firestormgames.co.uk



Stockist of Warmachine, Hordes, Infinity, Malifaux, Warhammer, Warhammer 40K, Battlefoam, Spartan Games, Secrets of the Third Reich, Fantasy Flight Games and many more

www.firestormgames.co.uk



IN THE BOX

with Dev Sodagar



DESCENT: JOURNEYS IN THE DARK



Welcome to another All in the Box. This issue we are looking at another game from Fantasy Flight Games: **Descent: Journey in the Dark**. A huge box game that provides players with a simplified RPG Dungeon crawl experience as adventurers undertaking an epic quest through one of many scenarios while one player takes on the role of 'Overlord' and attempts to defeat the adventurers. This game is a great example of the quality of miniatures that can be included in a thematic boardgame to really enhance the gaming experience. - For regular readers this opening paragraph may seem familiar, and there is a good reason for that, Fantasy Flight games are the kings of 'Ameritrash' - highly thematic and adventure games. Those games that include miniatures often turn into something like entry level RPG games, **Mansions of Madness** was in this vein as is **Descent**. So is there really a difference? Yes!



What's in the Box?

The first thing you will notice about Descent is it is in a massive box, and with good cause, this game is packed to the rafters with components and pieces. The Box is the large rectangular box that Fantasy Flight tends to use for the really epic games that it releases like RuneWars, Horus Heresy and Descent. The artwork on the cover is also quite eye catching. Dungeon crawls typically use high fantasy artwork with a band of adventurers taking on a mighty dragon and this is no different, except for the scale. There are no dark little caverns with yellowing torch light, instead the impression is of a truly epic cavern that can't be lit by normal means, the dragon is similarly scaled and is clearly at no disadvantage from being cramped in some dank cave. The art really conveys the scale at which Descent is looking to play.

You won't really appreciate the amount of stuff that comes in this game until you try and pack it all away at the end of your first session and you realise you have no idea how to make it all fit, it is that full. even lifting the box is an effort and looking inside is a beautiful site. The game comes with 80 miniatures ranging from the adventurers up to giants, massive spiders and the Dragon. There is also a plethora of tokens and markers of FFG's typical high quality cards stock. A rule book, quest book, dice, cards, hero sheets and a load of map pieces that give you a massively versatile dungeon building experience.

The Miniatures

The sheer number of figures included and especially the size of some of them is quite breath taking and makes the hefty price tag of the game (some £75rrp) much more reasonable. The monsters come in two different colours of plastic representing 'master' monsters in red and standard monsters in white and contain enough for the encounters included in the quest book.

The detail on the figures is good but the soft plastic is definitely limiting and results in prominent mould lines on many figures as well as severely warped bases on many of the figures. This is a real shame as a slightly harder plastic would have had a dramatic impact on the overall look and feel of the figures. The figures can be painted however because of the softness of the plastic great care has to be taken when handling the painted figures to prevent the paint peeling off.



The Rules

The game uses the same structure as traditional Role playing games with one player taking on the role of Games Master (The Overlord) running the scenario and monsters in order to kill the adventurers. The Quest book provides all of the adventures that can be undertaken, this is the book that only the Overlord should read in order to make sure that there is a sense of surprise for the other players. The rules are well written but have so many facets that it is likely to take a few games before players are confident enough to not require several consultations with the



rules. Players who have tried Mansions of Madness will find several similarities between The Keeper and The Overlord in terms of mechanics with the use of threat to play additional events and factors that can be used to overcome the adventurers.

In spite of so many similarities the game plays very differently to Mansions of Madness. This is a game of action and adventures, facing off against hordes of monsters, whereas Mansions of Madness is very much focused on the mystery and problem solving aspects of Role Play Games.

As with all Fantasy Flight Games all the books are very high quality and clearly written making it very easy for players to pick up although there will be questions that arise due to the complexity of the game. If you are entirely new to this sector of gaming then the rules will take a little more careful reading and preparation in order to be able to play the game as the style is quite different to more conventional boardgames and wargames. Also like many other

Fantasy Flight Games... there is a massive errata document that is required reading. When you first pick up the game, stop by the Fantasy Flight website and print off a copy so you don't get stuck mid game.

Other Goodies

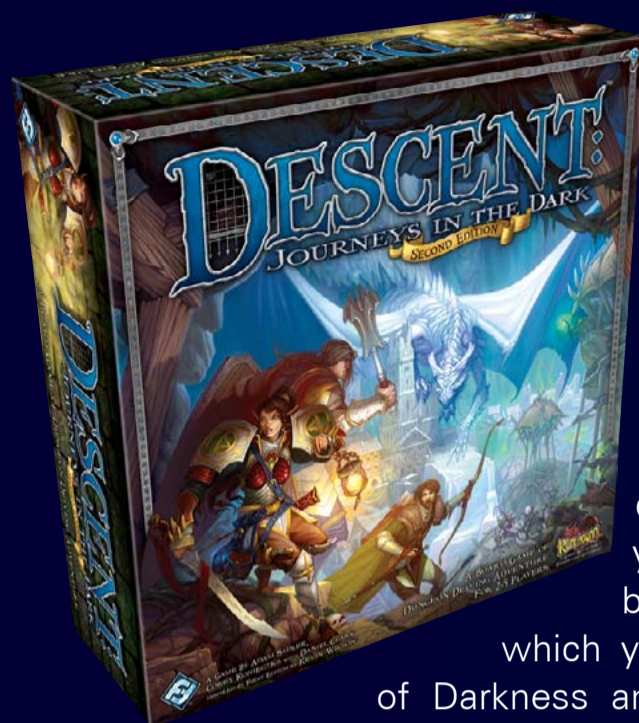
Descent is set in the same world as Runebound and Runewars using many of the same mechanics for the health and magic including the vast quantities of tokens used in tracking them. The game also

implements its own dice for combat which although appearing to be standard d6, have special symbols on each side to indicate the strength and potential range of the hit as well as indicate any special effects.



The board pieces and doors are all of very solid card stock and fit together nicely on the table to give a great impression of the dungeon's expanse.

It is also worth pausing a moment to talk about the expansions available for the game. Fantasy Flight has done a lot of them and is about to rerelease the game in a version 2.0 that looks to add a lot to the core game. As usual with FFG, they have made sure to provide an option of simply upgrading through a pack addition for players with the original base game. The other expansions each has its own flavour and



brings a different aspect to the mix: Road to Legend and Sea of Blood each introduce the concept of running campaigns within the game. It really isn't necessary to pick up both of these and it depends on whether you want to adventure by road or sea as to which you choose. The Well of Darkness and Altar of Darkness expansions offer the standard additional quests, cards and monsters that you would expect. Tomb of Ice also includes two new heroes as well as the standard compliment of new monsters cards and quests.

Playing the Game

The first thing to note about playing this game is the Overlord needs to know what they are doing. This is always the case in any roleplay game and in this regard, Descent is no different. It is up to the Overlord to give the players a thrilling game and to challenge them as well as know the rules and run the game as a whole.

The game has a focus on facing off against fairly large hordes of monsters as they quest through unknown corridors. Player death is not heavily punished but is one of the ways that the Overlord can win by killing off the players to collect conquest tokens. In any quest some of the monsters will be predetermined with some additional monsters being added by the Overlord through playing cards (they may also introduce other effects like traps). Players are after the treasures that can be found in the dungeon, the

further they progress the higher the calibre of the treasure which gives better weapons, armour and more money.

The dice mechanic is interesting and works very well and quickly, once you have got your head around it. Dice come in a few different colours which give an indication of what kind of impact they will have, the sides each indicate factors such as range, strength of attack and surge or it may just be a miss. Ranges are measured in squares on the board. Surges allow players to take advantage of a weapons particular trait to add strength or range or some other feature of the weapon.

The game mechanics are not massively revolutionary, especially if you have played Mansions of Madness that replicates most of the Overlord mechanics but the mechanics work well and allow the players to really feel involved in the game.

Conclusion

With an RRP of £74.99, this is an expensive game, the quality of the miniatures is a bit of a let down as is the fact that you really need one of the campaign expansions to bring the best out of this game. Having said this, at £110 for the base game and a campaign expansion, you are looking at a solid 100hrs of game play with a regular group of friends that can split the cost of the game with you to make it less of a pain in the wallet. If you were turned off of D&D by the stereotypes or the complexity of the rules but love the idea of undertaking an epic quest of monster slaying and treasure seeking then this is the game for you. For avid RPGers this game may still appeal, it is not really designed for anything outside of the questing and treasure seeking but players can always bring the Role playing aspects with them. This is a truly great game and likely to be loved by any that don't mind the time investment.



Infinity Miniatures New Releases

July New releases



O-Yoroi Kidobutai. New Release!

The most expected Yu Jing model has arrived, and in the most pure anime spirit. The O-Yoroi is the samurai T.A.G. No more words are necessary. A warrior hearkening to past eras, with honor as his ensign and the katana as his personal weapon, but also gifted with the best modern military technologies, a rapid fire HMG, a Heavy Flamethrower, and a pair of nasty CrazyKoalas. The O-Yoroi is the elite of Japanese military forces. Cry Banzai! and charge towards the enemy!



Dakini Tactbots (HMG).

The Dakinis are the tactical Remotes which compose the backbone of the ALEPH's Special Situations Section. This light and versatile soldier Remotes are ready to carry out the human A.I. special missions or to support the police operations of the Yu Jing's Imperial Service. With this release, not only ALEPH players get reinforced with the HMG, the most powerful support weapon, but also Yu Jing players can add now a new troop in their Imperial Sectorial Army.



Asawira Regiment (Spitfire).

Highly mobile elite Heavy Infantry specialized in special operations. The Asawira are the only armoured troopers capable to join the Hassassins in their difficult elimination missions. Thanks to their Regeneration Special Skills this dynamic figure can keep fighting when the enemy considered it was a casualty. Let the versatile Spitfire support weapon option be the spearhead of your offensives!

Kurgat, Reg. of Assault Engineers (Autocannon).

The Kurgat are the Assault Engineers of the Morat forces. Honoring the legendary Morat tradition of violence, they are more specialized in to make explode enemies and to clear the path of hostile forces rather than to repair things. Armed with the mighty and devastating Autocannon, the Kurgat can destroy the toughest enemy. Do you want to know where are the Kurgats in the battlefield? Just follow the sound of the explosions.



S.A.S. (Chain Rifle).

The men and women of the Special Ariadna Service (S.A.S. for short) are the Caledonian infiltrators. Their motto is "Who dares, wins". And they like to dare to reach close to their enemies, sweeping through them with their close quarters combat weapons: the simple Chain Rifle and the Assault Pistol, with its high rate of fire. Don't forget - the closer a S.A.S. operator is to you, the more dangerous he is!



Watching Paint Dry

By Andy Walker



I'll admit it, I'm a slow painter.

I'm not good at batch painting (the most I can manage is 4 at a time) and I can't just do a quick, basic paint job on a miniature and move on to the next, so large armies of miniatures are a bit of a daunting prospect for me. Due to my sloth with a paint brush (and no, I don't have an actual sloth with a paint brush, but how cool would that be?), the new skirmish type games that have been coming out recently have really got me interested. A small playable force of 5-10 miniatures where each is an individual character definitely appeals to me, you can really put some effort into painting them, and also be able to have a game with them reasonably quickly (I can't play with unpainted miniatures, it just doesn't feel right). So when our glorious leader told me I would be painting a Bushido war band for the next article, I got just a little bit excited. I'd seen the website and loved the look and theme of the miniatures, they just ooze character. When he passed to me the Prefecture of Ryu Starter set I was over the moon! A fantasy based Samurai and his retainers, all in fancy armour, wielding ornate weapons – how could you not get excited about that?

The Miniatures

The Prefecture of Ryu starter set has 5 models:

- ▲ Hiro Takashi: Samurai, leader of the group
- ▲ Hanso: Ashigaru Sergeant
- ▲ Minuro: Ashigaru armed with Arquebus (Old style gun)
- ▲ Jin: Female Ashigaru armed with Yari (spear)
- ▲ Yoshio: Male Ashigaru armed with Yari (spear)

All are very nicely sculpted, although apart from Hiro, they are a little bit "two dimensional", as they're one piece miniatures. Detail wise they're fantastic, with some lovely detail on the armour and expressive faces. Also, the dragon heads on the Spears and gun are terrific examples of sculpting and I couldn't wait to paint them.



My only criticism of the sculpting was Jin's face, where the forehead is a little too large for the rest of the face, but I can't fault the miniatures



otherwise. They're 30-32mm in scale with more realistic proportions to the figures, in comparison to GW's Warhammer range or Privateer's Hordes and Warmachine. There are a couple of head and sword options for Hiro, and Jin has an optional hat that can be glued to the back.

(You'll notice in the picture of Hiro pre-assembly, that I put Jin's hat with him, rather than in the picture for her. I didn't realise until after I'd painted her that the hat was meant to be hers. In the end though I'm glad I left the hat off as it would have covered up some of the detail on her back.)



The casting quality is particularly impressive, with very little flash or mould lines and no casting imperfections that I could see. Therefore filing and scraping were kept to a minimum, which gets a big thumbs up from me as it saved a lot of time.

A Little Research and Choice of Colour

Deciding what colour to paint these lovely miniatures was my first little hurdle to get over. I set myself three rules:

1. Avoid duplicating the GCT studio paint scheme
2. Use colours I haven't used in the two previous articles
3. Do NOT use Devlan Mud – I've mentioned in a previous article that I use Devlan Mud a lot. It would have been too easy to use it here as well, but no-one needs to read about how I used it again, so I needed to find alternatives

So with that in mind I did a little research into Samurai armour and costume. I did a quick search on the web, but didn't really find what I was looking for, so it was a quick trip to the local book store and their military history section. I picked up a copy of Hatamoto, Samurai Horse and Foot Guards 1540-1724 published by Osprey – like all Osprey military history books it's chock full of colour pictures to use as inspiration. If you're painting historical models, or fantasy/Sci Fi models influenced by real world examples, Osprey books are superb for research.

...and they have a lot on Samurai!

So having done a little research, I decided on the following colour scheme:

Non Metallic colours

- ▲ Armour: It had to be black for that classic look
- ▲ Trousers and shirt: Yellow – I wanted a nice bright colour to offset the black of the armour
- ▲ Important details (Sword grips, etc.): Red – another bright colour that works well with both black and yellow
- ▲ Smaller details: Khaki/White – most of these were against the black of the armour so they needed to stand out

Metals

- ▲ Sword blades, etc.: Steel/Silver
- ▲ Metal details (Sword hilts, etc.): Gold

Having settled on the colour scheme it was time to get them put together...

Assembly and Undercoating

Attaching the miniatures to the base was pretty straightforward, the tabs fit snugly and there was a little filling to do at each end of the slot – to do this I just push some Humbrol Model Filler into the gap from the bottom and then levelled it off

Only Hiro required any assembly – I went for the helmeted head as the face mask looks fantastic, and I chose the non-flaming sword, as I'm not a big fan of "sculpted flames" in general. The head attached pretty easily, but the sword and hand needed to be pinned to the

arm – I would be constantly worried about knocking it off the model if I hadn't done this.

I didn't do anything ground-breaking when it came to pinning the sword, just a small hole drilled in to the arm, and another into the hand where the two parts are meant to meet up. The pin was a straight piece cut off a paper-clip, glued into the arm, cut to fit, and then glued into the hand. There are companies that sell "pinning material", but I've always used paper-clips, as the metal of the ones I have is the right diameter and they seem to be everywhere.

Once that was complete I glued the sand to the bases, and set them up for the undercoat to be sprayed on.

With all the preparation done it was on to the painting...

Steel

I've always painted metallics first – it's one of those little things I've done ever since I started painting over twenty years ago. I'm sure I must have read this piece of advice in a magazine and blindly followed it (as a teenager, there was plenty of advice I blindly followed), but it does make sense. Those little slips

on to already painted areas are infuriating enough, but metallics leave that sparkly residue when you try to wash it off, and I often find myself having to repaint the area – which is particularly annoying if I've spent a long time getting that white or yellow just right.

There's not lot of steel areas on these models – one gun barrel, two spear heads and grips, and two sword blades, so they didn't take too long. I also didn't do anything too fancy – the surface areas involved didn't allow for too much in the way of fine layering or intricate blending.

So the method was simply this:

▲ Base coat: Thinned Boltgun metal applied to the whole area – only one coat is required, as the coverage of this paint is usually pretty good and it doesn't need to be too bright

▲ Shade: A controlled wash of Badab Black – trying to avoid swamping the area, as it will totally obscure the base coat and it will look almost black, rather than dark metallic.

▲ First highlight: Thinned Boltgun metal

▲ Second highlight: Thinned Chainmail blended in

▲ Final highlight: Thinned Mithril Silver added as an edge highlight



What I've tried to do is use the gradient of the shading make the faces of the spearheads and sword blades look slightly concave, which is quite tricky when the surfaces are as small as they are on these models. The spear grips and gun barrel were pretty straight forward as they're just cylinders, so highlights at the top and shading at the bottom.

Gold

The lovely dragon heads on the weapons and Hiro Takashi's fantastic mask cried out to be painted gold. Usually when I paint gold, I use a Scorched Brown base coat – by doing this the recesses and shadows don't have the metallic glint, and therefore have a more aged and battle-worn look to them. For the Prefecture of Ryu I wanted the gold to look highly polished and ornamental – so there had to be some glint in the shadows too.

▲ Base coat: Two coats of thinned Tin Bitz

▲ Shade: No shade! I wanted the gold to be bright and Tin Bitz was as dark as I wanted to go. Also, unless I used an ink, a wash or diluted paint shade, would dull down the shadows, and take away that "sparkle"

▲ First highlight: A 1:1 mix of Tin Bitz and Burnished Gold was applied to all but the undersides and the deepest recesses

▲ Second highlight: Pure Burnished Gold was blended in

▲ Third highlight: A 1:1 mix of Burnished Gold and Mithril Silver was applied to the top surfaces and edges

▲ Final highlight: A 1:2 mix of Burnished Gold and Mithril Silver was added to the very top parts.

Hopefully you can see from the pictures that this produces a nice bright gold.

Wood

There's not too much wood on these miniatures, only the Yari (Spear) hafts of the two Ashigaru and the gun stock for Minuro. I decided to go for a light wood colour so it would show up against the dark armour of the models. A quick and simple method for this:

▲ Base coat: Calthan Brown for the gun stock, Khemri Brown for the spear hafts

▲ Shade: A Gryphon Sepia wash resulted in a gentle shade to the brown

▲ First highlight: Khemri Brown was painted on to all but the deep recesses

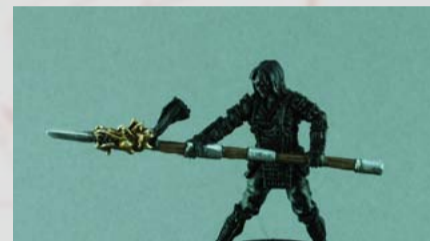
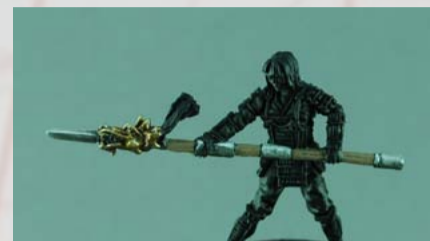
▲ Final highlight: Dheneb Stone was applied as an edge(ish) highlight to the raised areas to help reinforce the idea of grain in the wood.

Red

I've really begun to enjoy painting red, and I have a couple of methods that work really well, however both methods use Devlan Mud, so in trying to avoid that, I came up with a slightly different method:

▲ Base coat: Scab Red was applied in a number of thin layers. Alternatively you could use Mechrite Red, which is virtually the same colour but a foundation paint. I might just have got a duff pot of Mechrite Red, as I've never had good results from it, so I stick to Scab Red, which has good enough coverage anyway

▲ Shade: Leviathan Purple wash liberally applied, giving the red a slightly maroon hue, and shading nicely





▲ First highlight: Scab Red reapplied to all but the darkest recesses



▲ Second highlight: Blood Red blended in



▲ Final highlight: Blood Red and Solar Macharius Orange applied as a top edge highlight

This gives a nice deep red which should contrast well with the yellow and black.

Yellow

Yellow has always been one of my least favourite colours to paint. In my younger days I could never get it to look right so avoided it altogether. The problem I always had was getting a solid yellow base coat, even on a white undercoat. The introduction of GW's foundation paints changed all that, and now I have a workable method. I've never been a fan of bright yellow anyway, so this is a more muted colour, much more of a "brown" yellow than orange.

The original method, named "Breviccus Flavus" (because bad Latin seemed like a good idea at the time...), started with painting yellow in multiple layers over a black undercoat. This was a lengthy process as lighter foundation paints will need a large number of coats. So to make the process a little easier I added an additional brown undercoat stage. On the first two models (the spear armed Ashigaru) this was Scorched Brown, but this didn't help as much as I'd hoped, so on the rest of the group I used the foundation paint Calthan Brown. The new and improved "Breviccus Flavus" goes like this:

▲ Additional undercoat: Calthan Brown applied in two thin coats. This doesn't have to be perfect as it's just the "head start" the yellow needs.

NB: At this point I also base coated the little straps that attach the armour to the body – they were going to be base coated with Calthan Brown anyway and shaded the same as the yellow, so it made sense

to do it now, rather than having to go back and potentially messing up the yellow. It's little things like these that can save you a lot of time and hassle in the long run – it's taken me a long time to learn though!

▲ Base coat: Tausept Ochre applied in two thin coats. Over a black undercoat this seemed to take forever, but by using the Calthan Brown, this was a much quicker process



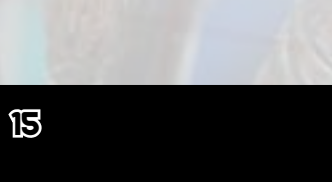
▲ Shade: A liberal wash of Gryphon Sepia applied all over the yellow base coat. This will give a reddy brown colour to the shadows, without going too dark

▲ First highlight: Tausept Ochre is blended in leaving only the deepest recesses dark



▲ Second Highlight: Iyanden Darksun is blended in

▲ Final Highlight: A 1:1 mix of Iyanden Darksun and Dheneb Stone is applied as a top and edge highlight to the folds of the cloth

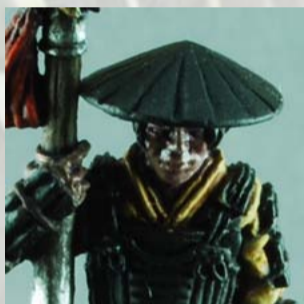


Skin

There's not a lot of skin on the Prefecture of Ryu, but as it's pretty much all facial, it was even more important that I got it right. During a discussion with our glorious leader about painting faces, he recommended I try adding purple to shade the skin. So I decided "What the hell!", and went the whole hog with a completely untried method for painting skin.



▲ Base coat: I used P3's Beast Hide as this would avoid giving the miniatures a ruddy complexion, which wouldn't have worked very well



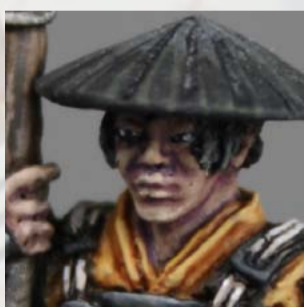
▲ Shade: Using a pure Leviathan Purple wash would have made the shading too dark, so I added some of the purple to a watered down base coat and applied that to the recesses



▲ First highlight: The base coat was reapplied to all the prominent areas



▲ Second highlight: P3's Ryn Flesh was added to the Beast Hide and blended in



▲ Final highlight: P3's Ryn Flesh was added as an edge/spot highlight as appropriate

It's certainly a different way to paint faces than I'm used to, but I'm happy with the results – it's a nice subtle look, which works well when the faces are as small as they are on these models.

Eyes

I find painting eyes to be the single most frustrating thing when painting a model, and when I get to paint the eyes I lock myself in a soundproofed room so other people aren't affected by my cursing. You may not be surprised to hear that the eyes are usually the last thing I do...



As with all fine detail work it's important to use a good quality fine detail brush – it's not just about getting a fine line, but also about being able to see around the brush to where you're putting it – obviously much easier with a smaller brush!

I use one of two methods for painting eyes, depending on the way they're positioned and what's around the face (hair, hoods, weapons, etc.), and how steady my hand is, what mood I'm in, etc, etc...

Method 1:

- ▲ Base coat the whole eye with Chaos Black, being careful not to paint over the eyelids. You could also use Scorched Brown if the black looks too severe.
- ▲ Paint a white line across the black, leaving a very fine black line around the eyeball
- ▲ Dot in a black pupil in the middle of the white line

This is usually the easiest method when you have nothing interrupting your access to the face. Sometimes Method 2 is more appropriate/easier.

Method 2:

- ▲ Base coat the eye as you would with method 1
- ▲ Paint a white dot into both corners of the eye, leaving a black central section – the benefit here is that you can approach the eye from an angle, rather than straight on.

With the Prefecture of Ryu I used both methods – mainly because the eyes on the miniatures are so tiny, and there was a lot of correcting involved (with added swear words). I'm pleased with the results, particularly on Hiro and Hanso.

Hair

Hiro Takashi is put to one side here as his helmet covers all of his hair. The other four all had different methods used for painting their hair. Starting with Jin, I wanted her hair to be a shiny black, but to avoid it looking the same as her armour, I used the following method:

- ▲ Base coat: A quick touch up of the black undercoat to make sure there's no bare metal showing, or any slips from the other colours

- ▲ First highlight: Regal Blue was used to pick out the raised edges of the hair – I did this by gently flicking over the hair with the side of the brush, rather than trying to paint individual strands with the point

- ▲ Second highlight: A little Astronomicon Grey was added to the Blue and I used the same technique again to create as lighter band around the top of the head and a few of the tips at the bottom of the hair.

- ▲ Finishing glaze: A very thin glaze of Badab Black was added to tone down the colour

For Hanso, I wanted to give him the "Grizzled old retainer" look, and make his hair look grey:

- ▲ Base coat: Adeptus Battlegrey was applied all over the hair, making sure not to spill over on to the skin
- ▲ Shade: Watered down Badab Black wash was carefully applied, again making sure not to touch the skin
- ▲ First highlight: The base coat was applied using

the same technique as for Jin's hair

- ▲ Second highlight: Codex Grey added in the same way, but only to the top of the hair and the ends of the beard
- ▲ Final highlight: White was added as tiny top highlight

Yoshio's hair was a bit of a cheat – there isn't too much showing, so a black base coat with Adeptus Battlegrey highlights, with a little Codex grey added to the ends did the trick

Just for a little variation I made Minuro a redhead. I used the same flicking/swiping technique as for the others, but used the following colours:

- ▲ Base coat: Dark Flesh is a nice rich colour that works as a good base coat for red hair
- ▲ Shade: Gryphon Sepia carefully applied
- ▲ First highlight: A 2:1 mix of Dark Flesh and Solar Macharius Orange
- ▲ Second highlight: Solar Macharius Orange
- ▲ Final highlight: A 1:1 mix of Solar Macharius Orange and Iyanden Darksun

Black Armour

Here comes the fun bit!

There's a lot of texture to the armour which actually makes painting black easier, and I used a technique that I wouldn't of dreamed of using on black in the past – dry-brushing. Just in case you've not come across dry-brushing before, it's the process of putting paint on the brush and then wiping it off with a paper towel, until there's a little left on the brush hairs, then dragging this across the model, so the drying paint catches the raised edges.

If not done right, the results can be chalky and crude and dry-brushing does get a bad rep from the purists, but when used carefully it can be very effective as a first highlight (it's also a good way of picking out detail that's hard to spot on a black undercoat).

Some dry-brushing tips:

- ▲ Take your time – the temptation with dry-brushing is to do it quickly, but it works best if you take the time to slowly and carefully draw the brush across the area in a controlled way, rather than just quickly swiping the brush across or “scrubbing”
- ▲ Don't use your best brushes to do it! Deliberately drying the paint on the brush hairs will significantly shorten the life of your brush, so either use an old brush, or get a brush designed for the process (I use GW's drybrushes)
- ▲ Try to drybrush in one direction only – as I think of my models having a light source directly above them, I drybrush downwards. Therefore I wouldn't drybrush upwards as this would leave lighter colour on the bottom surfaces, which are supposed to be the darkest. On the armour of the Prefecture models, a lot of the edges are vertical, so to catch them and not get paint in the recesses, I dry-brushed at a slight diagonal rather than vertical
- ▲ Don't wipe too much paint off the brush. As the actual brushing should be slow and controlled, you can afford to have a little more paint on the brush than you would imagine, particularly for that first highlight

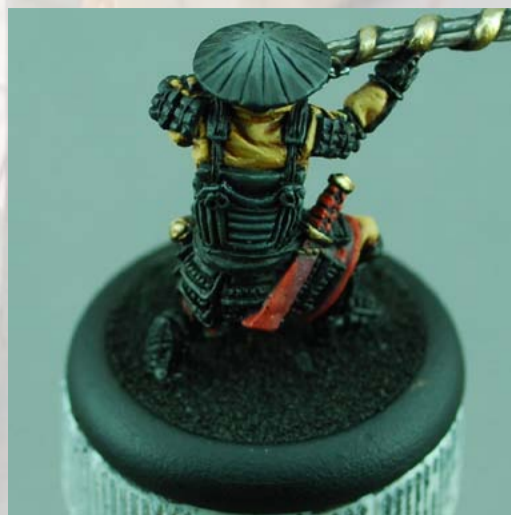
With this in mind the method for painting the armour went like this:

- ▲ Base coat: I used another coat of black to clean up the armour, making sure there was no exposed metal in the recesses, and covering over any accidental slippage from the red and yellow.

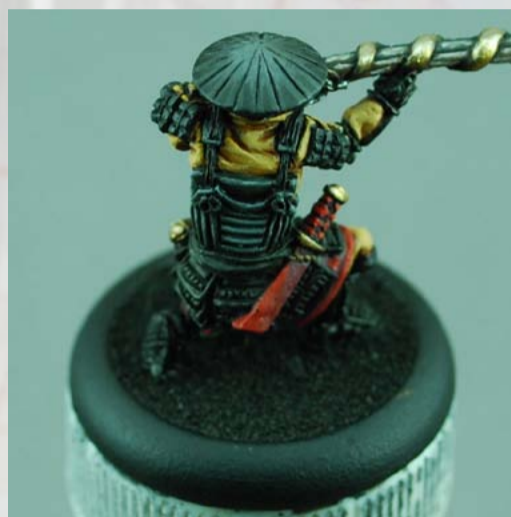


- ▲ First highlight: P3's Cryx Bane Base was carefully dry-brushed on. It's important to get a really dark grey for this stage, otherwise the dry-brushed highlight will look chalky. Cryx Bane Base works well, but I've also been recommended German Grey from Vallejo's Model Color range. I used

GW's medium sized drybrush for the majority of this, switching to the small one where I was in danger of straying on to the yellow or red.



- ▲ Second highlight: Adeptus Battlegrey was blended in to all the top edges of the armour



- ▲ Final highlight: Codex Grey was added as a point and a top edge highlight

On a couple of the models I wasn't happy with how the armour looked so applied a thin wash of Badab Black (being careful to not let it spread), and redid the last two highlight stages.

For Yoshio and Minuro's hats dry-brushing wasn't going to work very well - the flat areas of a model are much more likely to get the chalkiness effect, so I went with a different method:

- ▲ Base coat: Black again...
- ▲ First highlight: This is highlighting in reverse – at the top of each “triangle” of the hat, I painted Codex Grey to about half way down



- ▲ Second highlight: Adeptus Battlegrey is blended up from around three quarters of the way down to a quarters of the way from the tip





▲ Final highlight: Cryx Bane Base is blended in from the edge of the hat to half way up



▲ Shade: A small triangle of Chaos Black is blended in from the edge of the hat to half way, leaving the side edges of the triangle as the graduated grey



▲ Wash: A wash of thinned Badab Black is then applied to tone down the grey

Sashes, straps and strings...and a Straw Hat

So with everything else done on the models, it was just the lightest bits left to do. The straps on the arms had already been base coated and shaded, so the next step was to get to a similar stage on Hanso's straw hat, the strapping and "strings" (for want of a better word) on the model.



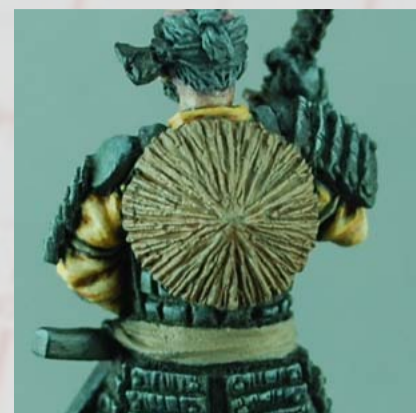
▲ Base coat: Khemri Brown



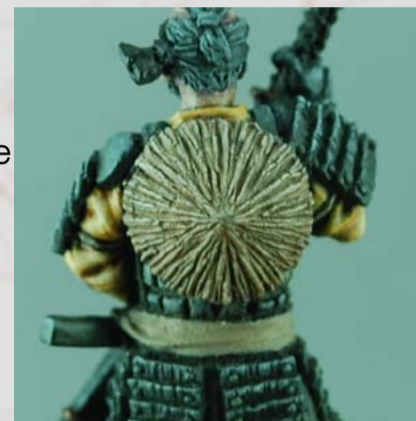
▲ Shade: A careful wash of Gryphon Sepia, making sure there wasn't too much wash on the brush to avoid flooding other parts of the model.

With all the straps and strings at the shaded stage, I highlighted all of them at the same time:

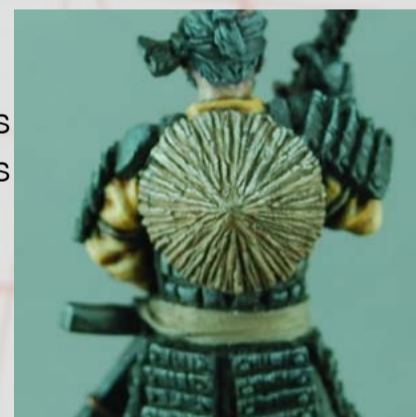
▲ First highlight: Khemri Brown



▲ Second highlight: Dheneb Stone on all the upper surfaces



▲ Final highlight: White was applied to the very top surfaces and edges



With the straps and strings I carefully painted the highlights on, but with the hat, the only sensible way to do this was to drybrush them on, making sure that the top half of the hat ended up lighter than the bottom half.

I wanted the sashes and Hanso's headband to be an off-white colour:

▲ Base coat: Khemri Brown

▲ Shade: No shade, as I wanted to keep the cloth light

▲ First highlight: A pretty heavy highlight of Dheneb Stone, with not too much Khemri Brown left showing

▲ Final highlight: A good solid white highlight

Basing

I've kept the bases fairly plain, just using simple basing sand, the main reason for doing this is that there's so much detail on the footwear, it would be a shame to obscure it. There's certainly no best way to paint the sand on the bases, any brown or grey works well. For these guys I used the following method:

- ▲ Base coat: Thinned Khemri Brown applied in a couple of coats
- ▲ Shade: A good wash of Gryphon Sepia (you can afford to flood the sand with wash)
- ▲ First highlight: A heavy drybrush of Khemri Brown
- ▲ Second highlight: A lighter drybrush of Dheneb Stone
- ▲ Final highlight: A very light drybrush of White

This gives a nice light coloured soil. For a darker soil (and a much quicker method), you could skip the base coat and shade, and drybrush straight on to the black undercoat – this will still look very effective. When dry-brushing the bases it does pay to be careful but if you do get some paint on the footwear of the miniature, it will look like the "dust of the road/battlefield".

The final painting stage for the bases is the black rim, it seems especially important on the 30mm rounded rim bases to get that bit neatened up (probably because the rim is so big), otherwise it will detract from the model.

Last of all I added the grass – here I used GW's Scorched Grass, the red flecks in it, giving the grass

more of an autumnal feel. The best way I've found to do this is to dot some wood glue on the base with a brush (DON'T use the squeeze pot to squirt it on as it's difficult to control and it will go everywhere!), pinch a clump of the grass material between finger and thumb and push it on to the glue spot fairly firmly. Shake the excess off back in to the tub and leave to dry for 10 minutes or so. It probably won't be totally dry after 10 minutes, but you'll be able to push up any strands that are hanging over and make it look more like a grass clump.

With the bases completed all that was left was to give the models a protective coat of varnish, and as per usual I used my trusty Humbrol Matt Acrylic spray. I always do this after the grass has been put on as the individual strands of the grass material are quite shiny, and the varnish helps flatten that out.

All Done...

So we have one completed Prefecture of Ryu war band! They really are beautiful models to paint and they look stunning as a group. There were no problems cleaning them up and putting them together either, making the whole process very enjoyable. I'm really pleased with the way they came out, and I managed to keep to my three rules. It does make it quicker and easier to have a set way of doing certain colours, but it's always nice to experiment.

Until the next time!





GRINDHOUSE GAMES PRESENTS:



INCURSION

It is the year of our Lord, 1949 and the world is in flames. The human race screams in agony as the Second World War rages unchecked around the planet. Nations die and hundreds of millions perish as the thin veneer of civilization is utterly consumed in a global orgy of savagery and rage. The technology of war develops at a suicidal pace as all sides in the conflict seek the weapon that will ensure a final victory.

Dark things lurk beneath the Third Reich. It is a time of monsters and madness and armored behemoths spitting fiery death from their fearsome guns. Though chaos reigns and evil flourishes in this desperate age, it is also a time of heroes. Join us at Grindhouse Games as we journey through the bowels of a hell on earth and fight for the very survival of mankind.

THIS IS GÖTTERDÄMMERUNG.

A GRINDHOUSE GAMES PRODUCTION 2009

ARTWORK BY KEITH LOWE • ART DIRECTION & GAME DESIGN BY JIM BAILEY • GRAPHIC DESIGN AND LAYOUT BY TEARS OF ENVY
MINIATURES SCULPTED BY GAEL GOUMON, SETH NASH & DAN PACEY • MINIATURES PAINTED BY ALDEN MIRANDA
GAME DEVELOPED BY JOHN BAILEY, AGIS NEUGEBAUER & TOM WEISS



WWW.INCURSIONGAME.COM

GRINDHOUSE
games

7TV

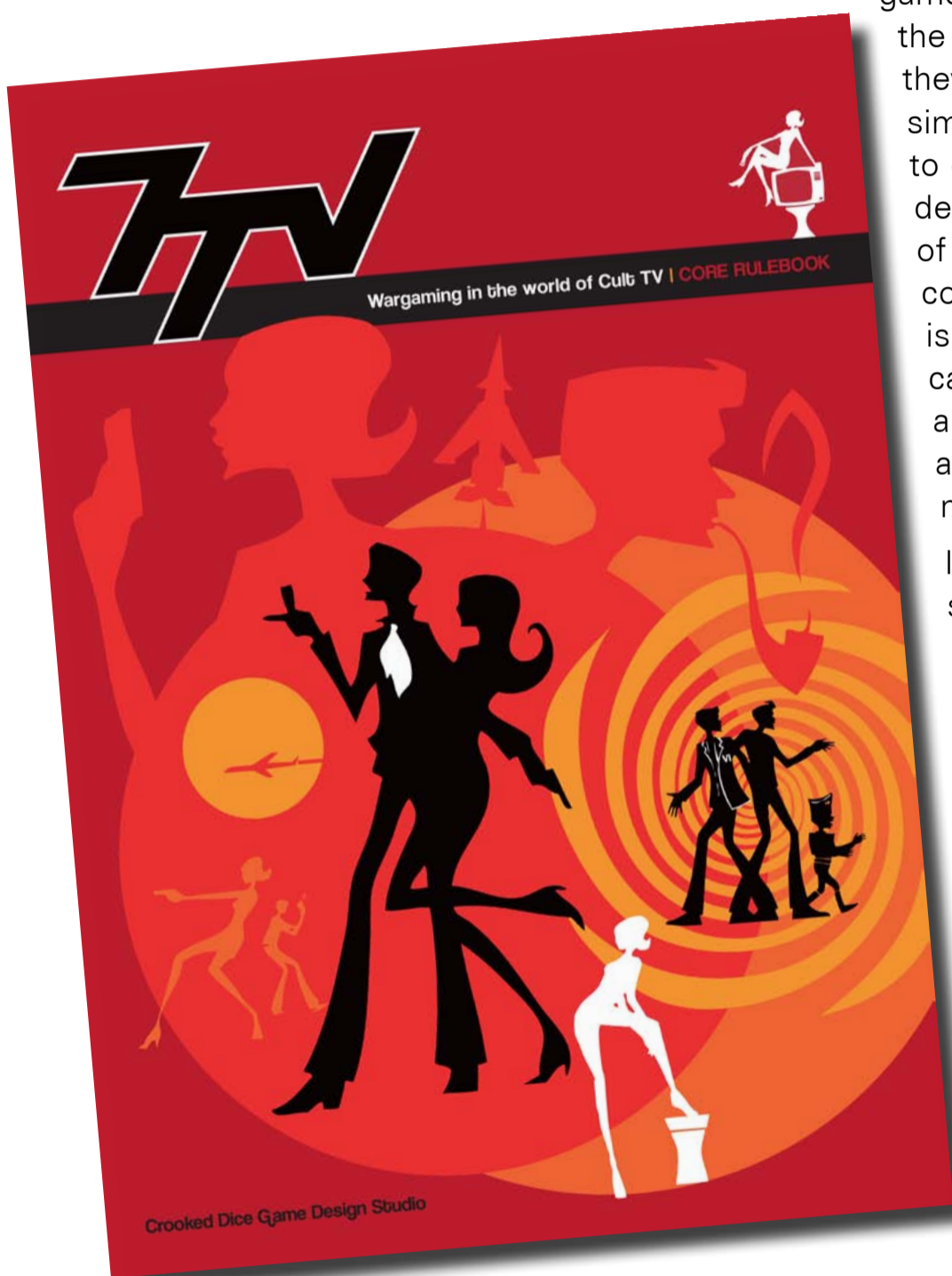
by
Kenny Robb

Wargaming in the world of Cult TV

The number of rule sets that are available to the average gamer today are mind boggling but let's face it, with the exception of the degree of background detail they provide in their given universe, they are all fairly similar, in as much as they offer a mechanic whereby to opposing forces can fight each other with varying degrees of balance. They use the same concept of stats, a random number generator and a set of consequences if it either goes right or wrong. So why is it we like one set of rules over another. In a lot of cases it is down to all that background information and how it hangs together with the game play. It is all very objective and I like the rest of you choose my games mostly based on those criteria.

It is a very rare occasion when you come across a set of rules that from the outset screams look at me, I'm a sexy set of rules. This happened to me a while ago when one of our readers (TWT) showed me his latest purchase of Crooked Dice Game Design Studio's new 7TV set of rules. I knew what I wanted in my grubby hands next.

For those of you who don't know Crooked Dice they have been around for quite a few years and have been producing the free rules for Doctor Who. Ah yes I can see the penny drop, you know who I'm talking about. They produced a set of rule to the same quality as a commercial publication and then gave them all away for free. Incidentally the game is still as popular and further details can be found at <http://www.drwhominatures.co.uk/> if you are interested.



Anyway, getting back on track, this is their first commercial venture on the rules front and it is a cracker. The thing that caught my attention was the design. Even just looking at the front cover there is something about the retro look and feel and the bright vibrant colour that says fun and the graphics design transports you to a time when Heroes were great and villains were sort of bad with a case of domination illusion. More importantly these were the times before the threat of a gaming world full of post apocalyptic pieces of scenery. If you are of an age where you remember TV programmes that are now classed as cult then you will know what I am talking about. All this and I haven't even opened the book yet.

What Crooked Dice has done is take the concept of the action adventure TV show of yesteryear, no talking cars, no massed armies of aliens (well ok maybe there are but not as we see them in their glorious CGI) and use that as the main driving theme behind the game rules. You are trying to create a TV show with a cast (of goodies and baddies) and have all the things you would have in a TV studio at your fingertips.

So for example:

- The value of your squad is expressed in ratings
- The type of squad you choose is referred to as a show
- The models within your squad are referred to as the cast
- The cast is made up of stars, co-stars and extras
- Your stars extra abilities are defined as special effects
- The scenario you are playing is called an episode

Like I said the concept will all be familiar but the way it has been presented is pretty cool baby!

So let's play that funky music and get on down to look at 7TV.

The rule book is a hard cover A4 rulebook of some 184 pages with a cover in a colour that could only be described as fuchsia, very swinging 60's with stylised silhouette cut-outs of groovy people and iconography that is very evocative of the time. This style is carried throughout the book. Now before you all panic about the size of the book, a lot of it is taken up with useful suggestions to help you create



your episodes. Crooked Dice has done a lot of the hard work to provide you with pre built suggestions for ratings all the way through to the episodes themselves. If you can't remember what all these things are they are written in the previous paragraph so don't panic. It took me a couple of readings to get used to them as well.

The rule book is split up as follows:

- 11 pages of introduction covering all the usual things like what is required, measuring and all the good things you need to get started.
- 30 is pages of actual rules covering off the actual playing part of the game and how you get your characters to fight and how to resolve the combat.
- 12 pages of character creating and how you would go about making your own hero or villain and making sure that they fit in with the show rating and episode plot. If you don't want to do that then Crooked Dice has created the next section in the book for the less that adventurous.
- 19 pages of pre built character sheets that will get you going straight away.
- 20 pages of special effects (can you remember what they do?)
- 14 pages of programme guides (I don't think I explained these so it would be unfair to quiz you what they are). Episode guides are more like background and set the relationship between characters and what their motivating characteristics are. Very much along the lines of a TV programme. This allows the rules to be used in a number of different ways so in effect you have a number of different backgrounds all contained within the one rule set. These are again pre done and are ready to go and it saves you having



to think too hard at the beginning of what you are doing.

- 27 pages of episode guides (scenarios) covering everything from quick play to campaign
- 27 pages of appendices with gadget cards, templates, tokens, player reference guides and various other bits and pieces that don't fit in anywhere else. (we will have a look at these later)
- There are a few pages at the end for acknowledgements and adverts for the fine range of miniatures that Crooked Dice has started to produce to support 7TV.

OK now we have stopped drooling at the book, let us get down to looking at what is going on in the rulebook.

As you would expect each cast member (miniature for those who haven't got with the programme) has a profile which includes





- Movement
- Defence
- Hits
- Strength
- Agility
- Intelligence
- Moral
- Special Effects and Star Qualities
- Information
- Weapons (Range, hit, strength and notes)

I could go into each one of these but I think they are fairly self explanatory however I will just add that it is possible to have a cast member with defence 0 and in the rules it says they cannot be harmed by physical attacks. (if that doesn't get the power gamers excited I don't know what will, though I should just say that

as they have no form they have a strength 0 so can't dish it out)

Characters can perform all the usual actions, move, shoot, fight but there are also a couple in there you don't see up there in other rule sets. Capture and take hostage. The difference between capturing and taking hostage is you have to wound the model first with capturing where as you just have to point you gun at an unarmed model and you can take them hostage. A lot of these action are tied into the use of the various tokens that are provided and full explanations are available throughout the book. There are other rules around this which I am not going to give away otherwise why would you go out and buy the rule book? Needless to say there are ways for the unarmed to overpower their armed captor. (tune in next week to see the conclusion of this exciting story)





There is a short section on scenery and how things like being on fire will have repercussions to all in the vicinity. Similarly there is a short section on vehicles and how they are used within the episode and how and what the characters have to do to use them (or not in some cases). I am told that there may be more complex rules for vehicles coming along but lets all learn to drive first before we try and fly.

I would highly recommend the casting couch as a good place to start your creative journey, it is both comfortable and it gives you a step by step guide to making you show.

Step 1 – Hero or Villain

Step 2 – Shows ratings

Step 3 – Choose your cast

Step 4 – Customise your cast

I think in this game more than most, how you pick you character and how you arm them is fairly key however I do also need to say to all the power gamers out there. This game is not necessary about having the most powerful character, it's about creating a scenario with longevity rather than just a cameo appearance. Your characters have to have motivation darling and be fundamentally flawed even if they are the good guys (I don't think I would ever get a job in TV)

Throughout the book there are examples of how things should be working as well as ideas for your shows and episodes. There are tables to help you figure out damage and how to resolve the various tests that your stars will have to take throughout the episode.





After all of that the guys from the ideas department (Crooked Dice) has given you a couple of shows for you to try, complete with all the information you will require to get going. Once you have got into the swing of it baby then you can move onto dealing with more complex stars and bigger casts. The next section of the rule book is jam packed with ideas for stars, extras and every special effect, traits, knowledge and whizzy gizmos you might want to equip your heroes and villains with. My head was just spinning with the possibilities.

Where this rule set really comes into its own is the fact that you can take pretty much any, cult or otherwise, TV show or film that you might have seen and you can model the characters and put on your own episodes set in that universe. Crooked Dice has, changing the names to protect the innocent, hinted at a few fairly famous ones in their choice of miniatures but you are really only limited by your own imagination. Anything from James Bond to Sapphire and Steele (bet at least 60% of you have not heard of that one) or the Man from U.N.C.L.E. to the A-Team are possible using this rule set.

Yes we at Ancible towers are getting quite excited about what is possible with 7TV and are currently in pre-production and casting for our first episode of.....nearly told you there. It will be coming along to a gaming table soon and we will of course be covering it in The Ancible.

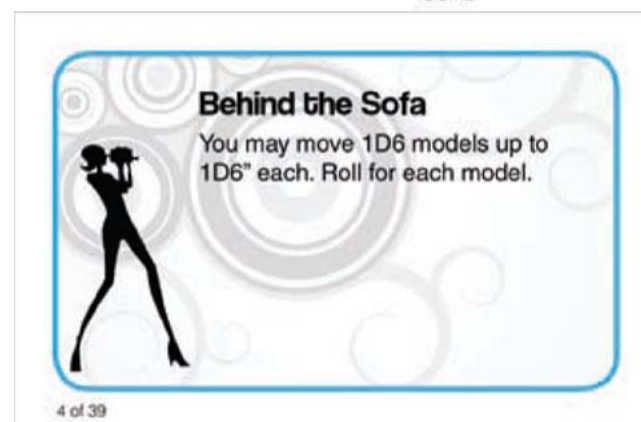
7TV uses what Crooked Dice call their Action Engine and uses a simple D6 to determine the outcome. Modifiers are kept manageable and easy to calculate. I am deliberately not going to go into the mechanics because even though the game has some well proven, strong mechanics, in my opinion, these are not the main strength of the rule set and I think that going into it would detract from what I am trying to tell you.

So skipping a big chunk on mechanics. Are we at the end of the book yet? No there is still much more to go. There are event cards with titles like

“Cut!”, “Dodgy prop” and “Equipment Mix Up” all of which are playable during the episode which as you might guess do things but also certain cards when played will allow



8 of 42



4 of 39

you to re-roll failed tests.

And where would any self respecting hero or villain be without

their gadgets. (I'm adding a bit of musical theatre in at the point) Sings.... Lock picks and Jest Packs and miniature Laser, Sleep Spray and Laser Scope and Micro Explosive, Infra Red Spectacles tied up with string, these are a few of my favourite things. (On you go try the last bit to the tune of “My Favourite Things” from the Sound of Music, you know you want to)

Finally, well almost, we get to the section where we try and work out who has won (it all looks like too much fun and do we really care who won?) and there are suggestions as to how you might go about determining that, which brings us to the end of the book, or so you would think but like all good TV shows if the public like it then it will get extended (which is wargames talk for campaigns) will this book ever stop giving.



And finally, yes folks I really do mean it this time the last section is all the tokens and card that have been referred to throughout the book. They are there for you to cut out and use. I personally did a sneak raid on Crooked Dice using my special gadget of invisibility and played my distraction card and made off with a very fine set of pre printed cards and tokens which they have produced for those of us who don't want to cut up our rule books. They have also made them available on their web site if you don't fancy paying a small fee to use the professionally manufactured ones you can print out and cut out your own. All round it is a win win situation depending on what takes your fancy.

In conclusion

7TV is a cracking idea for a rule set. You can use whatever miniatures you like to create your shows and the possibilities are literally endless. If we were to give these rules to 40 gamers we would get 40 different ideas and that would just be from the first guy. The whole concept allows for a much more engaging experience in things that you, the gamer,

are familiar with but want to put your own spin on. The miniature choices that are available from Crooked Dice today certainly steer the experience but by no means limit it. I for one have a lot of ideas running around my head and really want to start trying them out and I can't see why the rules won't fit anything that has been on the big, medium or small screen with just a little thought on the part of the executive producer (YOU).

I wait with interest to see what is coming next though at time of writing there is already the first expansion available and I did get a sneak peek at the front cover of the second one. I did try and wrestle it away from Karl but he's stronger than he looks.

If you have not had a look at 7TV then I suggest that you wander over to <http://www.crooked-dice.co.uk>. If you can't get hold of a hard copy from your LGS then there is always the web and if you want the rules instantly then there is a PDF version that is equally worth the procuring. Once you have read it then you just see how many ideas you come up with and how easy it is to make them happen.

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.



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

crooked dice
GAME DESIGN STUDIO

KR multi caseTM

A few issues ago we looked at the Kaiser Rushforth K-Lite and Kaiser Cases (<http://www.krmulticase.co.uk/>) which we indicated we like very much. Now KR hasn't sat around and enjoyed the market share, they keep pushing the boundary and adding more to the range. Back in Issue 1 we looked at the Feldherr Backpack and I'm pleased that KR has added one to their range as well.

Much like the Feldherr backpack, it's designed to hold KR cases. But unlike the Feldherr case, it does it on a different scale. The backpack comes in two versions, the BackpackOne and the BackpackTwo, and it's easy to work out what each one does. The BackpackOne can hold one KR card case, and you guessed it, the BackpackTwo can carry two.

Let's look at the features of the cases as a whole. You can certainly say that you get plenty of space to hold everything. The front pouch can hold all the books you're going to need for whatever game you're playing, or anything else you need to take along, like lunch for instance. Two side pouches are roomy enough to put a bag of dice, piles of cards, tape measures as well as the books and miniatures. If you've been sensible enough to buy the BackpackTwo, you might have the place for a second card case and additional storage as well. An area of elasticised mesh on the front finishes off the storage available and gives you somewhere to store a coat or other items without them taking up precious mini storage. With the BackpackTwo the second compartment is zipped shut and can be left in that state or opened to insert anything else you are storing in it. It also has tightening clips so you can tightly secure stored items.

The Backpacks are made from a shower proof material and the zips have covers to ensure the water doesn't creep in. The straps are okay, not as plump as some, but a lot better than others I've seen which should mean it won't dig into your shoulders when filled to the brim. What the backpacks have that many forget is a strap across the chest and one for the waist as well. The waist strap makes a huge difference if you're carrying a huge pile of lead on your back, or if you happen to be on a bike. It just makes it a lot more comfortable. There is no pouch on the straps for your phone, but I don't miss that as the different shape and sizes of most phones now would mean it would work for one phone but not another.

In the Feldherr case we saw an inner fabric with the company logo on it as well as stylised zips. KR has gone for the simple approach and this is also reflected in the price. Taking away a lot of the flashy elements seen in other company ranges keeps the cost to the buyers down. That alone for me has to be a good idea. While I like my miniatures to arrive in the same state they left my house (state being the right word some times), I also want to do it in a way that's not going to break the bank. Daryll gives people lots of options when buying the backpacks, you can get it empty or with one case or two depending on the style you choose. An empty BackpackOne will cost you £34.99 while the BackpackTwo will cost you £39.99. That is a great price, and for me, and

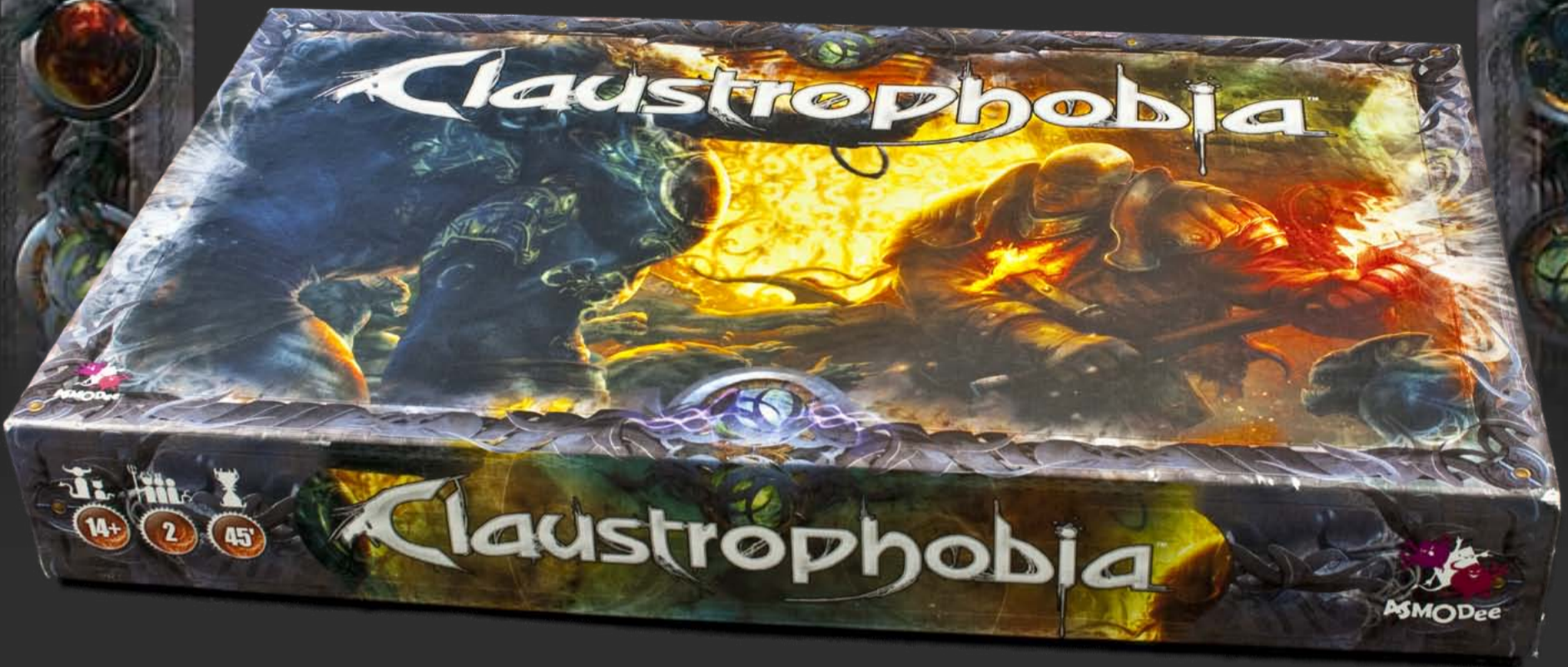
I'd never see a need to buy a BackpackOne as for an extra £5 I can carry twice the amount. But for those playing smaller skirmish style games, the BackpackOne it worth considering as you might feel the extra space is overkill. Adding a case with core trays adds a mere £17 to the price of either case, this means you're saving about £5 on buying it as separate elements.

So, in my opinion, if you own a few KR cases and need a better way to move them about you couldn't do yourself a bad turn buy picking up one of the KR backpacks.



Claustrophobia

REVIEW BY JEZ FAIRCLOUGH



Way back, when I was a kid (I know that's a long time ago), board games used to have a folded board, a dice or two and some very thin cards on which interesting things that could happen to you, were printed. When you look at the average board game today, they have gotten a lot more complicated and are great works of art.

"Claustrophobia by Asmodee" (<http://www.claustrophobia-theboardgame.com/en/>) is definitely a game that is in that category, much like "Incursion" which we have already reviewed. Set in the same world as their popular game "Hell Dorado" (now owned by Cypher Studios) Claustrophobia takes you under the city of New Jerusalem to battle the evils that dwell below...or if

you're playing the evil below, it's to battle those invading from above. The forces you will be using are those classed as Westerner's in the Hell Dorado game, but

the dynamics of the two don't link, so you don't need to know anything about the main game to be able to play the board game.

So what's in the box then?

Lots of things! It contains thirty six amazingly illustrated boards that make up most of the game weight and then you get the cards required for special equipment, Gifts, Advantages and Events. Five Reference cards are there for the humans these will help you work out the models stats and record its wounds.



Claustrophobia



Claustrophobia
A GAME BY CROC

Claustrophobia

TROGLODYTES

Health	MVT	1
1	CBI	1
	DEF	3

ANY DIE SCORE
Roll an extra Die of Destiny during the next Threat phase.

SCREAMS FROM THE DEEP
Gain 2 TP per die.

SUPERNATURAL SPEED
The Troglodytes gain +1 MVT during the next Action phase.

EDGY ARC REGION
All Troglodytes gain +1 DEF until the beginning of your next Threat phase. Furthermore, you gain 2 TP if at least 1 Troglodyte is killed during the Human player's next Action phase.

DARE DESTINY
Draw one Event card per die.

A CASE FOR BLOOD
During the current Threat phase, the Human warriors can no longer prevent the appearance of Troglodytes and Demons (but they can still enter the game via a non-explored opening).

PIRROUETTE MONSTERS
During the current Threat phase, Troglodytes and Demons can appear on as many tiles as you wish where no Human warriors are present.

RESISTANCE IS FUTILE
Until the beginning of your next Threat phase, none of the Human warriors are Elusive, and your Troglodytes are Elusive.

One die with a score of 5 or more

7

One die with odd scores

Two dice with odd scores

One odd die and one even die score

Claustrophobia



You also get five pre-painted models for the Humans, two condemned brutes, two condemned blades for hire and one redeemer, who is the brains and leader of this motley crew. For the Demon player you're going to end up with a Demon and eleven troglodytes. The miniatures aren't that bad and the painting is fine. You could repaint them, though a little wash in a few places with the odd highlight would lift them a bit as well without the need for a full repaint. But I'm more than happy to just play them straight out of the box. The artwork on everything is very well done with loads of attention to detail. It is simple things like this that make a game look good and make people want to play it. The game rules are pretty simple and you can download them from the site for free. The game works on scenarios, and you decide which one you are doing or you can

work your way through them. The scenario decides what forces each side has to martial and how the board is constructed. It can also decide what extras you have or what Demon you're allowed to use, some being better

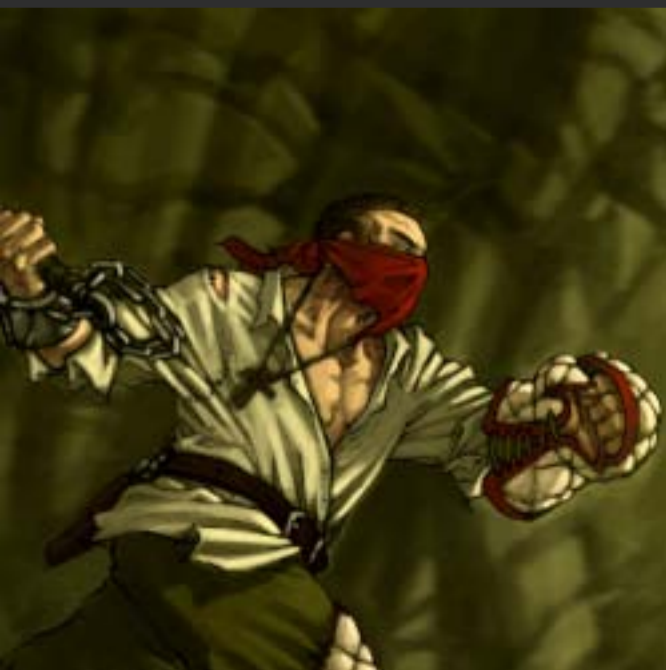


in certain circumstances than others.

The Human forces start every game and throw one D6 for each model still alive and assign one dice to each character reference card. Now it's not just a case of picking any old number, you have to think. Dependant on what number you select, that will decide your characters speed, combat and defence in the following round.

Example

On the condemned Brute I decide to place a 3. This means in the following turn I will have a Movement of 1, Combat of 3 and a Defence of 4. If I'd have placed a 6, my movement would still have been 1, but my Combat would have dropped to 1 as well, but I'd have had a whopping 6 in Defence.



Claustrophobia



So each score has its place, and you have to plan for the turn ahead and make sure your troops have the best stats to achieve their goals. As models take wounds, what you pick becomes more important. If you select a stat line already lost due to injury the model will be exhausted this turn and

incapable of doing anything but stand still and hope for the best. Never a good option if he's in a room full of Troglodytes.

Once you have worked out what your characters stats are they can start moving about. When a model moves off the board via an exit a new tile is picked in a manner according to the scenario you're playing. Some of the tiles are just further corridors in the catacombs while others have special rules which can hinder or help your team. The game has rules on the amount of people that can be on each board to stop you moving too much as a huge group (The Charles, Charlie, Charles move as it's known). The Humans can use Advantage cards which help them out like removing dice from the Demon player to allowing you to swap the order of the next few tiles. They also have access to certain Equipment cards and the Redeemer brings



Claustrophobia

along his bag of Gifts, each one based on the dice assigned to him.

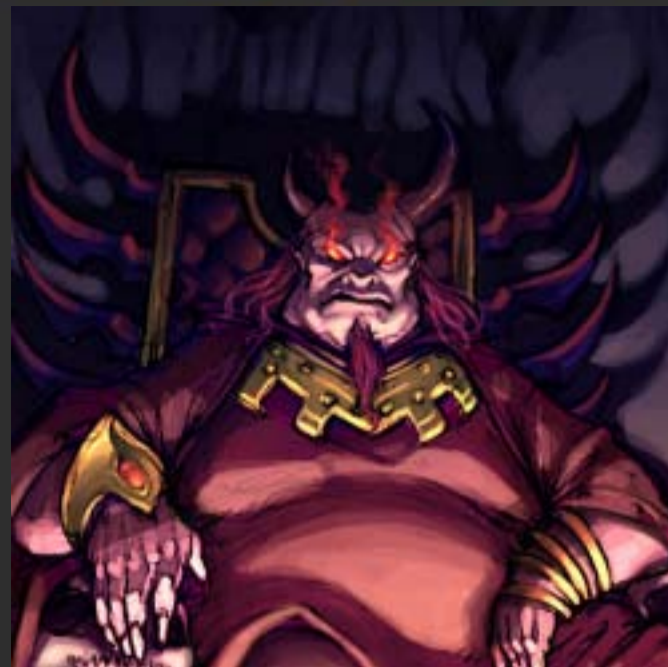
Now as the Demon player life is a little easier. You have two types of models at your disposal, Troglodytes and Demons and most scenarios limit you to a max of two of them. Certain cards can help you out by giving you more dice to roll in the threat phase.

So the Demon rolls his dice and then looks at his Board of Destiny where he can use the dice rolls to trade in for something to help him out.

Example

As the Demon player I roll a 3, 4 and a 6. Looking at the board early on I have no need for some of the abilities on offer as I haven't got anything on the board yet. So I use the 4 and 6 on Sounds of the Deep which gives me 4 more Threat Points and then the 3 on Dark Destiny to get an event card.

Now TP or Threat Points is what gives your troops a Troglodyte and will cost you 1 TP



and a Demon will cost you 5 TP. A few of the options are one use wonder's, careful planning will help you decide when best to use these against the human player, but used wisely they can cripple a plan and stop a breakout.

Once you have worked out what you're doing you can then start placing your troops. This can be fun at the start as you can only place troops on a board that has unexplored entrances and doesn't have any human warriors on it. At the start of most games this means you could well

just be storing the TP for later turns and hoping for the best. Thankfully you have a couple of tiles that are classed as Lairs and you can always bring Troglodytes on there.

Combat between two parties is simple. You roll as many dice as you have in your combat stat and each one that equals or beats the defence of the enemy either kills them in the case of Troglodytes, or wounds them if they are Human or Demon. For Humans, taking a wound means you mark off one of your available stat lines, and you have



Claustrophobia



to think carefully which ones you don't think you'll need. Do you go defence or combat? Once a Human has lost all his stat lines, he's dead and removed from

play, dropping anything it was carrying.

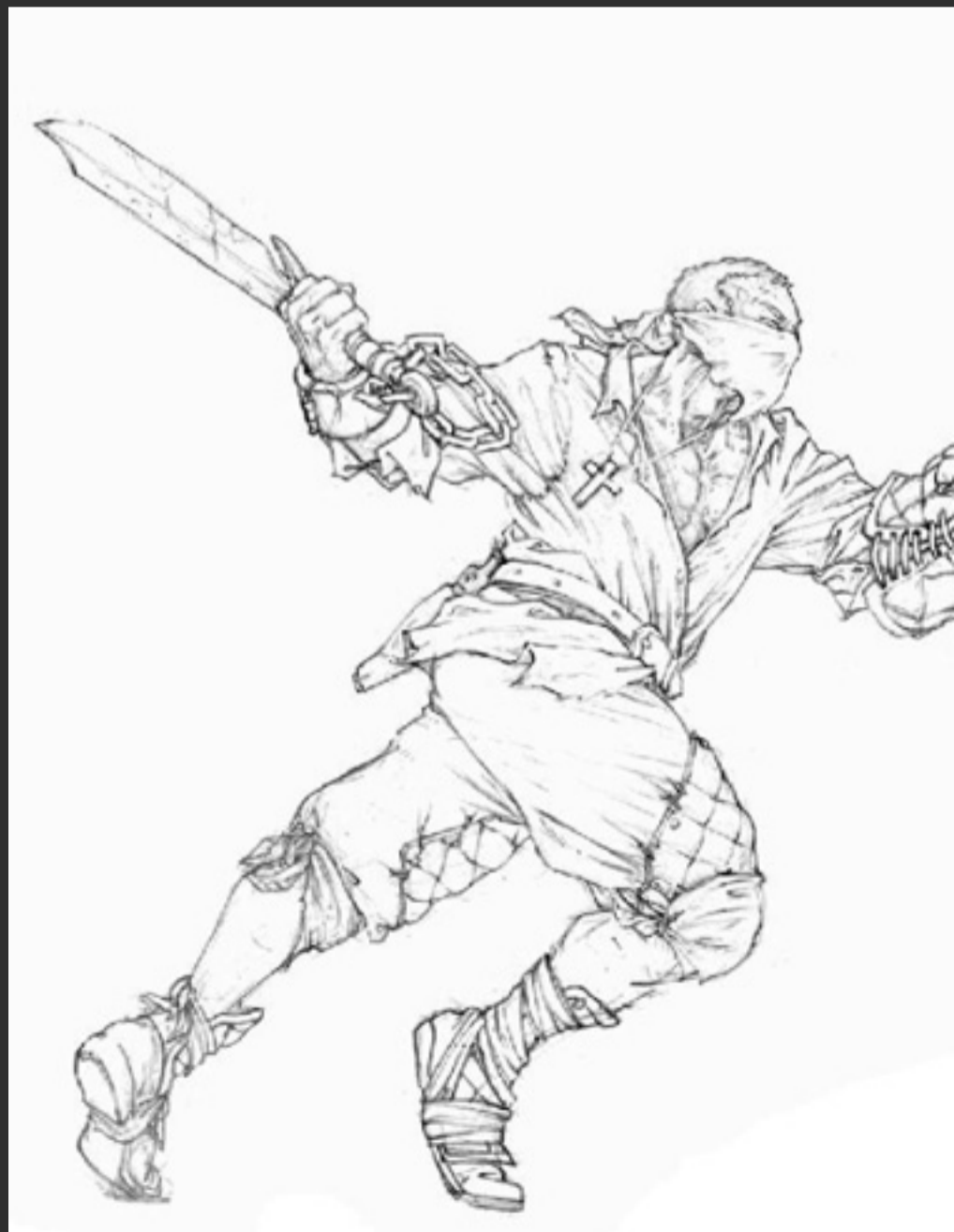
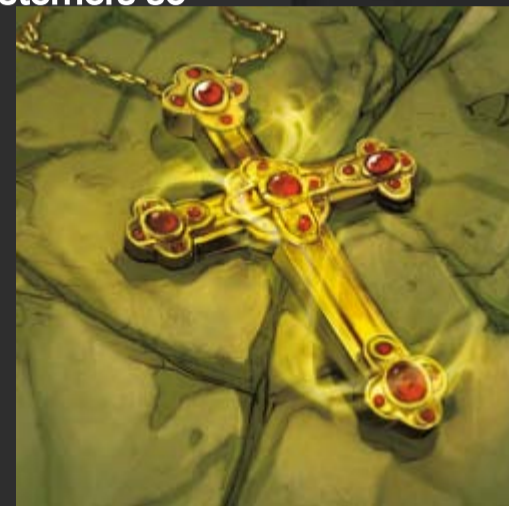
Scenarios keep going until one side reaches its victory conditions. For the Demon this tends to be "kill all Humans", which is nice and simple, no real thinking involved. The Humans tend to have a more complex victory condition at times trying to find a way out or to get an item out. For a lot of board games what's in the box is what you have to play with. So although you randomly create the catacombs each time and you're forced to change tactics depending on what comes up, it's still a little limited. In the case of Claustrophobia it's not the case. To date 12-13 more scenarios have been added to the website with "All that Shines" being a three player affair and "Deliver us from Evil" being a campaign based on a few linked scenarios. This gives you a lot more playability and longevity for the game.

Because the game rules are friendly, it makes it fairly easy to teach it to anyone, and although aimed for teens upwards, my eldest two who are 9 and 7 can get by

with a few hints from me. In fact Cai, who is 7, has yet to be beaten when he plays. He prefers the Demon side as he says they don't mess about with stuff, they just get on with it. This leaves his older brother Rowan left trying to find

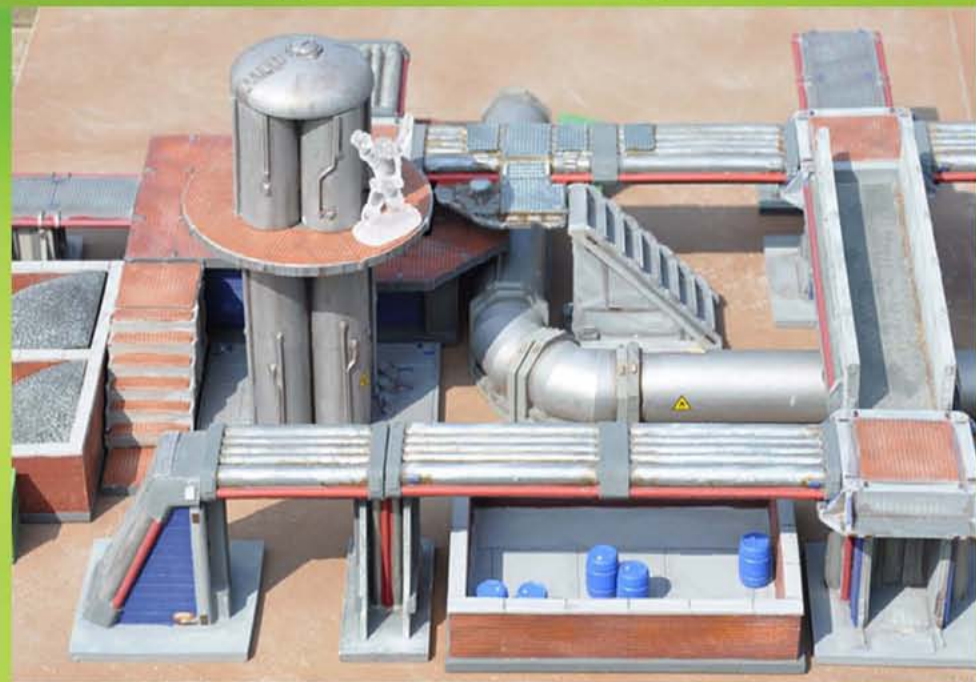
the most complicated way to win.

So what's missing from the game? Nothing much beyond maybe an add-on or two. A lot of board games have expanded their market share by adding a new character pack. A few more models to use, which change some of the scenarios to allow their use, and you get a new influx of players or the ability to rejuvenate those already playing. Hell Dorado has a rich world beyond the Westerners so they could be introduced allowing different sides to fight each other as well as the denizens of the catacombs. People after all, like to have some options and everyone has a favourite side in any conflict.



Ainsty Castings

www.ainsty-castings.co.uk



Manufacturers of resin scenics and accessories for gamers. sales@ainsty-castings.co.uk

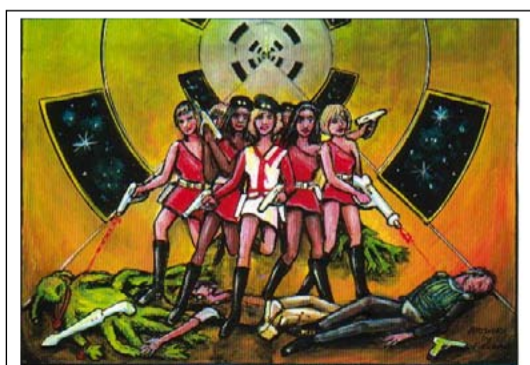


'SPACE VIXENS FROM MARS'

In the 26th century... there IS only pulp fiction!!!

Abducted by aliens in Y2K seven young women awoken from stasis in 2531 tasked with helping reform mankind after the overthrow of the evil United States of Earth...

'Space Vixens From Mars' is a series of light-hearted 'girls own' adventure novels and rules, freely referencing the cliché and metaphor of fifty years of sci-fi. We have 28mm miniatures, 1/3000th scale ships, rules, novels, scenarios, RPG adventures and much, much more.



IF YOU BELIEVE HUMANITY HAS A FUTURE... IF YOU BELIEVE IN TRUTH, JUSTICE AND DEMOCRACY... FIGHT AGAINST THE TYRANNY OF MAN'S PAST! JOIN THE MARTIAN SELF DEFENCE FORCE TODAY*

Would YOU like to know more?

Visit <http://homepages.tesco.net/mitchellsmith/>

BRIGADE MODELS

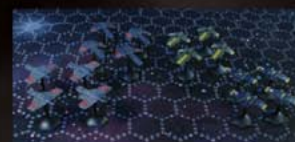
SQUADRON COMMANDER REHEAT



Available now - Squadron Commander, a fast and furious game of starfighter combat in the 22nd Century.

The first eight 1/300th scale fighter models are ready and waiting to be enlisted from our website, with more to follow over the summer.

And the best thing - you can download the rules and support materials *free* (yes, absolutely free) by visiting the Squadron Commander pages at www.brigademodels.co.uk.



Brigade Models
15, Arundel Avenue,
Sittingbourne,
Kent,
ME10 4RG
www.brigademodels.co.uk

See us at Broadside,
June 12th, Sittingbourne, Kent

SMALL PRINT: Beings over 18's only. The MSDF is an equal opportunity employer. Calls may be monitored for training and security purposes. Please Consult Bill Payer before calling (he's our careers advisor). I understand that by swearing allegiance unto death to the Martian constitution and the Galactic Coalition I could get seriously dead somewhere in deep space without anyone knowing what happens to me even if my Mum writes me a note - and that instead of travelling to exotic planets and meeting exciting aliens and humanoids I might get chewed by a plant or end up in Port Merriem spacenort doing something really boring like Admiral Harris' flime or manning the air support call centre.

**R
e
v
i
e
w

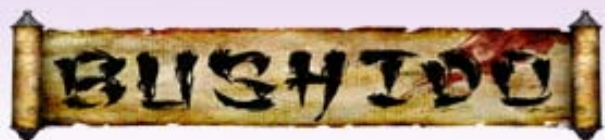
b
y**

**J
e
n

F
a
i
r
c
o
u
r
g
e**

BUSHIDO

Sculpted by David Ayrál



www.Bushido-thegame.com

When you review a lot of games, it's often that once the review process is over you don't look at the game again unless something new develops that catches your eye. For me, it's not that I don't like the game as my reviews speak for themselves, it's simply down to the fact that I have limited game time and I have to fill it with games I'm reviewing. But this isn't always the case, as a few games hold my attention for a long time simply because I either love the game play, the world the game is created in or something else about the game constantly makes me pick it up again and again. With those sorts of games you can often find me on the forum joining in with the community like anyone else.

Bushido is certainly one of those games that for me last well beyond any review period. As Si, who also has a passion for Japanese/Samurai style games, will tell you, it's one we've watched as it has slowly grown from just an idea to being a fully formed game. Created by GCT Studios (www.bushido-thegame.com/), Bushido is a 32mm Skirmish game based in their own world of the Jwar Islands.

So who are GCT Studios and how did they all meet?

"GCT Studios is comprised of Gordon, Carlos, and Toby... and the "o" in studios is for Odin. Long story, Toby and Odin went to school together in Leeds more years ago than they'd like to admit. The four of us and some others have been gaming together for about six years. We meet regularly and enjoy the chance to have a beer and a chat with friends as much as gaming."



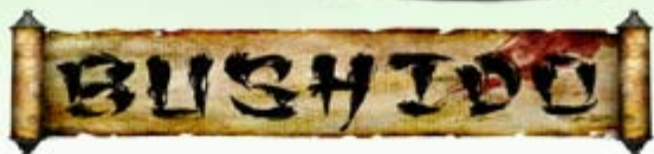
The game currently has four factions for you to pick from, which I will explore below.

The Savage Wave, made up currently of the huge and brutal Oni and the small goblin like Bakemono, are evil creatures of myth and legend hell bent on the destruction of all humankind. It's said by a few mad hermits that this isn't the first time the Savage Wave have walked the land.

Although it would appear the faction is slightly one dimensional, it's far from it. The Bakemono horde card makes those little guys a bit scarier and you really don't know when another one of them might step from the shadows to stab you in the back.

The Cult of Yurei, whose vile skills give them control over life and death, keep themselves hidden in the shadows. Many do not even know who they serve, which is something they may regret later but can do little about. Being able to bring dead models back to

Sculpted by Olivier Nkweti
Painted by Luke Wilson



www.Bushido-thegame.com

play really gives this army some great options. But it has more nasty tricks than just that one.

The Monks of Ro-Kan, masters of Ki, have been drawn into the war by the enemies arrayed against mankind. These normally quiet monks know that something has to be done to stem the tide before it's too late. Having a great mastery of Ki helps this army pull off some great feats which can leave the enemy wondering if anything could get worse for them.

The Prefecture, recent masters of the Westward Isles, have seen their power wane with the loss of the Emperor. His son is too young to understand the great weight of the vows set upon them, they continue fight old enemies to keep what is there's. It's a good solid faction, with a nice selection of traditional looking Japanese warriors, most of which can stand alone if needed.

As with any faction, each one has its aims and plans for the game world. As the player, you take control of one of these factions and try to make it happen. But if you're like most gamers, one faction

will really never be enough. Building your armies is simple as both sides agree to a points limit and then players select the models to fill it using the values listed on the back of each card.

With regard to the models themselves, they are very well done. The detail over all the models is consistently good and they haven't skimped on fine detail at all. The start box sets cost £28 give or take a few pence and this will give you 6-8 models depending on faction plus all the cards required for that faction. Also included is a copy of the Quick Start Rules which is what we'll be reviewing, though a set of living rules can be found on the website. This set is updated as errors are found or more explanations are required for some of the finer details. It's an approach used by a lot of companies these days and in my opinion it's very brave and a great idea. It helps the game grow and gets an amazing amount of feedback that is missed in small test groups. Recent releases have added more options to each faction and the team constantly plan on expanding the range to increase everyone's options.

Where did the idea of Bushido come from?

Bushido was inspired by so many different factors, the driving force that pushed it from idle talk to becoming a fully-fledged game was



recent disappointment we collectively felt as a couple of skirmish games we were playing and enjoying went bust. Plus the chance to make something we enjoyed and we proud of.

We had help from the boys at Corvus Belli (www.corvusbelli.com) with many aspects of getting a game off of the ground and a big thank you goes to them.

What's surprised you about the Industry?

How helpful and supportive everyone is, has pleasantly surprised us. People are really passionate about the industry and its niche status makes it's a relatively small world.

Considering the miniatures market and the amount of small companies that are popping up, what makes you unique?

A commitment to sticking to our promises, and a regular and reliable release schedule makes us unique.

Also, maintaining unwaveringly high levels of quality, from the

conceptualizing process right through the sculpting and painting.

Your requirements for the game are pretty much like most Wargames and if you've played a few you'll already have them. What you need are:

- A pile of six sided dice, something the average gamer has in a huge abundance.
- Tape measures to measure things.
- Markers to help record Ki energy and other factors.
- Something to play on and some scenery.

I would suggest putting the cards in those small clear pockets to keep them protected, which also allows you to mark anything required on them and wipe it off afterwards.

The rules are very simple to use. They start by explaining the profile card so that a new gamer can understand what all the symbols mean and it will elude to what part of the game they can be used in. They also explain the special rules that the model has. Keeping everything on the card is a game winner for me as I hate having lots of sheets or having to look it up in a book every time. When you play a lot of games it's hard to remember it all.



The game concepts will be familiar to any seasoned gamer. It helps if you understand how things work in one game as many other games will use the same ideas even if the rest of the rules are totally different. The rules keep these elements simple and not overly wordy which means for many there is less gray area or places where you can misinterpret the rules.

For each turn, a model gets two actions. Depending on what they do depends on how many actions they use up. Walking for instance, uses one action as does shooting and reloading. Ki feats and charging, which will give you a bonus in the attack, will use up both actions. Doing these things make you tired and being tired effects the amount of dice you'll have to complete an action. Unlike some games, being the defender can force you to use actions in defence and become tired. When attacked

a model doesn't have to defend itself... if you don't it's going to hurt, but to do so will cost you an action. So you can end up using your actions before the model has had a chance to activate. It can make action management something to think about. The last thing you want is to rush into combat and find yourself surrounded without being able to put up a good defence.

Along with being tired or exhausted you can also find your models frightened by the enemy or knocked prone. These ideas are common in many games and most players know that it could be a bad day if they end up disadvantaged.

Combat in Bushido is easy. You look at your combat pool and then decide how many dice will be for attack and how many for defence. Your opponent will do the same. If your highest combat dice is higher than the enemies highest defence dice, then you hit. As you can expect, these



rolls can be modified by the models state, injuries and skills or feats at its disposal.

The difference between the two dice will tell you your success level. You then roll a D6 modified by any factors and cross reference it against the Success Level, and this will tell you how many wounds you've inflicted.

Wound roll (1D6 + modifiers)	Success Level (SL)						
	0	1	2	3	4	5	6
1	0	1	1	1	1	2	3
2	0	1	1	1	2	3	4
3	0	1	1	2	3	4	5
4	1	1	2	3	4	5	6
5	1	2	3	4	5	6	7
6	2	3	4	5	6	7	8
7	3	4	5	6	7	8	9
8	4	5	6	7	8	9	10
9	5	6	7	8	9	10	11
10	6	7	8	9	10	11	12

Example: My success level is two and I roll a lucky six. You can see from the chart above I would cause four wounds to the enemy model.



Various skills and feats can reduce the effects of wounds or even negate them, which means that a model will need to be rolling high to get some models to go down. Though never underestimate the fun a good horde can have on a model... strength in numbers can win where brute force can't get through.

Bushido has a set of triggers that can come into play when attacking or defending, but you don't have to use them if you don't want to. These triggers can turn the attack aside or can slam them away from you depending on what's required for the trigger.

Shooting is worked out a little different in that it is not a straight roll between attack and defence dice. The defender gets a certain amount of dice based on the distance from the attacker, modified by being small, large, having run etc. This is the same for the attacker. A model on the defending side could also step into harm's way as the range attack crosses its zone of control, which is 1" around the model. This can help you use bigger more armoured models to protect smaller less defended ones.

Ki feats are like magic in many other games. These special skills can have either magical type effects or they can be like the Hanso move it feat which allows him to motivate and get other Ashigaru moving. Each feat no matter how small brings an extra element of management to the game, and using one at the right moment can tip the balance in your favour or stop the rot. Ki in some cases can also be used to up characteristics as well. Sometimes that extra dice in your combat pool is just what you need.

As mentioned when I was talking about the model's cards, various traits round out the models. Some like armour can reduce the wounds a model takes in combat. Or some like Brutal Blow ensure that a model deals a lot more damage than your opponent, who gets hit a lot harder than he may have been expecting.

All in all, I like this game and I'm enjoying following its progress. I've bought into the game beyond the review material and will keep doing so. I've also jumped onto the forum and I have been posting myself silly, offering advice and generally just joining in with the community as a whole. So if you love Japanese style games or fancy something just

a little different, you couldn't do worse than to pick Bushido up and have a go.

If you could start again, is there anything you'd change?

There has been plenty of small things (and some large) that we are learning along the way, but no we wouldn't change it, it's been part of the fun.

What's next from GCT?

Bushido is taking all of our focus right no. We have our next year's releases sculpted and ready, so keep your eyes peeled on the faction front and maybe a sneak peek will appear in the Ancible in the New Year.

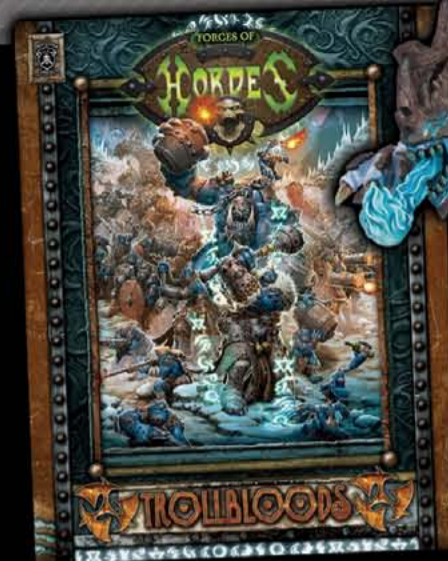


Arcane Miniatures

Fantasy and sci-fi wargaming miniatures



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



Forces of Hordes: Trollbloods 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!

The Evolution of a Modern Miniatures Wargamer; or How I Spent My Summer Vacation.

by Timothy Colonna

Gaming has always been a passion of mine. From a young age I delved into dungeons, fought trolls and goblins, and raided dragons roosts for fame and fortune. But it was not until my adult years that I really dove into the hobby of miniature wargaming. Over the past 15 years, this hobby of mine has gone through quite an evolution. Part of that evolution has been the driving force of the industry and the growth of the Internet.

The year was 1996 when I took my first foray into wargaming. The game was Epic Warhammer 40K. I had been looking at miniature wargaming for many years, but this was my first venture into the hobby. This led to Warhammer 40k and Warhammer fantasy followed within a few weeks. For many people, I think that at that time the gaming industry was just starting to peak out of peoples' basements. Games Workshop had the distribution in place to really start to bring this hobby to a more mainstream level. Sure other companies were out there: Heavy gear, Warzone, Battletech, etc., but I think GW really brought it to the next level with events, tournaments, and promotions. The outrider program and shop support the helped this knowledge of the hobby to grow even more. For many years, going from shop to shop, if you were mini gaming it was most likely GW games you were playing. Games Workshop Hobby Centers started popping up all over the US and the movement was in full swing.

Then something happened, not sure when or how, but other companies started seeing some face time. The first notable one was Warmachine, which in a matter of months exploded on the scene. Driven by a smaller model count than the GW products, people saw Warmachine as a much easier game to get into. Over time Privateer Press added Hordes, and the games became larger and more complex, but they still have a much smaller feel than the larger scale GW games.

The next big player in our area was Malifaux which in the last year has shown tremendous growth. This game has an even smaller footprint than Warmachine and has brought interesting mechanic by using a deck of playing cards instead of the traditional dice.

Spartan Games has become the current hotness in our gaming crowd. With their three games all using a very similar system, we have played them all, with the newest Dystopian Wars being the most popular. Time will tell if they will last, but being vehicle-based combat as opposed to single miniatures makes it a nice divergence in not only gaming but painting as well.

You are even starting to see a new large scale army game in the vein of Warhammer fantasy in Mantic's Kings of War grow in popularity. With a price point that is ABSOLUTELY fantastic for the gamer just getting into the hobby, I see Mantic as being a serious competitor for GW in the coming years.

Other newer, as well as older, games getting breaths of fresh air via the Internet and the various gaming communities are starting to see face time as well. Companies are also seeing the value of giving away their rules for free. Infinity, Dark Age, and Kings of War are all available for free downloads off of their company websites. I have always thought that it was a tough sell to say "Hey, buy \$200+ in models just to get into this new game, and oh yeah, by the way, also spend \$50 for this rulebook."

So what, you may ask, does the Internet have to do with all this? Well I will tell you – it is sites like DakkaDakka, Tabletop Gaming News, The Miniatures Page, and other miniatures news sites that have really gotten people to see miniatures and settings that they may never have seen before. Systems from other languages are getting more face time in the US (Hell Dorado, Infinity, Anime Tactics). Games that have 100% distribution via PDF and mail order over the Internet are truly viable options to this great hobby. Finally companies are truly starting to tap that market to help with their game systems. Privateer Press released their Warmachine Mark 2 and Hordes Mark 2 rules to their gaming communities to help with playtesting. Instead of a small QA department they got thousands and thousands of gamers that used their collective imaginations to really give the rules sets a full shakedown before official release. That was a brilliant move in my opinion.

In the last few months, we have also seen a new

glimmer in the Sci-Fi realm as both Mantic and Privateer Press have announced new systems. Mantic has released Warpath into an alpha testing group (which this writer is a part of J) and Privateer press announced Level 7, though no info other than it being Sci-Fi has been released.

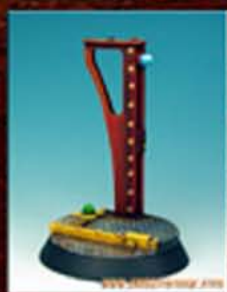
Gencon this year further showcased just how many new gaming companies and systems have been gaining momentum in the tabletop wargaming scene. Companies like Privateer Press, Wyrd miniatures (Malifaux), Dark Age Games, Merc Miniatures, Mantic, etc. all had huge draws and lots and lots of cool stuff to look at, demo, and buy. The gaming room was absolutely jam packed with tournaments all weekend long and the vast number of systems being played was impressive to see. Many hybrid boardgame/ miniature games also had huge draws

like the new Gears of War game, Star Trek Fleet Captains, Leviathans, and one of my personal favorites – Super Dungeon Explore by Soda Pop games.

So where does that leave us as gamers? In a great place. We have access to more games, more miniatures, and more settings than ever before. Shops are stocking a wider variety of systems and miniatures as well as able to special order most anything you could possibly want in a timely manner. Technology is also coming more into the equation with electronic versions of rules being portable on tablet PC's and new gaming systems that use hybrid miniatures and computer programs starting to see development. I look forward to the coming years to see what these companies come up with and have a feeling my hard earned cash will go to many of them.

Dragon Forge Design

Finest In Resin Miniature Bases



<http://dragonforge.com>

Infinity Miniatures New Releases

June New releases



Kameel Remote.

New Release! With this box the Haqqislamite player can take control of the battlefield's data sphere but also to have a tougher transport and combat Remote. The Kameel Remote is a multipurpose robotic unit that can be employed as a logistical transportation vehicle, a mine-sweeper, a communications and cybernetic control unit in info-war scenarios, and also as a defense platform.



Myrmidon Officer (Combi Rifle, Boarding Shotgun).

New Release! Created to lead the most effective and fierce assault troops in the Human Sphere, the Myrmidon Officers are warriors of such quality and courage that they are worthy of having fought side by side with the legendary heroes of the Trojan War. With this single blister you will have both weapon options to choose, the Combi Rifle or the Boarding Shotgun, as it comes with two different left arms. Being the Lieutenant or your combat force or just using her useful Chain of Command Special Skill, this impressive female Officer will lead you to the glory! Check in the Infinity website her troop profile updated with a new game option!



Hexas (MULTI Sniper).

The PanOceania invisible markswoman has arrived. She is equipped with Thermo-Optical Camouflage to accomplish the secret agenda of the Intelligence High Command. The Hexas lack scruples or conscience, for them, the triumph of PanOceania always justifies the means.



Sin-Eater Observants (HMG).

The military tasks of the male counterparts of the Reverend Moiras are to cover the advance of the Observance troops providing support fire and also to protect the Nomad settlements. The Sin-Eaters will stand out during your enemy's active turn, when you can take advantage from their Neurocinetics Special Skill which allows them to shoot the complete Burst of their weapons. A single Sin-Eater Observant can become the key element of any Nomad defensive tactic!

AERONEF BATTLE REPORT

BY SIMON PARKINSON & JEZ FAIRCLOUGH

Waaaaaaaaaaaaaaaaaaaaaaaaay back in Issue 4 of the magazine I did a good review of Aeronef (If you haven't played the game why?). It's a game that for me has last well beyond the review stage and it's one myself and Si tends to get out and play quite regularly.

The models are made by Brigade Models (<http://www.brigademodels.co.uk/Aeronef/index.html>) and are really good, the newer releases are better than those before and it shows a good understanding of the needs of the gamer they supply.

For the game we decided it would be a nice and simple engagement. So we would meet face on, then charge at each other hoping to cause as much destruction in the 7 turns we'd allowed for the game. When we started we both rolled D6 to see what our starting speed would be. The British were doing a very slow 2" move, must have been afternoon Tea, and the Germans a speedy 6" move, Snapps and Bratwurst time so spirits are high.

House Rules

When you have been playing a game a while everyone likes to see slight modifications and we've done that ourselves, but they are very simple. Speeds have been halved and converted into inches so a ship with a Max speed of 18cm, now has one of 9 inches and everything else changed as well like acceleration and deceleration.. This also goes for shooting which is now a max of 15 inches. It's more than enough to be shooting at the enemy.

When you have been playing a while I would suggest that you add the rules from the add on The Captains Handbook. Add simple rules for morale which can see your ship run long before it's blown apart.

Jez – My Fleet

At the moment I'm building a Japanese fleet but work and a host of other woes have really slowed



that down, though Si has been rolling on well ahead of me in his fleet building. So for this battle we decided to use the fleets from the British vs. German fleet pack. It gives you nice start into the game and the models are great. As a fleet that gave me the following:

- 1x Exeter Class Cruiser
- 1x Rawalpindi Class Colonial Crusier
- 4x Cossacl Class Patrol Nef
- 4x Steadfast Class Patrol Nef

The Cossacks are a little weak due to the fact they are mainly designed as bombers the same can be said for the Rawalpindi as well. If you have the time it's worth looking at some of the ships and using the rules to change them dropping what you don't need. I should of done this myself and it would have allowed me more guns on my Cruiser and the smaller patrol Nef's. But keeping everything simple is sometimes a lot easier when you're learning a new game.

My plan was simple, head towards the Germans show them my broadside and try to destroy more than I lost. Doesn't always work as a plan but its worth deciding at the start what you think your going

to do even if it can all change after the first few turns. My only real issue was that I knew the Exeter would be slow going its starting speed wasn't that good and it's acceleration value is very poor so I'll have to make sure I don't leave it behind.

Si – My Fleet

As mentioned we are using the starter fleets so my fleet composition is thus:

- 1x Köln Class Cruiser - (SMS Kaiserin Augusta)
- 1x Emden Class Light Cruiser - (SMS Emden)
- 2x VA-7 Class Patrol Nef - (SMS Augsburg/Rostock)
- 4x SA-15 Class Patrol Nef - (SMS Pillau/Elbing/Bremse/Cöln)

Like the Cossacks the VA-7's are bombers and are therefore very weak when it comes to normal gunnery operations but thankfully I only have 2, hang on I'm out numbered! Jez's Steadfasts have better gun stats than my equivalent SA-15. This is not looking good for the Prussians..... an extra ration of Snapps to all hands!



The battle plan for me is just to survive, if I kill anything all the better..... 'That's not much of a battle plan' I hear you cry and you're right it isn't; here is my rational.

I am tactically inept, I have the ability to clutch defeat from the jaws of victory and at this present moment in time the dice hate me! No it's not a pre-battle excuse, well, it's a fact. So it's not much of a plan but it's a starting point.

TURN 1

Jez - Not a huge amount to worry about this turn as we started well out of shooting range. So I poured on more speed for every ship and started to head towards the enemy. Exeter turned left as I knew I would be heading that way, plus with such a low speed I couldn't do much else.



Si - As I was already doing warp factor stupid in comparison to Jez I decided to get more speed out of my little Prussian. At this point shooting isn't an issue it's just jostling for position.

TURN 2

Jez - So more speed powered on, if I was lucky by the end of the game Exeter might be doing full speed. Ships move in speed order so most of my

stuff was moving after Si's. We always do shooting one side then the other with effects only coming into play after everyone has shot.

My Steadfasts fired on Pillau and managed 1 point of damage and everyone else that shot didn't do anything. I had a feeling it was going to be one of those games. Though once the Exeter got into range maybe its huge gun decks would help.

Si - The combined power of SMS Emden, Cöln, Bremse and Rostock came to bear on Steadfast 1; what a waste of time.... 1 point of damage from 20 dice. To add insult to lack of injury SMS Pillau and Elbing opened fire on Cossack 2 (10 dice) for another 1 point of damage.

Just when you think it can only get better the might of SMS Kaiserin Augusta (12 dice) is unleashed on Cossack 2 for..... 1 point of damage, I think there is a pattern forming here!

Those crazy Prussians must be too busy eating Bratwurst and drinking too much Snapps, High Command will not be impressed and there will defiantly be no Blue Maxes if this carries on!



TURN 3

Jez - More Speed you blaggards..

Heading straight on I knew that this turn I would be slightly limited in how much I could shoot. Firing out the fore/Aft reduces your dice pool by 50%. Aeronef working much like Ships of the line needing a full broadside to give the best effect.

My shooting phase was a little bit better though I'd suffered myself from Si's shooting. The Steadfasts and Rawalpindi had fired on Si's Cruiser the Kaiserin Augusta causing 5 points of damage though in real terms it's a scratch and not enough to reduce its effectiveness as yet. The Cossacks and Exeter firing on the Augsburg did 6 points of damage which reduced its capability in the next turn. The loss of speed and guns can slowly whittle a ship down.

Si - After pouring on the speed to try and get out of the enemies guns but get into a perfect firing position the combined might of the fleet, with the exception of SMS Elbing, Rostock and Cöln, open up on Steadfast 1 (32 dice) cause 2 points of damage..... ahhhhhhh those stupid idiots I

swear there are loading practise rounds!

Can SMS Elbing, Rostock and Cöln redeem the good name of the feared Prussian Nef fleet?

YES.12 dice and 6 points of damage on Steadfast 2!

TURN 4

Jez - Passing very close everyone kept the same targets as the turn before I managed another 5 points on the Kaiserin. The most surprising fact was the Rawalpindi being on the end of a full spread from everything a total of 40 dice worth of damage came my way and I was lucky to get away with only 5 points of damage.

Si - What the Hell!

Jez has told you what I didn't manage to do.... this turn never happened, nothing to see here, move along now!





all target the lumbering beast that is the Exeter, 7 points of damage from 37 dice! Blanks I tell you that's what they are using, blanks!

Now I know the dice gods aren't on Jez's side but they certainly aren't on mine either. To put this in a bit of context you do need 6's to hit anything so I suppose we aren't doing too bad but it isn't great either.

TURN 6

Jez - My aim on the rear of Si's fleet was sorted for this turn. Though the Exeter was being left behind and I knew she would yet again come under heavy fire from Si. I was doing

TURN 5

Jez - Trying to angle my ships to come around the rear of Si's fleet didn't work out fully I just ran out of speed and had to make sure my ships were left in such a way that I would get full effect from my shooting as I'd been taking more damage than I'd been dishing out.

Shooting for me was yet again unproductive everyone but the Cossacks fired at the Kaiserin and I did manage 5 points of damage and it was reducing its effect but the dice gods were really not on my side this game, I had to hope that chipping away would see its demise very soon. The Cossacks fired at the Augsburg and managed to miss with everything. In fact my highest dice was a huge 3.

Si - Again the Prussian fleet out manoeuvre the British but the Rawalpindi isn't a viable target so they

the same on his main ship so was expecting it back and wasn't surprised when he opened fired with pretty much everything. I was surprised that after 31 dice I still had a ship left though only just another couple of rounds like that would see the Exeter fall from the sky.

In my own turn of shooting I picked the same targets as the turn before managing a huge 11 points of damage on the Kaiserin, 4 over what I needed my crews cheered for a moment before rushing back to reload, pick up broken bits of ship or wondering why parachutes came in small supply.





Si - A decision that may cost dearly the Captain of the fleet aboard SMS Kaiserin Augusta decided to become a decoy to lure those damn Tommie's away from the rest of the fleet. The plan was to sacrifice the already battered Köln Class Cruiser to enable the rest of the fleet to get into a superior firing position.

In her final defiant blast the SMS Kaiserin Augusta opens her guns on Steadfast 1 for what could be her last time (6 dice) resulting in a pathetic 1 point of damage. Not only have those inebriated Prussians lost a valuable Nef to the war effort in a most diabolical way, it was also named after the Kaisers wife..... there will be repercussions!

"Einmal mehr zu dem Exeter" *

The fleet disheartened by the demise of their flagship attack the Exeter, 7 points of damage from 31 dice, but she lives!

TURN 7

Jez - The last turn of the game for me was about trying to keep a few damaged ships alive. The Exeter came under heavy fire yet again and I was surprised that she survived it taking loads of damage. She was airborne but was going to need more than a few dents beaten out of her.

My own shooting wasn't that spectacular. I tried to destroy the Augsburg which I'd managed to damage in other turns but only managed to get 2 points of damage regardless of the amount of dice I threw at it. When all you need is a 6 sometimes it can be harder to hit than you want it to be. But that makes the game fun.

Si - In a desperate bid to save face and raise the morale of the fleet the Captain of the SMS Emden orders all ships to target the Exeter. Another volley of 31 dice is thrown at the Exeter and still she lives..... only 7 hits, again!

It would appear the Bratwurst, Snapps and the loss of the flagship has taken its toll on the remainder of the Prussian fleet.



Conclusions

Jez - So in a way, it was a moral victory for me, sinking the enemy flagship and not loosing my own is always something to cheer about. When we totalled up the amount of damage we had both received the difference wasn't that much so we called the game a draw. Both fleets would limp home and know that next time they meet no quarter would be given.

Si - Communicate from Prussian Aeronef High Command.....

This is a sad day for the Prussian fleet..... The loss of SMS Kaiserin Augusta, her Captain and crew cannot be expressed by the Kaiser. While the Honour of the Prussian Aeronef fleet is dented it still remains untarnished! Again the superior numbers of the British win the day morally, but when next we meet they will fall from the skies under the might of our fleet.

Good Hunting...

* 'Once more unto the Exeter'





TESTORS

GOVERNANCE OF TECHNOLOGY

"IN A TIME OF UNIVERSAL DECEIT, TELLING THE TRUTH IS A REVOLUTIONARY ACT."

GOVERNANCE
TECHNOLOGY

ANTENOCITIS WORKSHOP

WWW.ANTENOCITISWORKSHOP.COM



DECORPLUS


SCENIC PRODUCTS DESIGNED FOR WARGAMERS, BY WARGAMERS

SILFLOR miniNatur



BUSHIDO

WELCOME TO BUSHIDO



Bushido is a game of savage battles, of cunning stratagems and last-ditch defenses, where debts of honour are paid in blood. In Bushido, the fate of the world hangs not on armies but on individual heroes, men and women of extraordinary capacity, attuned to the all-permeating life force known as Ki. This force is the very fabric of the universe and those with the appropriate training or natural talent can tap into this energy source and gain seemingly superhuman powers. In the world of Bushido, the delicate tapestry of Ki – and thus the universe itself – is threatened by the forces of imbalance, and it is up to you to protect it – or help rip it apart. In a game of Bushido, nothing less than the universe itself is at stake.

Are you ready for the challenge of the Way of the Warrior?

Fast, flexible and intuitive skirmish game with an exciting combat mechanic

Beautiful highly detailed 32mm miniatures

Immersive, rich setting

Ask a member of staff about our range of products

WWW.BUSHIDO-THEGAME.COM

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@hotmail.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@gmail.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
celfofkernow@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.lwwc.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

Lanthorn 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.

mantic

Mantic Games announces Kings of War: Mhorgoth Rising



With the massive success of Kings of War since its release last August, Mantic is pleased to announce that the second edition of the game will launch in September.

The new edition of the game features:

- Upgraded, slicker rules
- Over 75 new units
- 3 complete new armies
- Upgrades to the existing five armies
- 5 Special Characters

The new edition of the rules will also be accompanied by a brand new starter set – King's of War: Mhorgoth Rising. This new set contains a brand new full colour 56 Page Rulebook, including all eight army lists for Kings of War, 95 plastic miniatures and warmachines which form two complete Undead and Dwarf Kings of War armies.

The contents of the box have been designed to be game legal and balanced, and an introductory scenario is included for beginners to get started with. Each army is made up of a variety of different kits from the range, including the best-selling Zombie and Ghoul sets.

The new edition of Kings of War is due out on the 26th September. For more information on Mantic Games please visit our website www.manticgames.com.



ABOUT MANTIC GAMES LTD

Mantic Games Ltd began trading in 2009 in response to market demand for large scale fantasy armies, with the aim of building armies quickly and at an affordable price, whilst still being fun, innovative and fantastically sculpted. All Mantic models come in their own innovative re-useable packaging plastic case, which then double up as a storage solution and carrying case making Mantic figures the most affordable, usable and scalable in the wargames market. For further information about this press release please contact:

Ronnie Renton

E: Ronnie.renton@manticgames.com W: www.manticgames.com

WARCANTO

BATTLE FOR DUUL

BY
SPENCER D. TAYLOR

Every now and then in my search for new things I stumble across something pretty spectacular, and more recently one of those things has been a neat little game out of Poland called Warcanto. Warcanto is made by Dwarf Tales Miniatures, but don't feel too bad if you've never heard of that name before. To be honest, the first time I ever heard of them was while rummaging around the internet for material for my own blog, but boy did they ever create one good first impression!

One of the first things you'll undoubtedly notice about Warcanto is the absolutely spectacular miniatures that Dwarf Tales have made for it. They're simply beautiful, and while the Dwarfs might be a little too



steeped in cliché for me, the rest of the line is simply fantastic and is a nice twist on the standard fantasy fare. The Org'Kka (which is sort of a mix of Orcs and Trolls) are a rather new and interesting take on the "big brutish monster" type. The upcoming Elves are a neat idea that draws heavily from far Eastern styles. The Humans of the setting though, are what really caught my eye; they're, not surprisingly, Polish! Hussars, with those iconic wings on their backs and carrying sabers, are a refreshing departure from the bog standard English knight with a broadsword look we always seem to get. It's a nice change of pace, and the fact that the sculpting is outstanding really helps to sell these models in my opinion. If there is one bad thing to say about the miniatures, it's that right now the selection is rather limited. Currently the only armies available are the Org'Kka: Dwarfs,



into the realms of other dice). The game also pulls out some RPG elements, which adds some extra flavor and customization to units in the game, but I'll get into those elements a little later on.

Each model in the game has a set of statistics (as one would expect of any miniatures game): Speed, Combat Skill, Ranged Combat Skill, Power, Defensive Skill, Resistance, Reflex, Attacks, Morale and Life. Now right off the bat I have to say this is a daunting number of stats to keep track of and to someone looking to get into the hobby, the fact that there are nine of the things might put them off a bit. One thing I really like about the speed statistic is how it doesn't just cover land speed, but also covers a model's ability to climb, swim and other similar activities. All stats can be modified by the aforementioned RPG elements by allowing you to spend extra points to do things like give a model better Combat Skill scores. Stats can also be modified based on the equipment that

Humans, Lidds (werewolf type people), and the Volgars (some kind of weird thing I don't even know how to fully describe). Of these, the Dwarfs have the most models available with the Humans coming in second. The Volgars only have one miniature, according to Dwarf Tales' website, and they don't have an army list in their download section either. The next army they'll be releasing will be the Elves, and along with miniatures, and they'll be putting the army book for them up on their website.

Dwarf Tales has taken to releasing everything, for the time being, online for free. You can download the rules, errata and the army books, although the rule book will be getting a print edition sometime in the future. I really love that more companies are taking this route because it gives the gaming community a chance to try things out before we invest; and since we all know this isn't a cheap hobby, that's always a plus in my book.

As for the game itself, it's actually pretty solid. A neat thing about it is that it utilizes a few variations on the standard miniatures game. It uses a ten sided dice rather than the tried and true six sided dice (although it seems more and more companies are expanding





particular model might be carrying, which means the base stat line can't be taken at base value. There's another stat that isn't listed in a model's stat line, but is still extremely important to game play, Battlefield Initiative. Models come in three different categories,

about great heroes and all that good stuff, but models of the same classification (like the Human Squire for example) with the same stats and weapon load out can be grouped together into units to become more effective on the battlefield. After all, strength in numbers is always a solid plan. This works exactly how it sounds with all members of a unit moving at the same time, fighting at the same time and so on. Models that are part of a unit also have to maintain cohesion, which means that they have to be within two inches of another member of the unit at all times. If they break cohesion, the unit must spend its activation getting back together. This is pretty standard and basic stuff in some games (especially larger army based games), but it's something that tends to go missing from a lot of skirmish rules I've read. Some games have units and can have small model counts, but those games tend to skirt the line of what is and isn't a skirmish game, in my opinion. Overall it's a nice touch to having a group of guys who can gang up on something big and hope to win, where a single guy would simply die a horrible death. When a model or unit is activated it can perform one of a variety of actions; walk, run, shoot, fight in melee, rally (or continue fleeing) or follow a warband leader's order. Moving is done interestingly as there are only two modes of movement; walking and running (fleeing is listed under moving models but I'm not going to count it in this discussion). There is

forward, regular and heavy to represent their role in the battle. Forward is like scouts and fast hit-and-run type units, regular is your standard soldier, and heavy is the big guys that just smash everything within 20 feet of them. The order in which models are activated is determined by their Battlefield Initiative, with forwards going before regulars and regulars before heavies. Players alternate activating models, but all models of a type must be activated by both players before the players can move on to the next type.

Usually models act as individuals as the game is





no charge movement type, as the only way to move into contact with an enemy and engage it is to walk up to them and smash them in the face or walk near them and put an arrow in their eye. Running allows models to move faster by going double speed, but a model can't fight in any way if it runs. If a model walks it can also perform a ranged or melee attack if it's able to.

Shooting is one way of bringing your enemies down, or just making them angrier should you fail to kill them. When a model declares that it wants to perform a ranged combat action, it first has to have an enemy model, and be armed with a ranged combat weapon such as a bow or crossbow. Models must shoot the enemy which is closest to them, as it realistically presents the bigger threat to them. Some models will have special rules which allow them to target any model they can draw a clear line of sight to, but your standard soldier will shoot whatever is closest. If two models are an equal distance from the shooter then the firing model may pick their target; and if it's hard to tell which is closest then simply measure to see. To hit an enemy with a ranged weapon, the active model rolls a d10, adds their Ranged Combat Skill and then if the roll is equal to or higher than the target's Defensive Skill, it's a hit. It might sound easy to hit things, but there's another one of my favorite gaming elements at play; range modifiers. This is where I think the rules get a little weird and needlessly

complex. Range modifiers are based on how far away the target is, but their listed in fractional increments. Short range is up to $1/3$ the weapon's range with a +1 to hit, medium range is between $1/3$ and $2/3$ with

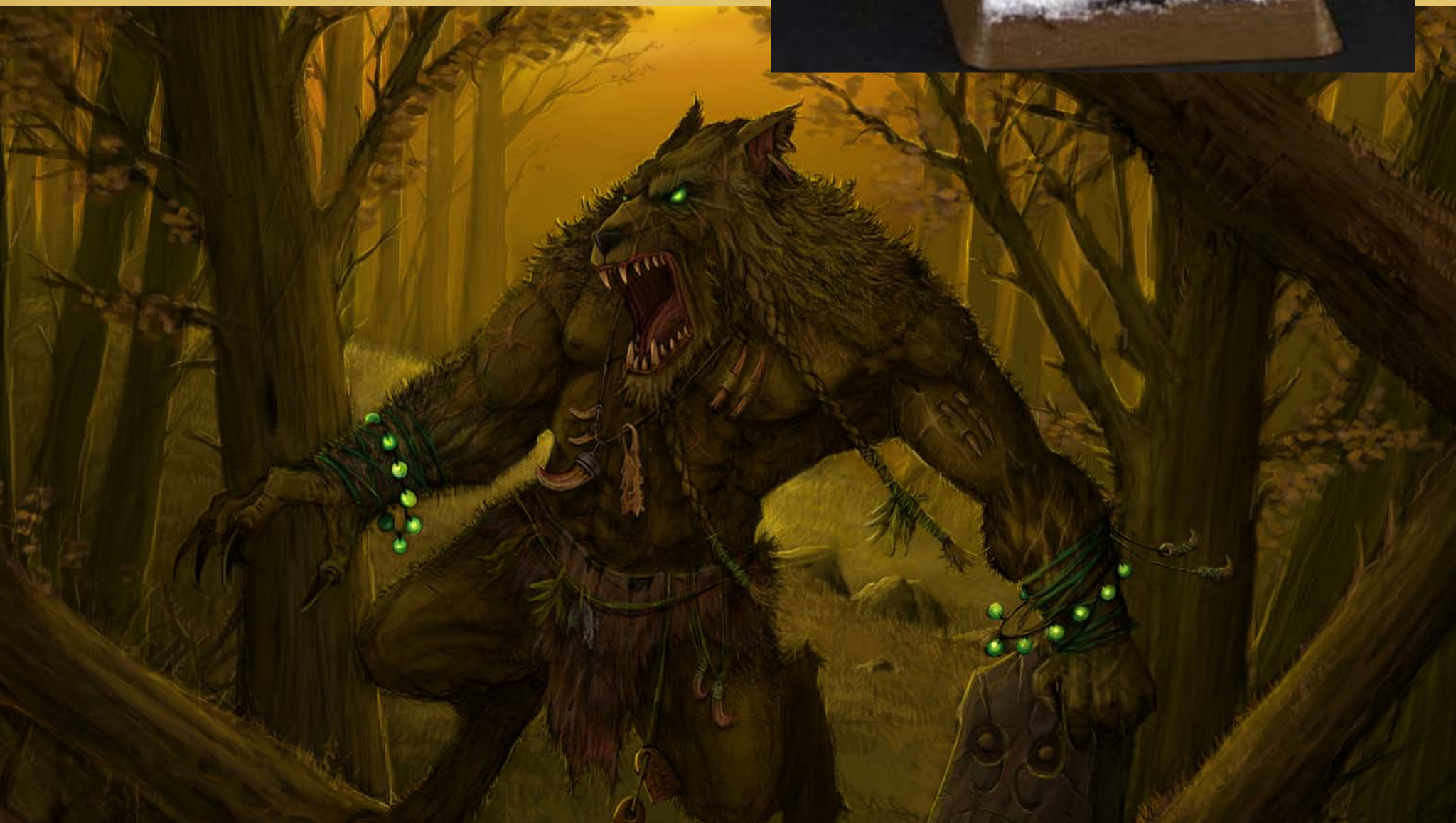
no modifier and long range is greater than $2/3$ the weapon's range while still within the maximum range with a -1 to hit. I don't particularly care for fractions, and I really don't know if this was the best way to do range modifiers. When it's something as simple as "greater than half the weapon's range you take a -1" then it's fairly easy to do the math, but breaking it down into thirds seems to add some unneeded math and complexity to the whole thing. If they listed the range bands with the weapon then that would be one thing, but they just list the maximum range. It



just feels weird to me, and I'm not a real big fan of doing fractional math while trying to have some fun with my buddies at the game shop. Once you hit a model with a ranged weapon you need to see if you damaged it was well, and this is done by rolling a d10, adding the Power of the weapon and rolling equal to or higher than the target's Resistance. If the roll is higher than the target's resistance it gets a blood token, which is Warcanto's wound counters. There might come a time when a model decides to fire into a melee, which can be dangerous. The shooter takes an automatic -2 to the hit roll (not including range modifiers), and if they miss the enemy there's a chance they'll hit a comrade. The shooter rolls a hit roll for each friendly model in the combat with a -2 modifier, and the highest of the successful rolls (if any) is hit and takes a damage roll. I really love this kind of rule in miniatures games because it adds just a little extra risk to your decisions, and it can either pay off big or cost you big.

Not everyone is going to favor ranged combat as some people just love to do their killing up close and personal. Melee combat is done by moving a model into base-to-base contact with an enemy model. Models can't run into combat, but they also don't need a clear line of sight to their target before making the move to engage. Multiple models can also be engaged

in the same combat, so it's important to make sure that models are all able to make base contact with the enemy. A model then attacks using the number of attacks listed in its profile, splitting them against



multiple enemies if able and willing to do so. Hitting in melee is much like hitting with a ranged weapon; roll a d10, add the attacker's Combat Skill and if it's equal to or higher than the defender's Defensive Skill it's a hit. However, there are a few things to mix it up and keep it interesting. The first is combat priority to see who strikes in what order during the combat. This is done simply by checking the fighting models Reflex Skills, the highest one goes first and the lowest goes last. In the case of a tie, it's whichever model is currently the active model that wins and strikes first. One thing added to melee combat in this game that really caught my attention is the Counter-Strike rule. Basically what this rule says is that once per turn a model being attacked may make a counter-strike as an interrupt to the first attack made against it. This is neat in that it allows you to react to that first blow and potentially stop it altogether if you're able to kill the enemy before it gets to attack you; and it keeps it from feeling like your troops are just standing around waiting to die. Models which have a model who has engaged them in their rear arc cannot perform counter-strikes as they're just a bit too occupied with the multiple threats from multiple directions. Once you hit an enemy you again need to see if you can hurt them by rolling a d10, adding the attacking model's Power (as opposed to the weapon's like in ranged combat) and roll equal to or higher than the target's Resistance. Models can also opt to leave melee but at a risk. When a model leaves combat, it and any enemies it was in base contact with, roll a d10 and then add their Reflex Skill. Any enemy that gets a higher result is allowed to make one free attack ignoring modifiers from things like shields. If the model trying to leave survives, it gets to walk away and make any other actions it normally could (such as shooting). During a melee after a model makes a successful damage roll against an enemy they can decide they're going to "thrust" that model. To do this, each model rolls a d10 and adds their Power. If the attacker wins the target is pushed one inch directly away from it and the attacker follows to stay in base-to-base contact. Models taking part in a thrust (either doing the thrust or on the receiving end of the

thrust) are not subject to free strikes. This is pretty neat in that it allows you to break enemy units apart, separate important targets from the main brawl and other tactical things. It also adds a bit of cinematic flare as a model's strike sends their foe sailing backwards.

Like any good skirmish game, terrain plays a fairly big role, and anyone not willing to use the terrain to their advantage is looking at a bad ending to their day. Models can gain cover if any part of their base is behind an obstacle (like a wall or large stone), but models will only gain cover from areal terrain features like woods if their base is fully within the feature. Models getting cover gain a +1 to their Defensive Skill against ranged combat attacks. Models can also take higher ground to gain

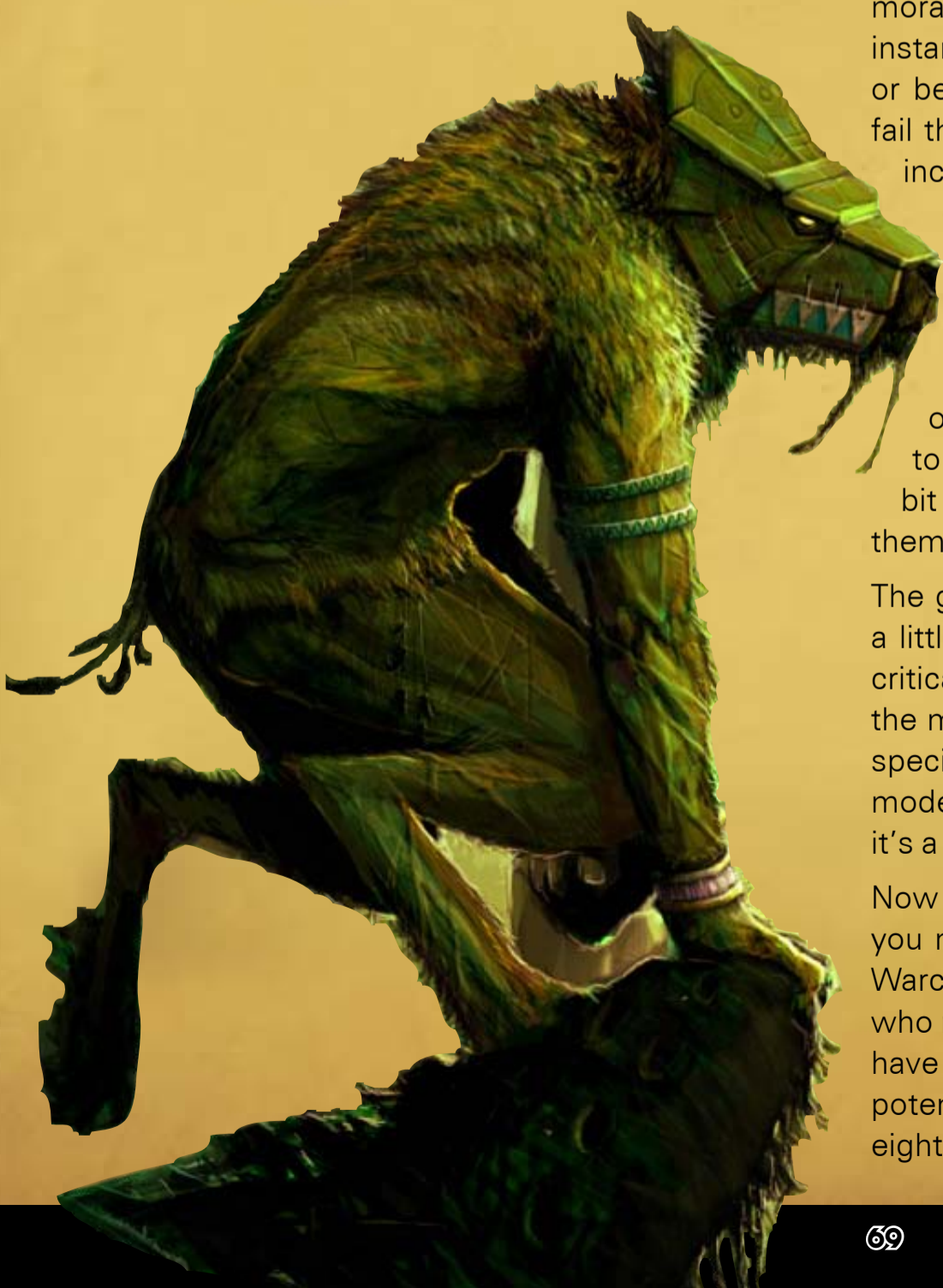


benefits to their ranged attacks. A model at a higher elevation than its target gains a +3 to their weapon's range as well ignoring intervening terrain as they can just see clear over it. Models can walk over obstacles smaller than two inches tall without problem, but do suffer penalties for trying to run over them. Models can also fall for various reasons, and this can be as deadly in game as it would be in real life. If a model falls it takes a damage roll with a Power equal to the number of inches it fell (rounding up) minus two. Models which fall into water take no damage, but a model which falls and takes damage gets knocked out and can't do anything until their next activation. Models can also climb over terrain taller than two inches tall by rolling a d10 and rolling equal to or under their Reflex Skill. There's actually a fairly large section of the terrain rules dedicated to just climbing, and most of it just covers going over large terrain pieces and how to deal with climbing up buildings and such. The rules for climbing are a good quarter of the page in length, and it's a little daunting to look at them all. Models can also jump

down off tall terrain, and can even jump down into combat which is really neat and, again, adds that cinematic flare I love. There's also swimming, which is something I feel gets left out of a lot of skirmish games. Maybe designers just assume people will stay away from the water, but I think including the rules for something like swimming adds some extra options for getting around even if it might never happen. While swimming, models can engage enemies in combat by trying to drown each other. Both models roll a d10 and add their Power, and if the attacker rolls higher he dunks the enemy model and deals a wound to it. If they tie nothing happens, and I have to say this is one of the more inventive ways to kill each other that I've seen implemented in a miniatures game.

Like any miniatures game, units will have to make morale checks at some point, but the way they're handled in Warcanto is interesting. There are three levels of a morale test that a model can take; easy, medium and hard. During an easy morale test a model rolls three d10, they roll two d10 for a medium morale test and only one d10 for hard tests. Different instances will have different difficulty levels, like Fear or being Out Numbered. If a model or unit should fail their morale test, they flee at their Speed +d10 inches towards the closest table edge until they either rally or run off the table. The different levels of morale tests are an interesting idea, and I really like the extra flavor it adds to the game. When I first read the rules I thought every test was a medium test because every one of them is listed with an "M," which I took to mean medium rather than morale. It's just a bit oddly worded, but once you sit down and read them, it's all rather clear.

The game also includes some bonus rules that add a little something extra to the game by introducing critical successes and failures. Basically if you roll the max number on a success you get a critical and special effects can apply through other abilities and model might have, and if you roll the lowest possible it's a critical failure which can end badly for a warrior. Now before any of these rules mean anything, you need to build your army, or as they're called in Warcanto: Warband. Each Warband has a leader who represents the player on the battlefield. Leaders have some special rules which make them especially potent on the battlefield. Friendly models within eight inches of the leader (called his control range)



test on his Morale value and they can issue orders to models in their control range. There's also something a little special, but detrimental to your own warriors, that comes along with leaders; if they fall in combat all friendly models within their control range take a medium morale test on their own Morale value. This adds an element of making sure you keep him safe with anyone you might have around him or else a good chunk of your Warband could run away. Leaders can also only take up to a maximum of 25% of the total points in the Warband, which helps cut down on power-gaming a bit, which is always a plus to me.

Leaders have the ability to issue orders and specialty actions they can have friendly models in their control range do. A leader can normally only issue one order per game turn, but some battle hardened leaders will be able to order more than one. It's only through a leader's order that a model can charge, moving double their speed and engaging an enemy. Models that charge more than three inches also gain a bonus of +1 to their Reflex and Power against the model they charge. This means keeping a big melee model



or unit nearby your leader until just the right moment to gain the charge is a pivotal strategy to get the bonuses and possibly take down bigger enemies in short order. Leaders can also issue the "intended shot" order which allows models to fire on any target they can see rather than always shooting the nearest enemy model. Leaders can also tell their warriors to take up "stances" which affect the way they act. The Offensive stance makes warriors fight extra aggressively and brutally, giving them a +1 bonus to their Combat Skill and Power, while taking a -1 to their Defensive Skill and Resistance. The Defensive stance works the opposite of the Offensive Stance, right down to the bonuses and drawbacks applied to the stats. Leaders can also issue the "wait!" order which makes affected models act in the next level down in the initiative (Forward models will act with the Regulars for example), and they can also issue "hurry up!" which has the opposite effect of "wait!"

One of the interesting things about building a Warband leader is the experience tree. This is a chart outlines a leader's skills and experience, and allows you to customize them as you see fit. Each Warband leader will have different ways of life to pick from, which they can then pick the skills they want, or they can mix skills from different walks of life. Players pay extra points to gain extra bonuses to a leader's stats or special abilities which will help them and their

men on the battlefield. This really allows players to add some character to their leaders, to give them a little something extra rather than just being another model on the table. There's a bit more to it (like how you advance up the tree), but it's a little lengthy to explain here. Suffice it to say, there's a good portion of the rules devoted to this tree. Each race has its own unique tree too, which helps to make them feel different from each other.

The game also features a selection of different scenarios to keep games from becoming dull and repetitive rather quickly. However, one of the most interesting things in this book is the idea of "boasts and swagger." What this means is that before the game, each player declares if a hero on their side is going to boast, and then picks one of the thirteen swaggers available for bonus victory points. These range from only using one-handed weapons, to not being able to take the defensive stance to the aptly named "I stand before you, naked!" where a hero can't wear armor or carry a shield. All the swaggers have rather amusing names and grant some hefty bonus points. "I stand before you, naked!" grants you 30 extra victory points if the model fights in melee

combat at some point during the game.

Over all the game is well done, although some translation issues come up, with only a few odd things coming into play (the range modifiers still gets me). The biggest flaws going against the game, however, are the currently low number of models available, the rather slow pace at which new models get released (although I'll be fair the company is small and they probably have jobs outside the game company, plus things like families and other real world things), a limited number of game turns (which is something that always bothers me because I don't feel a game should be limited in time unless in a tournament scene or due to a scenario) and a few weird rules that could use some tweaking. In the end, though, it's a nice game with some really good ideas and a bright future. I eagerly look forward to more from Dwarf Tales, and I really look forward to their line of Elven miniatures if their art work is anything to base my expectations on. Keep your eyes out for this shining gem out of Poland, and don't be surprised if they burst onto the skirmish wargame scene with some force in the next few years.





THE LAST WORD

WITH
UNCLE BOMBER

Shame

How many of us are ashamed of being a gamer. None! I hear everyone say loudly, yeah right, my arse. I bet if I walked up to any of you right now in the street and asked what your hobby was, I bet any kind of money you like, that most of you wouldn't admit to being a gamer. I would bet my meagre military pension that most if not all of you would sheepishly look down at your shoes, and mumble something about going out with your mates, while feeling a deep sense of shame for not admitting to what it is you do in your spare time, to what brings you true happiness and satisfaction.

Why is that that Wargamers are scared of telling the rest of the world what it is they do with their spare time, why are gamers ashamed of saying to friends and colleagues that they like to paint figures and then move them around a table. It's not as if Gaming is up there with professional puppy kicker or traffic warden. Is it because the general population refer to gaming figures as toy soldiers? And that any person involved with these toy soldiers must be a little weird, as they gave up playing with toy soldiers when they were children.

And why do gamers feel that they have to hide their favourite item of clothing at the back of the wardrobe? We all have one; you know the tired old t-shirt with the faded gaming emblem on it, the one with the holes in the sleeve and the strange food stains that won't come out? Why shouldn't we be allowed to wear it to family functions, they should be grateful that we turned up anyway. After all, we have all seen what passes for fashion out there in the real world, how dare they tell us what is acceptable and isn't. And how dare you the gaming community let them, shameful cowards all of you.

No more Gaming Brothers and Sisters! No more feeling an outcast when other people ask us what it is we do. No more hiding our figures in cupboards and sheds. Get them out on display; proudly tell visitors about them and how you painted them. We should be shouting loudly from the rooftops. Telling the world about that six we rolled at the cub the night before. Stand tall Brothers and Sisters; it's time to stop feeling shame whenever we are asked what it is we do with our spare time. It's not as if a baying crowd is going to turn up at our homes

during the night with pitch forks and burning torches. To drag us out of our beds and carry us away to the town square and put us in the stocks so that small children can point and laugh at us.

Brothers and Sisters, the next time there is a march on the government, it should be us marching with placards and voices raised to the heavens. We will be the ones making demands. A bank holiday just for us, when gaming will be compulsory. Legislation to allow us an extra few hours in bed the day after we have been gaming in our club or garage, paid of course. Laws that force local authorities to supply every gaming group with premises and an annual budget for terrain and tables.

Gaming Brothers and Sisters, I see a time when we will be talked about in the same reverent way that people talk about footballers and pop stars, I see a future where tournaments will be sponsored by major corporations. And people will be sat on the edge of their seats watching these televised events, watching and praying that their favourite gamer will survive, and crush his enemies in the final to lift the trophy. One day brothers and sisters, our names will be on the back of shirts worn by children, and instead of a ball in their grubby hands, there will be dice.

Yes Brothers and Sisters, our time is coming, let the rest of the world worry about the D6 wielding angry mob wearing faded and holey t-shirts. Appearing at their door during the night with dice instead of flaming torches ready to drag them out of their beds. Let them cower in fear and shame as we roll our dice, because they know what will happen when the dice lands on a six, yes they know brothers and sisters, they know.

As always you are free to disagree, as always you would 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

Uncle Bomber

THE Ancible

Your portal to Sci-Fi and Fantasy Gaming



INCURSION

SNAFU

Next Issue.....