

# THE Ancible

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Your portal to Sci-Fi and Fantasy Gaming

ISSUE 12



## INCURSION

# SNAFU

INSIDE

Twilight

Wargods

Discworld

Incursion Battle  
Report

ISSN 2042-7727

# THE Ancible

## View from the Command Deck

If you had told me 2 years ago that the magazine would still be going I would have hoped that it was but I would have taken it all with a pinch of salt. However here we are and you have in front of you Issue 12. The journey has been both interesting and difficult. I get mixed messages.

When I talk to gamers they are really pleased that a publication like The Ancible exists yet despite some good distribution figures advertising is not panning out the way I planned it to. Still even after all this time it's all a learning experience and Rome was not built in a day.

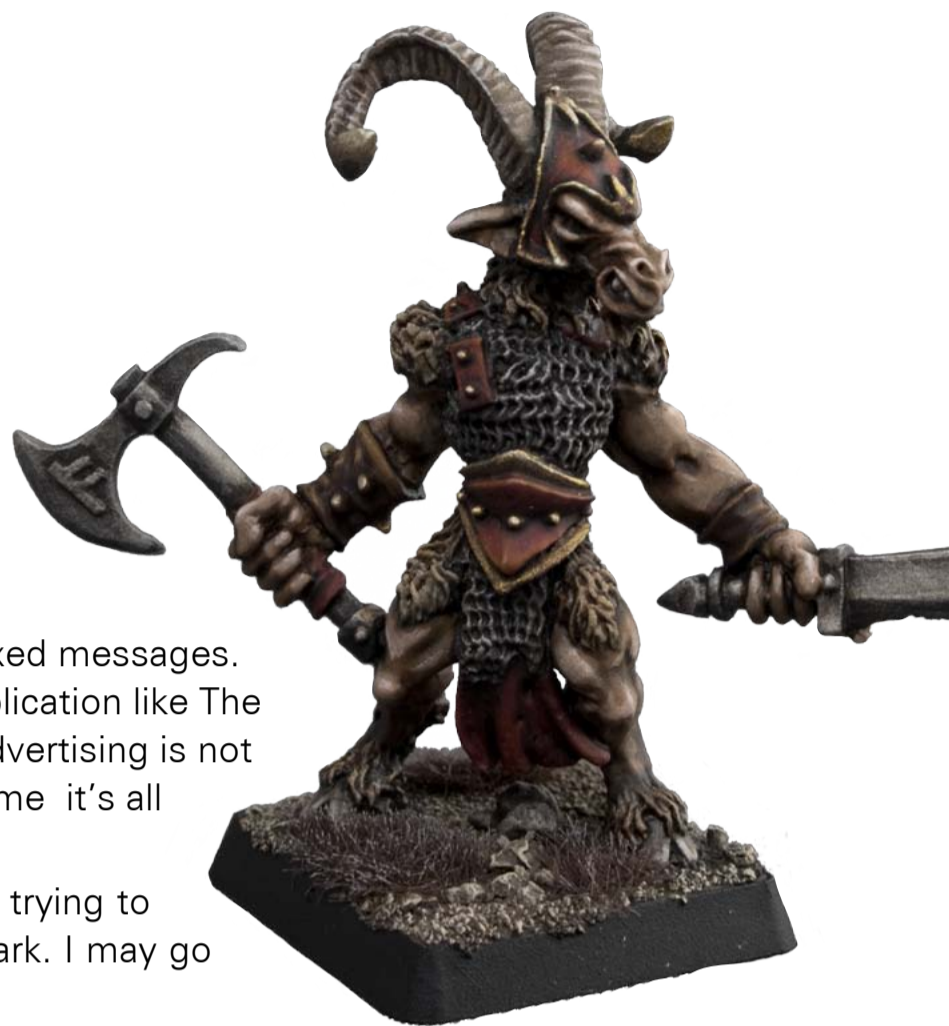
So what's been happening round the office? Well I am just trying to figure out what I am going to do to celebrate the 2 year mark. I may go out and get a bag of wine gums and share them round.

At Ancible towers we have been playing a few collaborative board games, some with miniatures and some without. This seems to be something quite new and interesting and there are in fact a few more board games out there that look quite interesting. Before you all start panicing don't worry we are still nearly all about miniatures but sometimes when something good comes along it is worth a mention. This months In The Box is all about Ankh Morpork the board game which as a Terry Pratchett fan had to be done. This is definitely one of the times that having your own magazine means you can do what you want.

I know this is going to sound a bit premature but as the next issue will be out in January this is the last opportunity I will have to wish you all a Merry Christmas and thanks you for your continuing support and good wishes in 2011.

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

*Kenny R*



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

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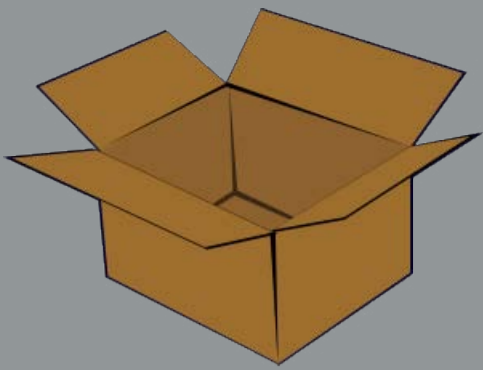
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# IN THE BOX

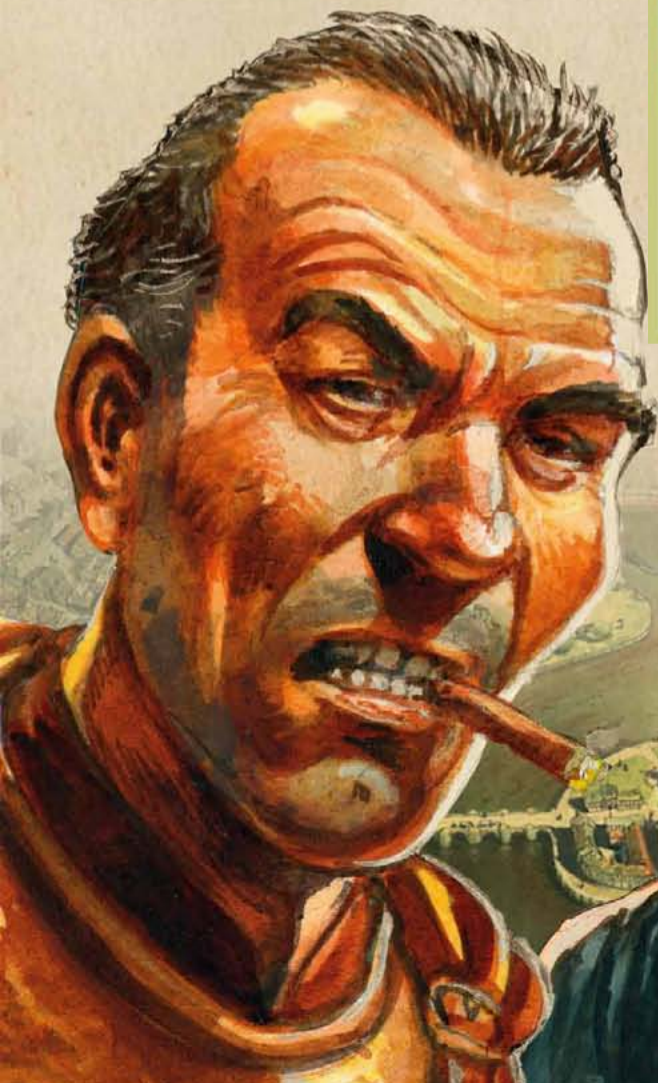
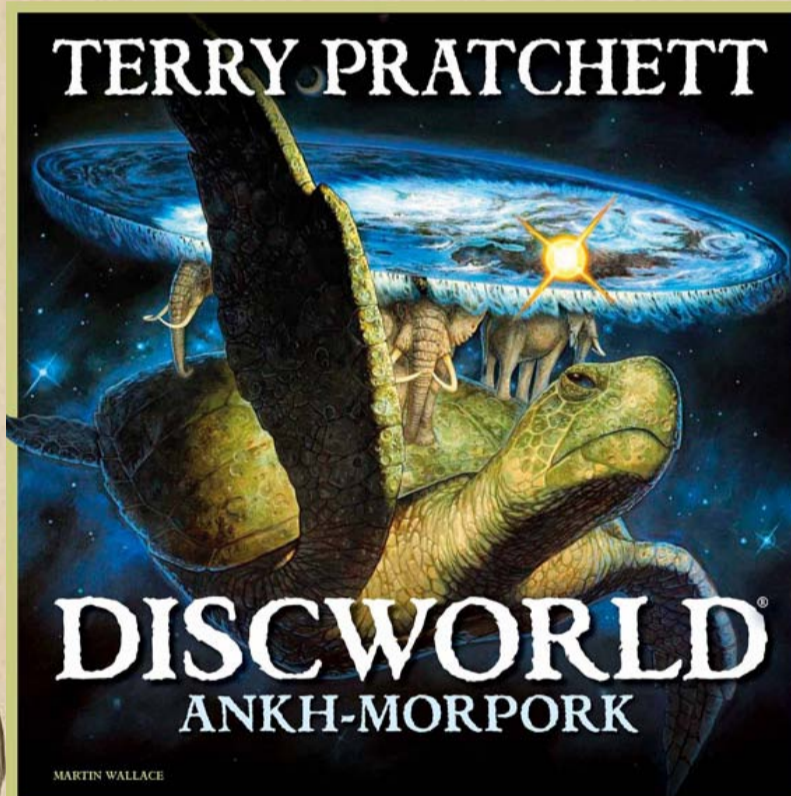
*with Dev Sodagar*

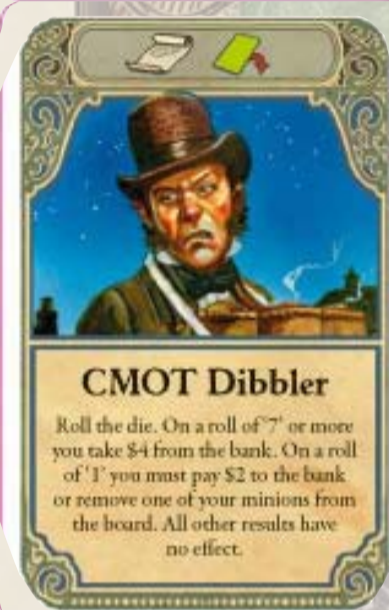
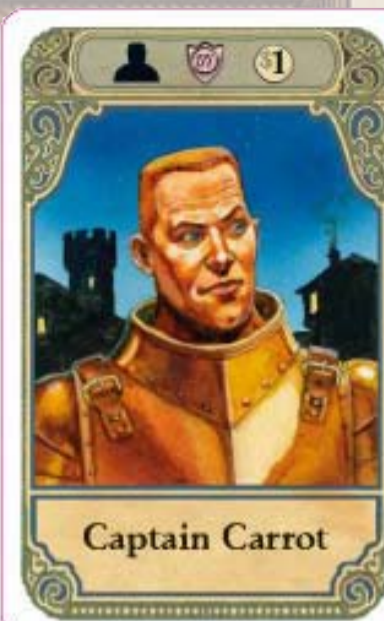
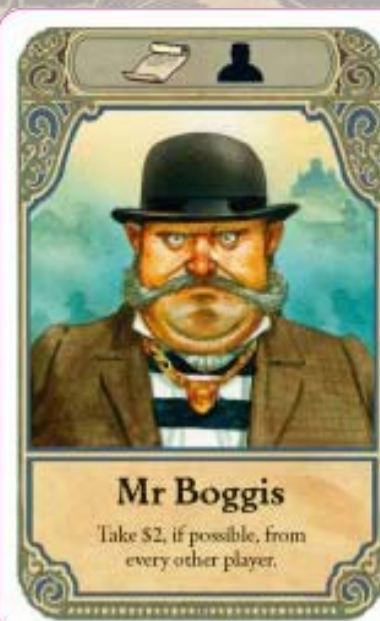
Welcome to another All in the Box, this issue we are taking a bit of a departure by looking at a game that doesn't contain miniatures: Martin Wallace's Discworld: Ankh-Morpork. Martin Wallace is famed for his game design, particularly historic strategy games and thematic games with 'Euro' mechanics behind them. His is possibly most famous for the Age of Steam series of games that has seen several reincarnations and expansions. To readers familiar with Terry Pratchett's Discworld Universe there is no surprise in finding out this game is packed with references to the books with various characters appearing on the cards. The premise of the game is that Vetinari has gone missing and the players are racing to seize control of the city. Each player takes a role that is kept secret from the other players, roles

include characters like Lord Rust, Lord Vetinari, Crysoprase, Dragon King of Arms and of course Sam Vimes among others. The role a player takes determines how it is that he can win the game which may be through controlling a chunk of the city or getting enough trouble markers to indicate a loss of law and order or simply collecting enough money to buy your way into power.

## What's in the Box?

Discworld: Ankh Morpork (collectors edition) comes in a medium size box, with beautiful artwork showing the city of Ankh-Morpork apparently under the thrall of a Dragon. The artwork for the game is very nicely done although for big fans the fact that it is neither





Josh Kirby nor Paul Kidby will jar slightly with expectations of the way characters should look. Opening the box the first thing you will spot is that, for the size of the box, there is very little inside. The game consists of one die, some wooden counters, cards, game board, rules and poster.

## The Rules

The basics of the game are very simple... play a card, do the actions it says from left to right skipping ones you don't want to do (except for the special events which are compulsory). Once you have done all the actions you draw back up to 5 cards and the next player takes their turn. Actions on the card can include placing a minion, removing another player's minion, moving a minion, adding a building, drawing cards or playing another card.

There was really no reason the game couldn't have come in a much slimmer box. The standard edition comes in an even bigger box and unless there is a really nice box insert, it seems ludicrously oversized. Pulling out the map and unfolding it you will see a fairly well detailed map that is coloured in such a way that there is no confusion of what in the game connects to what. The map also matches perfectly with previous maps that Terry Pratchett has released, really helping to support the feel of authenticity in the game.

One of the quirks of the collector's edition is the die that is supplied, a d12 that is missing the number between seven and nine, instead there is a 7a on the face. This corresponds to the board which has the districts numbered in a similar manner. The cards are the main part of the game and each is decorated with beautiful artwork and fits wonderfully with the setting using game characters and organisations to represent actions that fit in with that character's personality within the stories.

The collector's edition also comes with a large poster with some of the artwork from the game on it.



Of course the trick of the game is in securing your secret objective first which requires a combination of working out what the other players are attempting so you can stop them and keeping your own objective hidden from them so they don't stop you.

Minions will help you to control regions of the board as well as allowing you to buy buildings on that board section. Having a building in a district of Anhk-Morpork will give the user that district's special ability which may be money each turn or adding trouble markers to the board etc.

One additional factor to add some complexity to the game is the concept of trouble - trouble markers prevent the construction of buildings in that district. Trouble markers are added whenever a minion is added to a district with a minion in it (even if of the same colour) and are removed whenever a minion is removed or when the police action is used. This can be used quite effectively to block players from getting ahead through the effect of buildings.

## Other Goodies

Despite being a collectors edition, there is relatively little bonus stuff over the basic edition. The coins are painted wooden tokens rather than the cardboard of the basic and there is also the art poster mentioned earlier. There is a Deluxe edition around the £100 mark that included resin tokens rather than the standard wooden ones.

## Playing the Game

This is not a structured, highly tactical game. There is a lot of randomization, a high degree of luck and it is entirely possible that you could be struck with bad luck for a game and be able to do very little. This is not necessarily a big issue if you are aware of it going in and players try to keep the fast-paced feel of the game rather than over-analysing what is inherently a highly chaotic game.

The use of cards in the game and the limited had sizes acts to restrict what players can do in a turn and although this can result in frustration as there are no cards that players want to use, it also helps minimize down time as other players won't have much agonizing to do in terms of what to play

in their turn. The secret nature of objectives means there is a lot of deduction that keeps players involved in the game and helps disguise whether a player is ahead or about to win meaning players seldom feel that there is no hope for them (aside from the potential for a hand of unhelpful cards).

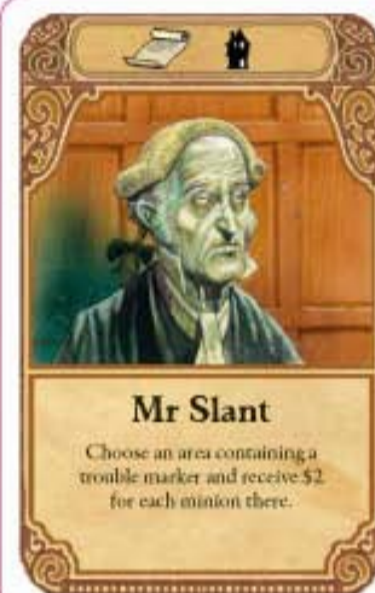
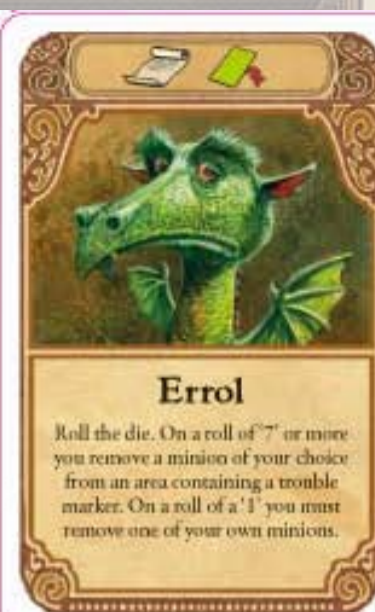
## Conclusion

£29.99 - Standard Edition

£46.50 (inc P&P) - Collector's Edition

~£100 - Deluxe Edition

This is a good game but the highly random element may well be off putting to some however all fans of the Discworld series should find a way to try this game out. Repeat plays with same group of players is one of the best ways of enjoying this game as you get to learn their play styles and tactics for different characters, really enhancing the feel of the game. The price point is fairly standard for this type of game and for the amount of play you can get out of it, well worth it. The standard edition is probably the best version to go for as the bonus components don't really justify the price increases.



# Watching Paint Dry

By Andy Walker



**Ainsty Castings**  
Resin Scenics and Accessories for Gamers



## The Lazarus Experiment

The Walker household are huge Doctor Who fans. I pretty much missed it all when I was a kid, but as an adult I'm addicted. From a small child in a gas mask asking "Are you my mummy?", through statues that attack when you blink, to Vampires in Venice and a Hotel that houses your worst fears, there's never a dull moment.

There is so much Doctor Who "stuff" that you can buy it's incredible, action figures of all shapes and sizes, life-size sonic screwdrivers, T-Shirts, TARDIS USB hubs, Cybermen helmets – you name it, you can probably buy it.

There's also a Doctor Who miniatures game...

Obviously, for a miniatures game set around Doctor Who, we need some miniatures to represent the Doctor, the TARDIS and his companion at the very least. There are no official 32mm miniatures, but there are a few miniature companies around that produce figures and scenery that can be used.

The biggest challenge for this article was getting the colours right. In previous articles I've had a lot of leeway in choosing my own colours and patterns, so I could make the most of painting some of my favourite colours, or in the case of the last article, setting myself some challenges. Here I'm trying to recreate some very specific characters, so getting things like Amy Pond's hair, the colour of the TARDIS and the Doctor's jacket right are very important. That doesn't necessarily mean getting everything exactly the same, as in some cases that would be impossible, but a miniature representing the Doctor needs to be instantly recognisable, and we should be able to tell which Doctor it is.

For this article, I wanted to create the latest (11<sup>th</sup>) Doctor and his companion Amy Pond.

## The Pandorica Opens - miniatures and assembly

### The Doctor and Amy

To represent the 11<sup>th</sup> Doctor and Amy I got my hands on Tweedy Mattison and May Killan from Crooked Dice Miniatures. These are lovely miniatures, full of character, nicely posed and with very little flash or mould lines. The miniatures are full of detail with no "blank" areas, i.e. areas of the miniature that are flat and featureless, which are difficult to do anything with. The faces are particularly good, with some nice expressions, Tweedy looking rather smug and pleased with himself and May with a look of "Uh-oh"





on her face. The other thing I really liked were the clearly sculpted eyes. As many readers will know, I don't enjoy painting eyes at all, but I was actually looking forward to painting the eyes on May...

In terms of their clothing, May is wearing a woman's police uniform, which is ideal for representing the first time we see Amy Pond in the series (dressed as a Police Officer themed Kissogram). The important parts of Tweedy's outfit are the jacket (with elbow patches) and bow tie (because bow ties are cool), and some strange screwdriver-like device in his right hand...

To get myself in "Doctor Who mode" I'll refer to them as The Doctor and Amy for the rest of the article.

### Basing the models

The two miniatures came with standard 25mm round slotted bases, but I wanted to do something different this time, as I didn't think the standard "sand and grass" would work particularly well. So I used some resin bases from the Waterworks range from ForgeCraft Games. As you can see from the picture these bases are a nice combination of flagstones, old piping and some rough areas. I thought these would look great painted up looking rough and dirty



like they were part of a sewer system, or part of the scenery from "The Doctor's Wife" episode. The base can really help with the narrative of a miniature - by using a base like this, the model will look like they are somewhere dank and unpleasant - it goes some way to explain Amy's slightly startled expression and "ready for action" pose.

### Warning: Working with Resin

**While inhaling dust from any miniature caused by sanding/drilling isn't good for you (Unless you're maybe a Cyberman), inhalation of resin dust is definitely bad for your lungs, so when sanding or drilling resin miniature parts, it's a good idea to do it outside or in a well ventilated area, and if possible wear a mask over mouth and nose.**

**Resin bases usually need to be sanded flat on the bottom, sometimes there's a little extra flash from the casting, and there may also be air bubbles that will need to be filled. I was very lucky with the bases from ForgeCraft, the bottoms need a little sanding, but there was little to no flash and there were no air bubbles.**

**Lastly, resin components will usually still have some of the release agent on them from when they're taken out of the moulds, this is removed by washing the part in warm soapy water.**

This was the first time I'd used resin bases on miniatures, so it was a bit of a learning experience for me. The resin bases have no slot running through them, so the first thing I had to do was cut the tab from the feet of the miniatures - to do this I used a pair of small straight bladed cutters I've had for years. It's also possible to do this with a knife, hacksaw or electric tool, but the cutters are generally safer, and you have more control - it's important to avoid damaging the model itself, so the slower and more controlled you can do this the better. With the tab removed, it's important to work out where on the base you're going to attach the miniature. For both Amy and the Doctor, the feet were fairly flat to the ground, so I need two reasonably flat areas on the base, one for each foot. After a little thought I had the positions right and set about attaching the miniature to the base. For display-only pieces you could get away with just gluing the model to the base, but if the models are meant to be played with it's better to pin them. This wasn't too difficult:

1. Drill hole in the leg - make sure it's one with plenty of raw material to drill into
2. Glue a short length of stiff metal wire (part of a paper clip in my case) in to the hole and cut to a reasonable length
3. Drill a hole in the base
4. Once the glue in step 2 is dried apply glue to the pin and the two feet and attach to the base

## The TARDIS and Console

To represent the TARDIS and Console, I used the Constabulary Communication Cabinet and Central Console from Ainsty Castings "Proffesor (sic) What" range. Like The TARDIS, the Constabulary Communication Cabinet is based on the old fashioned Police Boxes we used to have here in Britain, so it was ideal. The model is a hefty chunk of resin with nice detailing on the doors and sides (including a door handle and key hole - very important!).



The Central Console looks more like the centre of the TARDIS from the Dr Who episodes of the 60s and 70s, but right from the start I decided to paint it in a more Steam-punk style colour scheme, so it wouldn't look too out of place with the 11<sup>th</sup> Doctor and his companion. I did have a slight issue with the top of the console - generally the detailing is good, with lots of buttons and screens finely cast.



Unfortunately as you can see from the picture, the divider strips between the segments of the console were quite fragile and were easily damaged. So I did my best to fix the sections with GW's green stuff. I am definitely no expert at green stuff and sculpting, so it was a bit of trial and error. I found it was easiest to get the green stuff into roughly the right shape first and then add it to the model, using a wet knife blade to move it into place and secure it. Keeping the blade wet stops the green stuff sticking to the blade. The results aren't perfect, but they do the job. It's actually given me the confidence to do more with green stuff, so hopefully there will be some more examples in future articles.

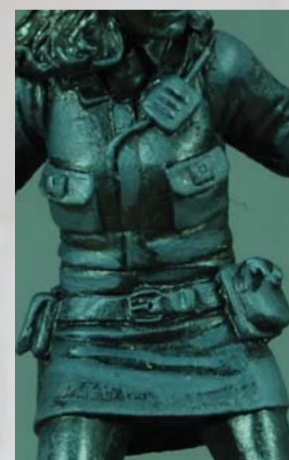
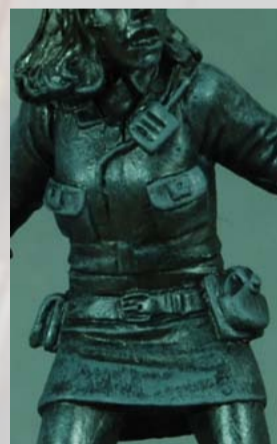
One important thing to note – I didn't glue the clear plastic top part on until I'd painted and varnished the rest of the console...

## Undercoats

Both Amy and the Doctor were under-coated in black, as the majority of both figures (including the bases) were dark coloured. The TARDIS was also under-coated black as I like the way it works with dark blue, and it's harder to get the same effect with a lighter undercoat. The console, being much lighter in colour, was under-coated with grey.

## The Girl Who Waited: Amy Pond

### The Uniform

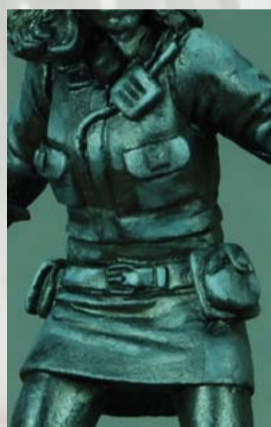


A large proportion of Amy's outfit is black, so it was obviously the best place to start. I wanted to paint the legs differently, but for the uniform and shoes, I went for a grey highlight scheme. In the previous article where I painted things black I used P3's Cryx Base as the first highlight, but this was a little too green for a police uniform, so instead I used Vallejo Model Colour German Grey. To help get the highlights in the right place to start off with, I used a small dry-brush and applied the paint in downward strokes on the model, catching the top and vertical surfaces of the model. As always with dry-brushing it's important to limit the amount of

paint on the brush (without drying it too much on the bristles) and apply in slow smooth strokes (avoiding any "scrubbing") in one direction.



For the next highlight stage I used my trusty size 0 brush to carefully paint in highlights of GW's Adeptus Battlegrey, blending them in to the first highlights, and neatening up any chalky/rough edges that can often result from dry-brushing. Codex Grey is then added as a final highlight, catching the top edges of folds in fabric, pockets and the top facing parts of the Nightstick.



At this point the Uniform looks more a dark grey than black, so I added a glaze of diluted (1:4 mix with water) Badab Black to darken it down and smooth out the highlighting. Now it looks much more like a black uniform with some graduated grey highlights.

## Nylon

The last black based areas to do were Amy's legs. I had a few thoughts on how to create the "Nylon" look. The method I decided on went like this:



▲ Base coat: The black undercoat on the model was touched up to make sure there were no chips or crevices with exposed metal



▲ First highlight: A 1:1 mix of Black and P3's Beast Hide was thinned and painted on to all but the most recessed areas - the thinned paint meant there wouldn't be too hard an edge between the black shadows and the first highlight.



▲ Second highlight: More Beast Hide was added into the mix and applied in a smaller area, working back up the leg from the knee and from the heel up to mid calf

▲ Third highlight: Yet more Beast Hide was added to the mix and applied inside the previous layer, while forming a "hard edge" at the top of the knee

▲ Final highlight: A mix of mostly Beast Hide with a little Black was painted on to the top of the knee and a small area of the calf

## Skin

Amy Pond has very fair skin so I wanted to make sure I kept the skin tone as light as possible on the model:



▲ Base coat: Dheneb Stone applied in several thin coats - it was really important not to obscure any detail on the face



▲ Shade: A small amount of Gryphonne Sepia wash was applied, trying not to darken the skin tone too much



▲ First highlight: Dheneb Stone reapplied to most of the face, avoiding the recesses



▲ Second highlight: A 1:1 mix of Dheneb Stone and Skull White blended in to the raised areas



▲ Final highlight: Skull White was added to the top edges and points of the face and hands



▲ Base coat: Dark Flesh



▲ Shade: An overall wash of Gryphon Sepia, followed by some diluted Devlan Mud pushed in to the recesses around the neck



▲ First highlight: Dark Flesh is painted on to the strands of hair - not dry-brushed as such, but using an older brush and the sides of the brush hairs rather than the tip, it catches the raised edges of the hair



▲ Second highlight: A 1:1 mix of Dark Flesh and Solar Macharius Orange applied in the same way, but only down as far as the ears from the top of the head, and then from the ends of the hair to a little way up.



▲ Final highlight: A 1:1:1 mix of Dark Flesh, Solar Macharius Orange and Dheneb Stone, applied again in the same way, but only on the top of the head and the very ends of the hair.

With the skin done, I added a little Ogryn Flesh to the lower cheeks to add some definition and then mixed a little Scab Red to the base flesh colour and painted the lips



## Hair

Anyone who has seen a picture or footage of Karen Gillan as Amy Pond will have noticed the fantastic hair colour - in fact when I told a friend of mine I was painting Amy Pond as part of this article, one of the first things she said was "I can't wait to see how you do her hair!". Hopefully I've got it right!

## The Shirt

As Amy is dressed as a Police Officer (well, maybe a kissogram in a pretend Police Officers uniform, but you know what I mean), the shirt had to be white. Nothing ground-breaking here, the only real choice I had to make was the base coat - I went for a light blue-grey as that fitted better with the rest of the outfit.



▲ Base coat: Thinned Astronomican Grey applied in a number of coats



▲ First highlight: A 1:1 mix of Astronomican Grey and Skull White applied to all but the bottoms of the sleeves and the deepest recesses



▲ Final highlight: Skull White applied to all the top edges

It was also at this point that I added the white checks to the tie around her neck - just white dots in an approximation of a chequerboard pattern.

### Eyes

It should be no surprise that I left the eyes until last - at the start of the article I mentioned how well Amy's eyes were sculpted, the eyeballs are particularly well defined and actually made painting eyes pleasurable!



▲ Base coat: The eyeball socket was painted black - looking back I perhaps should have used something less stark, such as Scorched Brown for a more subtle effect



▲ First stage: The eyeball is painted white leaving a thin dark line around the eyeball



▲ Final stage: Dot the eyeball with black, representing the pupil and iris

So that's Amy completed, the only thing left to do is paint the base - this will be covered in the next section about painting the Doctor.

## A Good Man Goes To War: The Doctor

### Black - trousers and shoes

For the Doctor's trousers and shoes I used exactly the same method as I did for Amy Pond's uniform, but I needed to avoid his shoes and trousers being the same colour. If you look closely at the TV show, his trousers have a brownish tint to them, so to match that I gave them a glaze of diluted Gryphon Sepia and Leviathan Purple (1:1:4 mix with water), making sure I didn't get any on the shoes. This still keeps the trousers visibly black, but there is enough of a difference to be able to distinguish the two different hues between the trousers and shoes.

### Shirt

One of the problems with trying to paint a miniature to reproduce what you see on TV, movies or in artwork, is that sometimes it's just not physically possible. The Doctor usually wears a fine checked shirt, which would be near impossible to paint (and still retain my sanity), but I wanted to avoid having a plain shirt as that would look a little flat and boring. So I went for a striped pattern:



▲ Stripe base coat: A couple of coats of thinned Dark Flesh is painted over the entire shirt.



▲ Shirt base coat: Thinned Codex Grey is painted on in downward stripes leaving a thin band of the Dark Flesh between each stripe



▲ Shirt first highlight: A 1:1 mix of Codex Grey and Dheneb Stone painted onto pretty much all of the raised parts of the shirt, including the collar.



▲ Shirt final highlight: Pure Dheneb Stone was painted on to all the raised edges and creases

You may have noticed that I painted the dark colour first, and then painted the shirt colour over it, rather than paint the shirt and then paint the stripes over the top. I did this because there are occasions (like this one) when I find painting a thin stripe evenly difficult, and it's easier to paint a series of thicker stripes, with smaller gaps between them, creating the thin stripe by subtraction.

### The Bow Tie and Bracers

Because bow ties are cool, remember? A very quick and easy paint job for the bow tie and bracers, a base coat of Scab Red was followed by highlights of Blood Red and a 1:1 mix of Blood Red and Solar Macharius Orange.

### Skin and Eyes

For the skin and eyes, I used exactly the same method as I used for Amy. The Doctor's eyes aren't quite as well defined as Amy's but they were still pretty straightforward to paint.

### Jacket

The next bit to paint was the jacket. I chose to leave this a solid beige colour, as tweed would be harder to reproduce than checks or stripes - and as the shirt had the pattern on it, the jacket would be fine as a solid colour:



▲ Base coat: A couple of coats (no pun intended) of thinned Khemri Brown



▲ Shade: If I'd used the trusty Devlan Mud here, the jacket would have been too dark, so instead I used Gryphon Sepia. I also didn't use too much wash, as I didn't want to overdo the shading, or risk getting any wash on the previously painted shirt and skin



▲ First highlight: Khemri Brown reapplied to most of the jacket, avoiding the shadowed areas



▲ Final highlight: A 1:1 mix of Khemri Brown and Dheneb Stone applied to the top edges and creases



▲ Glaze: A very diluted Devlan Mud glaze helped tone the jacket down, and smooth out the highlights - while it was important that the jacket wasn't too dark, I overcompensated a little with the highlighting and needed the glaze to bring it down a notch or two

## Washes vs Glazes

Just a quick note to distinguish between the two - A wash is a more liberal application of thinned paint/ink/"wash" used to accentuate shadows by the liquid settling into the recesses. I use a glaze as an application of thinned paint/ink/"wash" as a very thin layer to change the colour of an area.

## Hair

For some reason I was convinced that the 11th Doctor had fair hair. I have no idea why, I just did, so it came as a bit of a shock when doing the "research" that his hair was dark...



▲ Base coat: A 1:3 mix of Charadon Granite and Black



▲ First highlight: Charadon Granite applied to all the raised edges of the hair using the same technique as I used for Amy's hair



▲ Second highlight: A 1:1 mix of Charadon Granite and Khemri Brown, painted on to the raised strands from the top of the head to half way down the hair



▲ Final highlight: A 2:1 mix of the previous highlight and Dheneb Stone, used sparingly on the top of the head.

## Painting the base

Usually for me, painting the base of a model is a little on the dull side, but that's mainly because I use the standard sand approach. The bases for the Doctor and Amy were as much fun to paint as the models themselves - partly because of the amount of detail on them, and partly because I could be a little messy in my approach.

First up was the metal work. I wanted this to look all old and rusty, as if it had been there with no attention for a long time. It had to look dirty and discoloured, with very little shine to it:

▲ Base coat: Scorched Brown - by using a non-metallic base coat, the shadowed areas won't have any sparkle to them, they'll look flat and dirty, like the grime is stuck in all the crevices.

▲ Underlying rust: As this is metal, and uncared for, in a damp environment, it's probably going to corrode a bit. So I daubed a couple of patches of Bestial Brown on top of the Scorched Brown.

▲ First highlight: Tin Bitz was dry-brushed on, leaving only the most recessed areas non-metallic. As this is meant to be patchy and dirty, the rough effect of dry-brushing was a positive effect!

▲ Second highlight: Boltgun Metal was dry-brushed on in lighter strokes than the first highlight. Note at this point that there are two browns showing through in the recesses, giving a nice rust effect

▲ Final highlight: Chainmail was very, very lightly dry-brushed on, just picking out the uppermost points and edges - at this point it's a bit too bright though so...





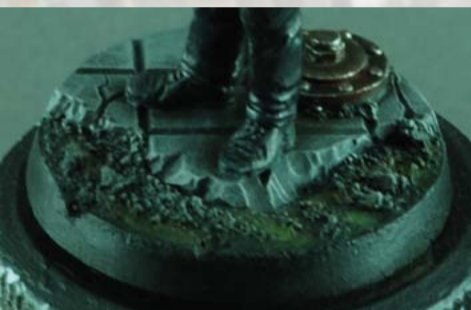
▲ Wash: To bring it back to a dirty metal, a diluted Devlan Mud glaze is applied. The different colours still show through, but much toned down.

The edge of the base was touched up with Black to make it look neat and tidy and the miniature was sprayed with matt varnish.

But the miniature is not quite done...

To make the "wet patches" actually look wet, I painted some some of GW's 'Ardcoat (a gloss varnish in a standard pot) on to the green areas in amongst the rubble - this gives a nice (Depending on your point of view!) wet, slimy effect.

With the metal work done, the rest of the base was pretty straight forward:



▲ Base coat: The paving stones and rubble were painted Charadon Granite, and the "wet patches" were daubed with Catachan Green and Camo Green, to look like stagnant, dirty water



▲ Shade: The whole base (apart from the metal bits) were given a liberal wash of Devlan Mud



▲ First highlight: A good dry-brush of Charadon Granite over the paving stones and rubble - I had a more than normal amount of paint on the brush for this stage, as I only wanted the deepest cracks in the paving to go unpainted



▲ Second highlight: A lighter dry-brush of Adeptus Battlegrey



▲ Final highlight: An even lighter drybrush of Codex Grey



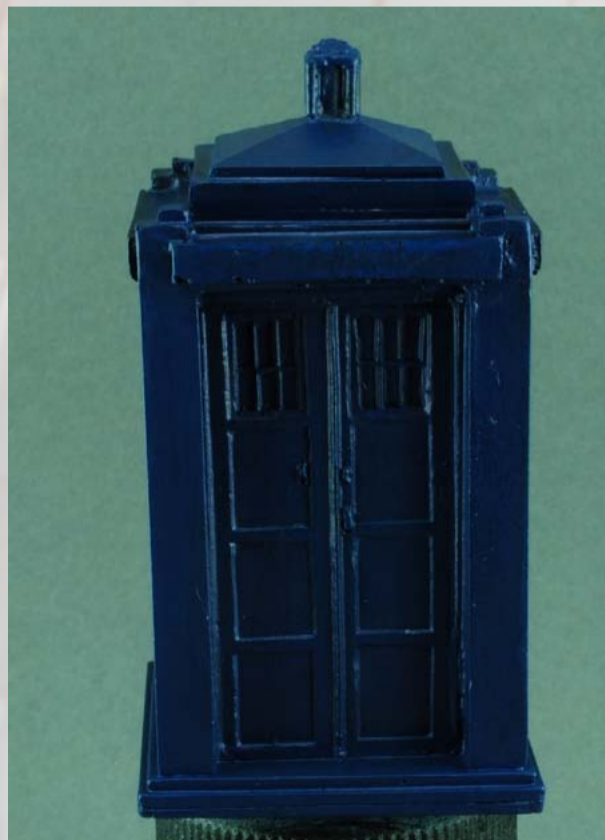
▲ Bringing back the Algae: Camo Green was brushed back on to the "wet patches", not in exactly the same place as the original coat, but slightly off to give a more natural look

## The Doctor's Wife: The TARDIS

While the Doctor regenerates and companions come and go, the TARDIS pretty much stays the same. This model is really quick and easy to paint, and while it's only really blue with some details, there's plenty of edges and small surfaces to keep it interesting.

### Blue

I think I could probably have got away with any approximation of dark blue for the TARDIS, but I didn't want it to be too bright. I know that generally the paint schemes on my miniatures are a little on the conservative side, but I'm always wary of going too bright for fear of making the model look almost toy-like - especially when using primary colours. Right from the start I tried to avoid this by using a black undercoat, but I had to be careful when it came to highlighting:



▲ Base coat: I used a couple of thin coats of Regal Blue, applied with a large brush. As the majority of the model is blue I didn't have to be careful, just making sure that I had a nice even coat.





▲ First highlight: A 1:1 mix of Regal Blue and Shadow Grey was blended in from all the edges into the recesses, except for the mouldings over the door and underneath the roof, where I used a line highlight. This highlight covered the majority of the roof of the TARDIS, as you would expect of the light source is directly above the model.



▲ Second highlight: A 1:2 mix of Regal Blue and Shadow Grey applied as an edge highlight on all the vertical and upper horizontal edges, being mindful of any potential shadows caused by "overhangs" and avoiding those bits of the model.

With the majority of the model painted blue, I moved onto painting the windows and the top light. This was really quick and easy:



▲ Base coat: A couple of coats of thinned Astronomican Grey



▲ First highlight: a 1:2 mix of the grey and Skull White was blended in - on the windows this was from the bottom of the window to two thirds of the way up, and on the light it was blended in to the middle two thirds



▲ Final highlight: Pure Skull White was blended in from the bottom of the windows to a third of the way up, and as a central stripe on the light

I was really happy with the way the windows looked now, with a slight shadow caused by the frame above each pane.

### Signs and Lettering

With most of the TARDIS painted, it was on to the tricky bit, the signs. Across the top of each side of the TARDIS is a black sign with the words "POLICE BOX" written across it, and between the two words "PUBLIC CALL" is written in smaller text. On the right hand door is a small circular St Johns Ambulance symbol, and on the left is the white sign with black lettering covering the telephone hatch.

A few words (pun very much intended) on painting lettering...

Painting text isn't easy, whether it's a few words in English, or some weird Alien script. It's right up there with painting eyes for me, but like most things it gets easier with practice.

A few tips on painting lettering:

- ▲ Plan it out. Sketch out on a piece of paper the words you want to paint on the model and think about how you're going to fit them in to the space you have available.
- ▲ Make sure you've spelled the words correctly!
- ▲ Use a good quality fine detail brush
- ▲ Thin your paints more than you normally would. It may take more than one coat to paint a letter, but this will help you avoid the lettering standing proud of the background - which can make correcting mistakes difficult
- ▲ Use the background colour to help paint the characters "by subtraction". For example, paint a "B" as two solid semi circles with your text colour, one on top of the other, then with the background colour, paint two semi circles inside them. This is much easier than try to paint a consistent thin curved line with a brush

- ▲ If the writing is so small it's hard to write the letters, consider not writing actual letters at all. Use a few brush strokes to represent letters or even whole words, depending on how small the text is
- ▲ If your text is going to be "black on white" try not to use black paint – think about using a dark grey or brown, for a more subtle effect

The signs on the doors were a 2 stage process:



The signs across the top of the TARDIS were a little more complicated:



- ▲ Base coat: Pure skull white was thinned down with water and applied in several layers
- ▲ Writing: Charadon Granite was used to paint approximations of words as the lettering would be too small to paint effectively. The Charadon Granite is still quite dark, but looks much better than using black

- ▲ Base coat: The signs were repainted black to cover over any splashes of blue
- ▲ Edges: I then used the side of the brush to paint a 1:2 mix of Regal Blue and Shadow Grey on the edges of the sign
- ▲ Lettering: I did as best a job as I could with thinned Skull White, making sure I at least got the solid blocks of the letters painted. When the white was dry, I then

used the black again to neaten up the letters, creating the fine lines, by cutting into the white from each side. "POLICE BOX" was made up of the actual letters, but the "PUBLIC CALL" between them were just small approximations of the letters, making sure I had the number of characters right, if not the actual look of the letters

By keeping the paint thinned right down I was able to keep working at it until I got it right, without creating any unsightly ridges on the sign.

The final thing to do was to paint the handles and keyhole on the door in silver and gold, and then the TARDIS was put aside to be varnished when the console was finished.

## The Eleventh Hour - The TARDIS Console

As I said earlier in the article, I wanted to paint the Console in more Steam-punk style colour scheme to better match the inside of the TARDIS of the latest season. So rather than grey, I went for a beige and brown theme. I wanted the majority of the structural part of the console to be a non-metallic colour, with the structural details, and console controls to be painted a brass colour.

### Structure

I went for the quick and easy solution here:



- ▲ Base coat: 2 thinned coats of Khemri Brown were painted on pretty much all of the console



- ▲ Shade: A liberal wash of Devlan Mud – I wasn't too careful here, particularly on the central support column – bearing in mind the Doctor seems to mess

around with everything down there, including kicking and hitting it with a spanner, I don't think it would be exactly pristine...



▲ First highlight: Khemri Brown was blended into all but the most shaded areas



▲ Second highlight: A 1:1 mix of Khemri Brown and Dheneb Stone was blended in to all the top facing areas. I made sure that anything below the top of the console remained reasonably dark



▲ Final highlight: Dheneb Stone was carefully painted on as a top highlight

### "Space Metal"

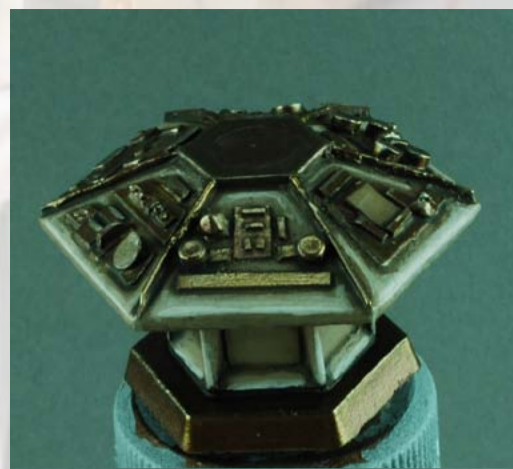
I didn't want the metal to be the standard "Steampunk Brass" colour, but something a little more "otherworldly", so I introduced a green-gold, rather than an orange or yellow gold into the highlighting process:



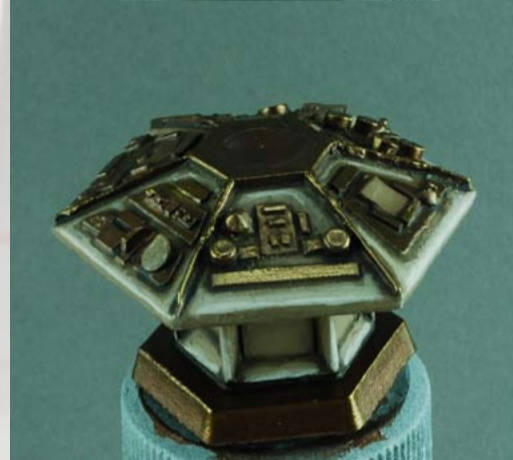
▲ Base coat: One thinned coat of Tin Bitz. As the console is a good beige brown colour already, I only

need one coat

▲ Shade: A smaller than usual amount Devlan Mud was carefully applied, making sure that I didn't ruin the previous paintwork, but giving all of the metal bits a narrow dark outline, to distinguish them from the rest of the console



▲ First highlight: A 1:1 mix of Tin Bitz and P3's Blighted Gold was blended in to all the top surfaces of the metal



▲ Second highlight: A 2:1 mix of the first highlight and Chainmail was then added as a top edge highlight.

I really like the effect this gives, it's a more "Alien" metal effect. It's the first time I've used it, and I'm already thinking of other projects where this could be really useful.

### Writing things down

*Here's something I don't do enough of – keep a notebook\* with you when you're painting, so when you do something that works really well, write it down so you don't forget how to do it. It's also useful when painting whole armies in stages, so that you don't forget what colours you used on earlier models and you keep your army consistent.*

*Trust me, it's really frustrating when you can't remember how you painted something!*

*\*It doesn't have to be a notebook of course - Post-it notes, Smart Phones, Tablet PCs can all do the job.*

### Details

The console would have been a little dull had I left it at that point, so I decided to add a few splashes of colour. When adding colour to something like this, I've found it's best to limit the palette to a couple of colours – in this case I used red and green. I painted some of the bits to look like screens, with a bright point at the bottom and dark at the top:



- ▲ Base coat: Black
- ▲ First layer: Orkhide Shade
- ▲ Second layer: Catachan Green
- ▲ Final layer: Camo Green

The "radar screen" was simply black with fine lines of Camo Green painted on, and the buttons were Scab Red with a Blood Red highlight..

With the details complete, both the TARDIS and the Console were sprayed with matt varnish, and once that was dry, I glued the clear plastic top piece to the Console\*.

\*You'll notice in the stage-by-stage pictures, that in the centre of the Console I painted a black hole that graduates into a bright point in the centre. This was meant to look like a shaft of light coming up into the clear plastic piece on the top – unfortunately the plastic piece is too opaque and when I glued it on you can't really see that lovely piece of blending work...

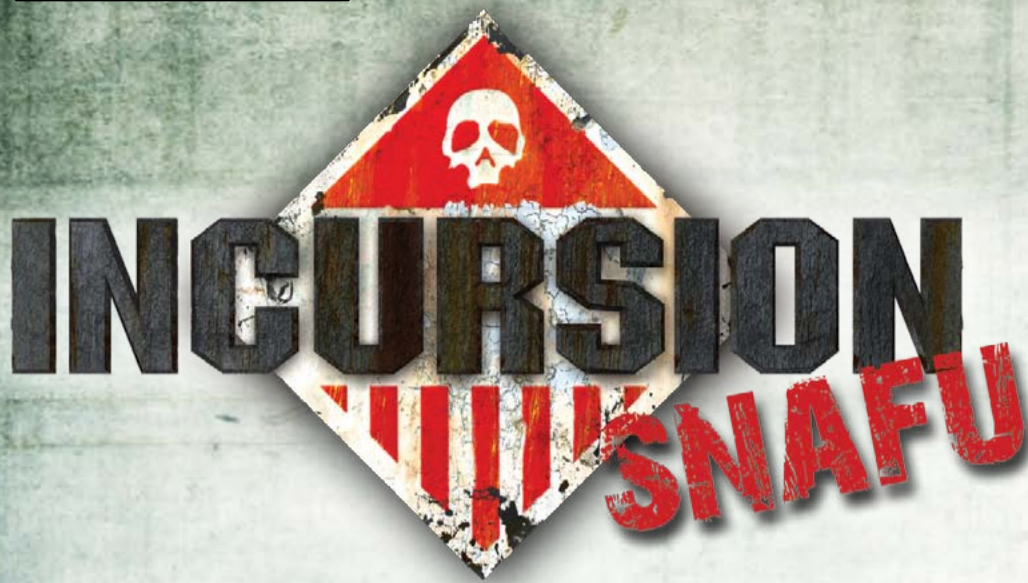
### Journey's End

I'm pretty confident I can call this project a success. I'm over the moon with how the Doctor and Amy have turned out, and especially how much they look like the TV characters. The TARDIS looks particularly good, and I'm pleased at how well my first attempt at using green stuff has repaired the console piece, even if it is a little rough in places.

Now I'm off to find some Daleks and Weeping Angels...







# INCURSION

## SNAFU

I was recently having an email conversation with Jim at Grindhouse and he uttered the words all self-respecting gamers love to hear. "Would you like something to give away in the next issue of The Ancible" you can guess what I said. "Yes Please!!"

Now as we are no longer in print it is difficult to stick miniatures onto and electronic version of the magazine but you don't have to worry, it's not one of those. Instead he offered me a mission of my choice from the new Incursion SNAFU expansion book.

I had a look through the new book and was spoilt for choice and in the end settled on the Special Relationship scenario as I thought it was both appropriate and interesting as it uses both sides of the game board (you need two boxes of Incursion to play). This gives the players a massive playing area and let's face it who doesn't love having lots of space to play games on. This mission is included in the following 2 pages for your gaming enjoyment.

So you have your free scenario but what else does the SNAFU expansion book offer?

The new book is 64 pages long and is the ideal companion for owners of the original game.

Grindhouse recently did a very special deal on the incursion game and for those who took them up on the deal, this book adds some very interesting missions to

supplement original missions. As well as new missions the SNAFU book introduces some new characters in the form of the MI-13, some additions to the APEs and a couple of German SWD characters.

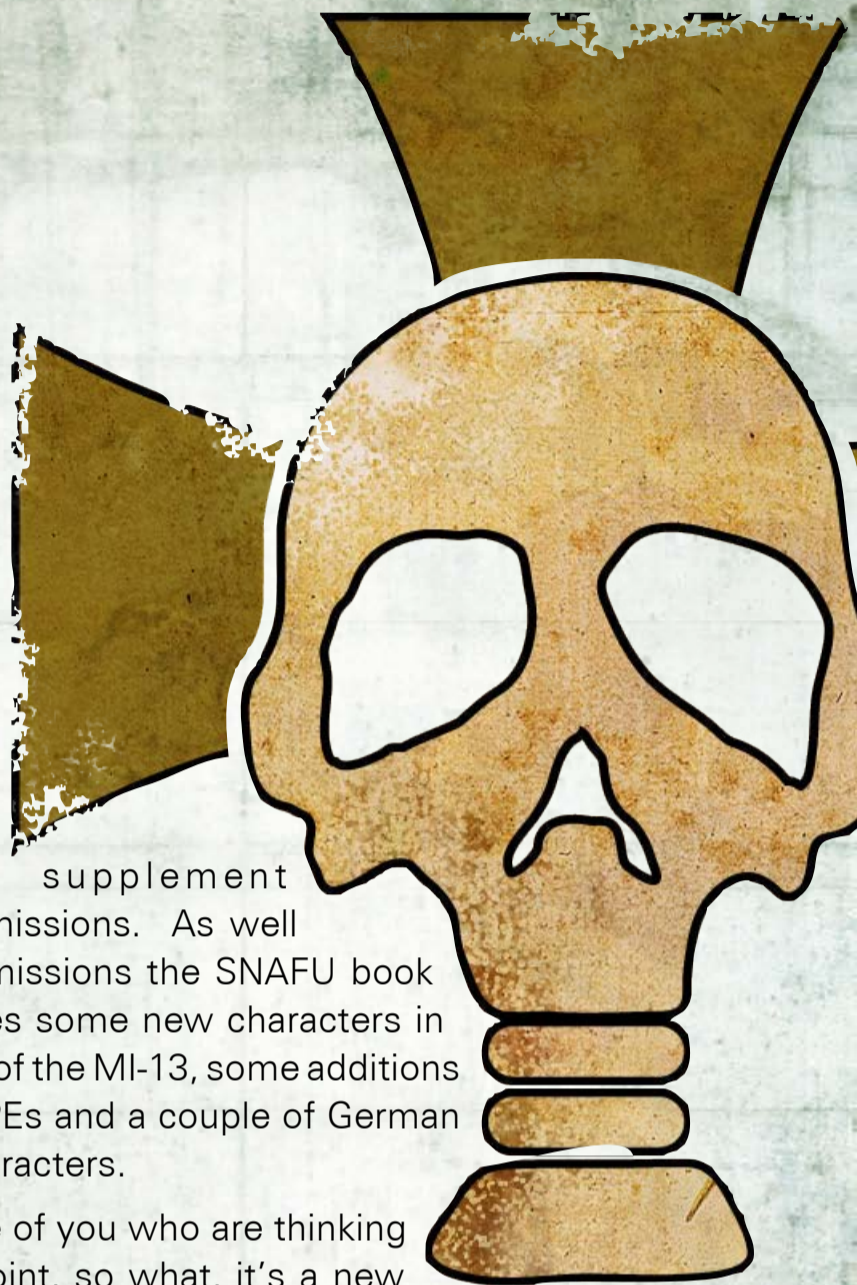
For those of you who are thinking at this point, so what, it's a new bunch of scenarios, I would say you are correct but there are some new twists in these missions. They are firstly split into Multi-player and Cinematic missions.

Multi Player missions are fairly self-explanatory though the interesting things is that is you have a friend who also has an Incursion Box set then you can play on the full board (that's two game boards).

Cinematic missions however are all about playing the game on your own, in order to achieve this some of the game mechanics have to change to suit the new game play.

All in all there are 19 new missions, full character stats as well as some other fluff and all the new mission counters you require to play the game. If you have Incursion and you love playing the game then this is a great expansion.

As well as the following free Mission (courtesy of Jim at Grindhouse) Jez and Simon decided to play another scenario and write it down in the battle report also in this issue. Why they didn't play this one I have no idea but then one word from me and they do what they want.



## MISSION DOSSIER: THE SPECIAL RELATIONSHIP

There's a flicker of movement from down the corridor and Harold, without hesitating, snaps off a burst from his Browning. He chases it with another five rounds and is just reaching for a grenade when Slugger wrestles his arm up.

"Hold on a second."

From up ahead, they hear cursing. "Bleeding stupid Yank nearly shot my head off..."

Slugger smiles, "Never heard a zombie speak English." He lets go of Harold's bicep.

Harold promptly aims his weapon back down the corridor. "Could be one of Skorzeny's men trying to trick us."

Muted: "Trick him? I'll give him a damn pineapple as a welcoming gift. No, Paddy, let me throw it."

The former baseball player calls out in a booming voice. "We're Americans. Am I correct in thinking you're English from MI-13?"

A man in a gas mask pokes his head around the corner. "English? I'm Welsh and Paddy's Irish. There are no Englishmen down here, Yank. They're all up in their fancy ships, sipping tea from fine china" – a large hand, big enough to be described as a paw, seizes the fellow and gives him a shake.

"That's enough, Owen."

The MI-13 operative steps around the corner. Slugger sizes him up. Inside his armor, he has several inches and a few hundred pounds on the fellow, but without the exoskeleton he wouldn't like his chances. Anyone big enough to tote a Bren gun around with one hand wouldn't go down easy.

"How many you got with you, Yank?"

"Name's Slugger. Slugger Murphy. And there's just Harold here. We took a few losses on the way in."

He holds out his hand and the big man takes it. "The lads call me Paddy. I've heard of you, Slugger. You have quite the reputation."

The American's shrug is lost inside his armor. "Just talk is all. You have anyone else with you?"

Paddy winces. "As you say, we took a few losses on the way in. Owen and Seth are the only ones left from my team."

"Then I think we should pay the Germans back for your boys and mine."

"Slugger, I like the way you think."

### FORCES

**Lucky Seventh:** Slugger Murphy and an APE Grunt.

**MI-13:** Paddy Mayne and two regular Commandoes.

**SWD:** 16 RP worth of troops.

### VICTORY CONDITIONS

The Allied players both win if they destroy the Pinger device in the control room. The German player wins if he eliminates all Allied models.

### SPECIAL RULES

**Three player scenario:** This is a three player scenario. Each Allied player has their own supply of command points. They share one action phase and may activate within that action phase in any order they desire. For turn bidding, each Allied player bids secretly and their bids are combined and compared to the German bid (on a tied bid, the Allies go first).

Once per game, the Lucky Seventh player (and only the Lucky Seventh player) may invoke the Allied Intelligence rule.

The Allied players may also combine CP expenditures to kill cards. What they cannot do is expend their command points on the other player's models.

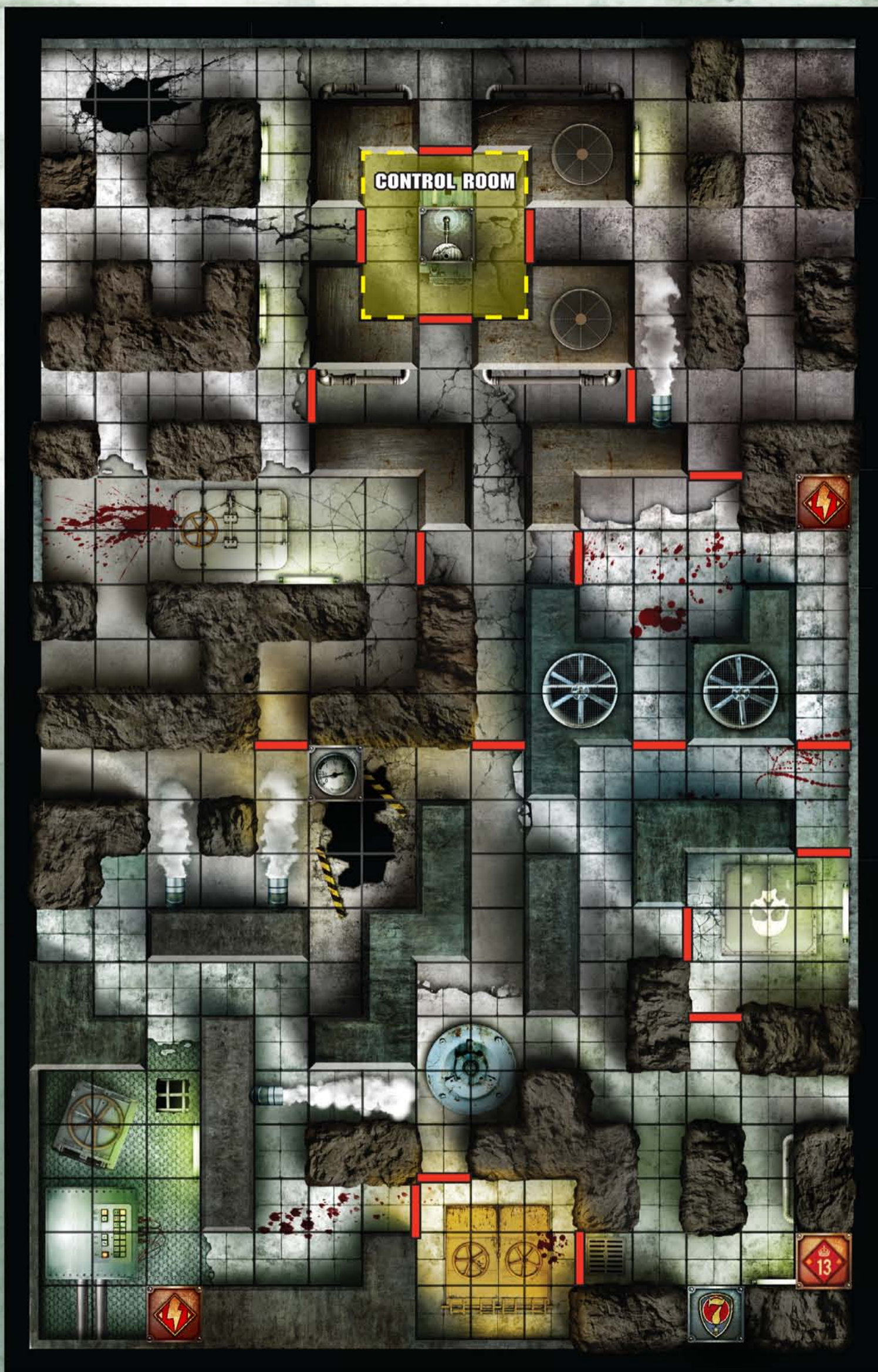
Should all of an Allied player's models be eliminated, he may continue to bid his command points and draw and play battle cards. Not the most interactive of roles, but at least it's something.

**Communication:** The Allied players are using an open channel to communicate and the German player may listen in to their conversations. However, if Paddy and Slugger are adjacent at the start or end of an action phase, the two Allied players may have a brief conversation out of hearing of the German player.

**We'll find them in the control room:** At the start of play, the German player may set up Ilsa, Gretel and/or Hugo in the control room, rather than entering them on the first turn. This is optional – he may choose to enter them normally.

**Impassable:** Units may not move through or fire/leap over the Generator Control Panel.

**The Pinger:** The Pinger has a Fortitude of 5 and will be destroyed after taking 2 damage points. It blocks line of sight and characters may not move through or leap over it.





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.

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GAME DEVELOPED BY JOHN BAILEY, AGIS NEUGEBAUER & TOM WEISS



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# INCURSION

**BATTLE REPORT  
BY JEZ FAIRCLOUGH  
AND SIMON PARKINSON**

# SNAFU

## Intorduction

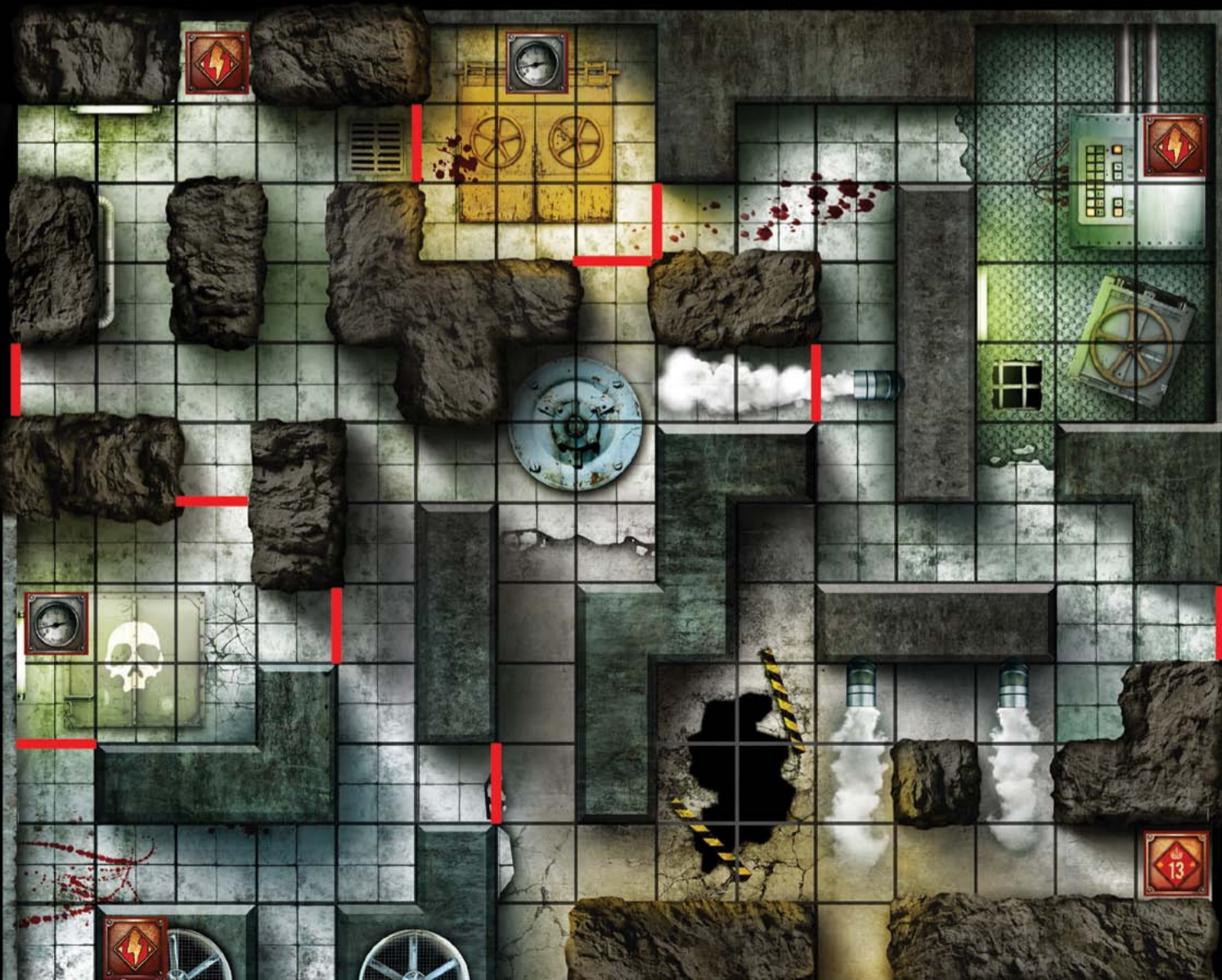
We decided for this battle report that we would have some fun with the new add on for Incursion, SNAFU. It brings in more troops for the allies in the guise of the heroic MI-13 as well as offering SWD a lot more choices as well. Good read through the new SNAFU book the mission we decided to play was 'Let the Mecha in'. It was one of the few missions that forced the Allied player to use MI-13 over the APE's and it also gave the Allied player the chance to use Gracie if everything went to plan. Kenny had

wanted us to play the free scenario that's available in this issue but we decided that it will be more fun if you discover that one yourselves rather than trying to copy what we did.

Before doing the battle report game we played a few games to get us back into the swing of it and how the game dynamics worked. Always nice to refresh the memory and see how a new force plays before having to write the results down for posterity.

Si's Victory Conditions were pretty simple kill all the

Allied model's. Mine had a double element to them the board had two counters one would open Gracie's lift door and activate her plus the SWD reinforcements, the other would force the German player to sing German marching songs till I paid 1AP for him to stop. Additionally I had to get Gracie to destroy the door on the other side of the board to gain the win. Not an easy task as I knew from playing the scenario before.



## Jez

For this scenario I'll be playing the part of the plucky Brits in the guise of MI-13. Though they are commanded by an Irish guy and are full of the Welsh boys if you read some of the fluff, they are still on our side. In this scenario I have to take Gracie as my reserve and then I get 13RP to spend on my main force. I actually found it hard to spend the 13RP as apart from Paddy Mayne all the other troops have an even worth. It sort of forced me to take Paddy so that I didn't lose any points. He's a good model and the fact he runs around with an LMG (Light Machine Gun) helps as well.

Main force: 13RP

- Paddy Mayne - 5RP (Because I don't want to waste points)
- Commandos (2) - 6RP (Solid Troops)
- Gut Gunner (1) - 2RP (Sometimes you need someone to just put the enemy down.)

Reserve: 7RP

- Gracie - 7RP (MI-13 Walker and forced choice.)



MI-13 have a good mix of troops and I did consider taking the Grenadier with his PIAT-D but felt it would lose me two troops and having played the scenario a few times I knew numbers counted. Most of the

MI-13 guys bring along Zombie Bait which means you can get the enemies zombies to move towards it in there next turn. Great for forcing them into firing lines where they might not want to be. Along with the fact I had piles of grenades I hoped I'd have the firepower to hold the SWD at bay long enough to complete my objective.

## Simon

As we are playing 'Let the Mecha in' one of the new scenarios from SNAFU I, as usual, have chosen to be SWD German. With this in mind I thought that I would try and sneak some of the new characters into my selection but with only 13RP + 7 reserve RP this was going to be difficult. In the end I chose the finest band of supernatural, undead and downright weird into a collection any SWD player should be proud of:

Main force: 13RP

- Gretel von X 5RP (Because she's fit and gives Zombies additional CP)
- Blitzhund 1 4RP (Nasty weredog)
- Strumzombies (3) 3RP (Zombie nuff said)
- Bomberzombie 1 1RP (Zombie nuff said but with a bomb!!)

Reserve: 7RP

- Panzerwaffe 7RP (Gorilla with attitude)



I have chosen Gretel as she provides an additional 4CP for use only with zombies, this means I can waste some of my CP on bidding if needs be. Zombies speak for themselves, the Blitzhund was chosen as I need a fast and deadly punch capability. The Panzerwaffe will be needed if Gracie turns up, additionally it's a cool idea and I wanted one but couldn't justify it in the main force.

So there you have it, the SWD are ready to crush the MI-13 and put a stop to their underhanded guerrilla tactics once and for all.

At this point you may have some unanswered questions. Let me try and guess what they are.

*What are RP?? RP or Recruitment Points is the value used for determining how big your force can be.*

*What are CP? CP or Command Points are gained at the start of every new turn. These are used in the bidding to win the Initiative for the turn. They can also be used to counter enemy cards or to give an extra action or actions to a model.*

I would suggest that at this point if you want more information about Incursion then you go and download Issue 4 (its free after all) and read the review of the game.

## TURN 1

**BID** Jez      **0CP**  
          Simon     **2CP**

### Simon

I had to burn 2CP to ensure I got first turn. Jez's MI-13 have 'Infiltrate' which give them a move after deployment but before winning bidder goes. This would mean that he would move twice and get into a defensive position before I even turned up, not good. Blitzhund and Zombie 1 headed to victory area 1, Zombie 2 and Bomberzombie are on harassment duties while Zombie 3 headed for victory marker area 2. Gretel meanwhile just hangs around the corridors.

### Jez

Infiltrate is a very handy skill and it let me get in a free move before Si had his turn. So with Paddy to the fore we headed into the complex.



As there wasn't really anything for me to shoot at this turn I decided to hot foot it as fast as I could towards the objective in the bottom left hand corner. The routes funnel everything towards you and you have to make sure you don't leave any area of you exposed.

## TURN 2

BID Jez 0CP  
Simon 2CP

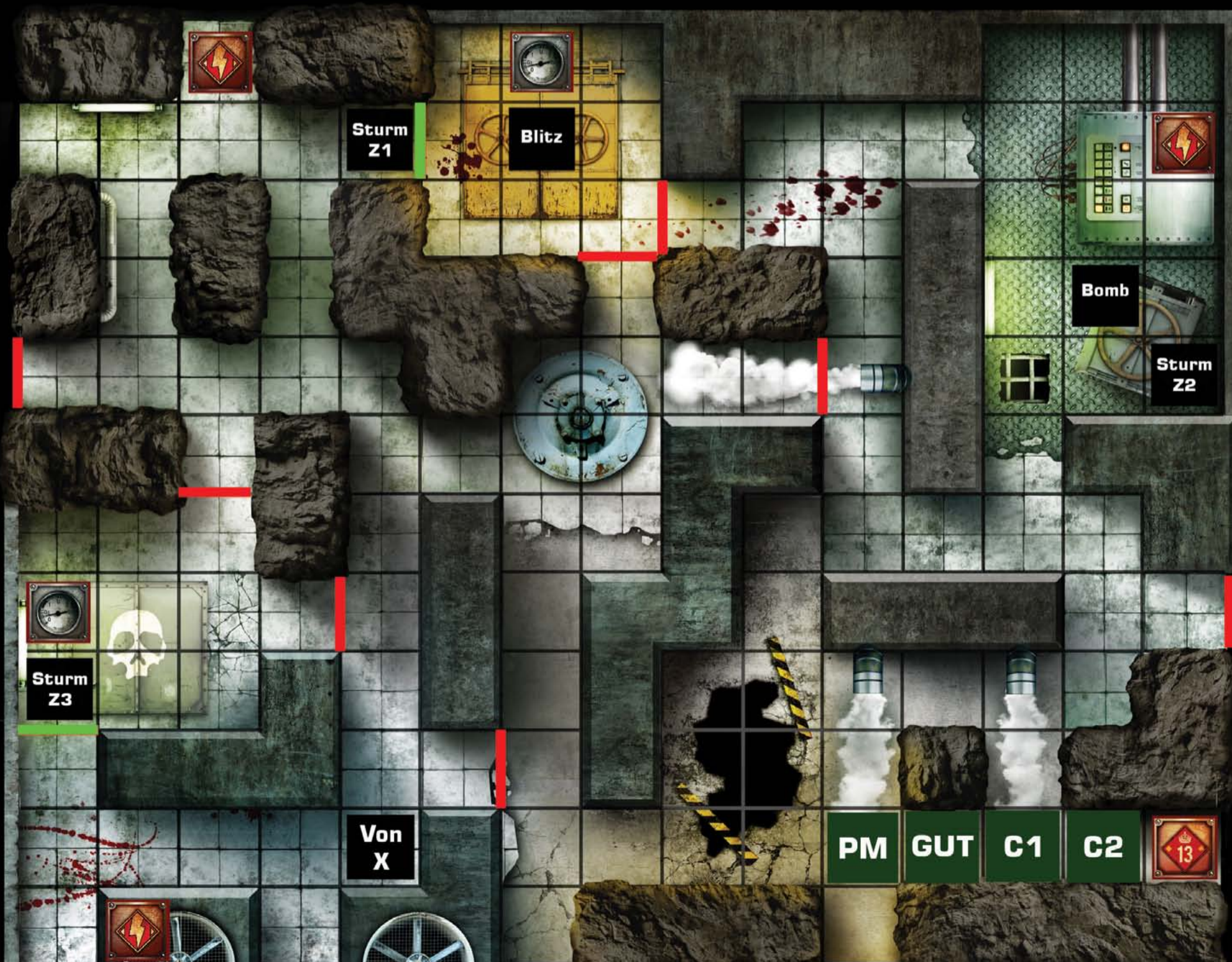
### Simon

I played the 'Booby Trap' card on one of the Commando's but Jez cancelled it by using 2CP. Gretel takes up covering position in the corridor, Zombies 1 & 3 in the victory marker areas settle in for the action to come and Blitzhund gets into strike position. Zombie 2 and the Bomberzombie bring up the rear funnelling the MI-13 into the waiting trap.

### Jez

Because turn one for me had been really two turns

I was pretty well placed to get in on the action. I was also noticing that I could well end up in a bottle neck and chomped if I didn't keep my wits about me. Paddy opened a door moved round the corner and deciding why get in close with Gretel when throwing a grenade would be so much more fun. I used unspent CP to be able to throw another grenade but didn't do any damage on her, never good that. The Gut gunner had moved up to fire up the corridor if Paddy went down. The last thing I wanted was a daisy chain of kills from the Blitzhound on MI-13. The two Commando's I'd left in the main room had been setup to defend against the Zombies and I managed to grenade one of them to death. Huzzah first blood for MI-13 and for once it wasn't mine.



**TURN 3**

**BID** Jez 3CP  
Simon 2CP

**Jez**

I don't really have the CP to throw around like Si does with the SWD. Gretel having the extra Zombie only CP meant she could use those to keep them moving along whilst I didn't have a huge pile, so spending 3CP on the turn bid was overly foolish maybe as it left me with only 2 to negate any cards or get me out of any problem's.

Paddy needed to get rid of Gretel as once she was gone those extra CP would be lost and also it would really make life easier for the MI-13 team. Using all of Paddy's 5 normal actions I kept throwing grenades at Gretel. I was finding my rolls for damage were rubbish even with the +1 I couldn't touch her. So throwing caution to the wind and praying to the god of good luck, I spent both my spare CP and threw some more grenades. 7 lots of grenades for 3 wounds not good if you ask me, not good enough at all. (Paddy could be heard muttering to self: Check

the batch of grenades when I get back to base as there are obviously a load of dudes in there)

**Simon**

I really needed to win that one. Not liking the fact that these MI-13 blokes are throwing grenades like there is no tomorrow that poor Zombie didn't know what it was. Gretel was kind of lucky only taking 3 wounds from effectively 8 grenades. Blitzhund uses every bit of AP to say hello to Paddy, I bung 3 additional CP on the Hund to make 3 attacks with 3DD on each roll I should finish Paddy in one swoop! But no, 9 attacks 3 wounds, Jez plays 'Lucky Devil' card and negates one of the wounds but I played the 'SNAFU' card and cancel the effects of 'Lucky Devil' so 3 wounds are still caused. That Hund must have other things on his mind. Bomberzombie runs full speed at Commando 2 with the help of Gretel's additional CP. Commando 2 is in reaction fire so shoots at him on the way in first shot missed, second wounds but Bomberzombie detonates the mine killing himself (again) and Commando 2. Gretel runs past a preoccupied Paddy and turns back down the corridor and waits in reaction fire.



**TURN 4**

**Simon Plays 'Brainwurst' before bidding, Jez cancels using 2CP**

<b>BID</b>	<b>Jez</b>	<b>0CP</b>
	<b>Simon</b>	<b>4CP</b>

**Simon**

I really wish I hadn't used so much CP there but I did think Jez would have wanted to go first with the whole Hund vs. Paddy situation so I had to make sure! Hund goes first and from 9 attacks (3AP) only 2 wounds on Paddy, not good but Paddy is dead and I have 3 AP left for that Gut Gunner, so I thought. Jez plays 'Blaze of Glory' card not wanting a dead Hund I quickly play 'SNAFU' card and cancel it..... what's this Jez plays 'Blaze of Glory' card again, bugger he had 2 of them!

**Jez (Blaze Of Glory interruption)**

Okay so Paddy was dead but I had 5 AP to use up before he went down so turning and smiling at the Blitzhound he uttered some Irish retort about his mother and being as weak as English beer not like a good solid Irish Stout. Opening up with the LMG he painted the walls red, wandered forward a bit and in a last ditch effort to help the boys threw his

Zombie Bait calling all the zombies towards it. Then with another expletive on his lips collapsed on the floor..... Feck!!

**Simon Cont**

Noooooooooooo!!!! my beautiful Hund is dead.....! This will not do, Gretel moves to the doorway and throws a grenade at the feet of the Gut Gunner and kills him. In a tactical move I move the Zombies from their victory area positions towards the Zombie Bait.

**Jez**

I knew Si would go high on the turn bid and I knew with Paddy already being battered from the previous turn I was going to be hard pressed to save him so thought sod it I'll save the CP for other things. Now Paddy did get mauled to death by the Blitzhound but Si's face was a picture when I pulled the second 'Blaze of Glory' card from my hand. Plus I was running out of troops the last two turns had been costly with the loss of Paddy, the Gut Gunner and a Commando to that Bomberzombie.

Moving my last Commando (and last model), he moved round to where Paddy had been stood and threw a grenade or two to finished Gretel off. Good lad if he survives he can have a warm meal before I send him out again.



# TURN 5

BID Jez 3CP  
Simon 4CP

**Jez rolls a 4 for Zombie bait and can move up to 4 Zombies towards the bait and use up their AP.**

## Simon

Loosing Gretel has thwarted my plans a bit but it's my own fault, I left her exposed. As one Zombie was on the bait it still had all its AP, this was why I moved them in the last turn; the one Jez moved had none. I used my last CP to move it out of the way first so that only 1 Zombie might be in danger. In an effort to

bun up Jez's CP I play 'Rackley Hated His Mask' Jez uses his remaining 2CP.

## Jez

Okay so I had Zombies close to the Zombie bait and enough CP to hopefully kill them. Throwing a grenade at the Zombie bait I managed to kill the Zombie only to have Si pull the 'Lucky Devil' card negating my damage. Grrrrrr, so not to be perturbed I threw another one and managed to kill him for the third time in his life. It still meant he had one left but as I was sat on reaction fire and Zombies can't shoot (Yet!!!) I was hoping I could play cat and mouse and get to the objective okay.





## TURN 6

BID Jez 0CP  
Simon 5CP

## Jez

I'd picked up 'Intel Briefing' and this was the ideal time to use it. Plus as Si had just used up all his CP I knew he couldn't stop me when I turned it over. Moving my Commando I got him in range of the Zombie and opened fire with the SMG. Using the card 'Major Injury' I made sure he was dead again.

## Simon

Damn my luck..... using 5CP is bad enough but to be usurped by the 'Intelligence Briefing' card this

just takes the Bratwurst! Now I have no troops until Gracie comes into play and drags in my Panzerwaffe reserves with it.

**In most games when one side loses all its models the other side win's. As the Allies had very specific Victory Conditions and the SWD still had reserves that could come on we decided the game wasn't over. Si would still get his cards and he could bid for the turn as he had CP. We couldn't find a ruling in the book and this felt like the best course of action.**



## TURN 7

BID Jez 0CP  
Simon 0CP

**RULE: In the event of a draw the Allied (MI-13 or Lucky 7) player goes first.**

**Jez**

Rushing to the first counter I'm not surprised that when I turn it over German Music starts up. Typical, I thought at the time wisely to use all my CP to get my Commando heading fast towards the second objective marker. Sometimes you should consider caution being a better idea.

**Simon**

You know what I do like a bit of Marlene Dietrich in the morning it sounds like Victory!

Jez used up his entire CP so I play the 'Jammed Radio' card just in case my plan doesn't work, this card meant Jez couldn't use any CP on his Commando till he got rid of the card; next I play 'Rackley Hated His Mask' card, second one this game, I only get 1DD chance at this..... it's a 5. It would seem that Commando 1 hates his mask also!



## Conclusion

### Simon

Now I know what you are going to say but that's what happens when you are messing with your mask. He'll make a fine addition to the SWD band of undead things!

That was a lucky win though, the balance of power swung from side to side and that made for a fun game. I made a few stupid mistakes and was very careless with Gretel, Dr Von X will not be pleased with me.

### Jez

Feck, so close and yet so far. Though I have to say that it was far closer than some of the practice games we played that saw me getting eaten within the first

3-4 turns. The added effect of lots of grenades, Zombie bait and Infiltrator really makes the MI-13 fun. Though they do tend to be a bit squishy unlike the APE's which can take a bit of a battering.

But it's not over next time we'll wipe those SWD scum off the face of the earth.

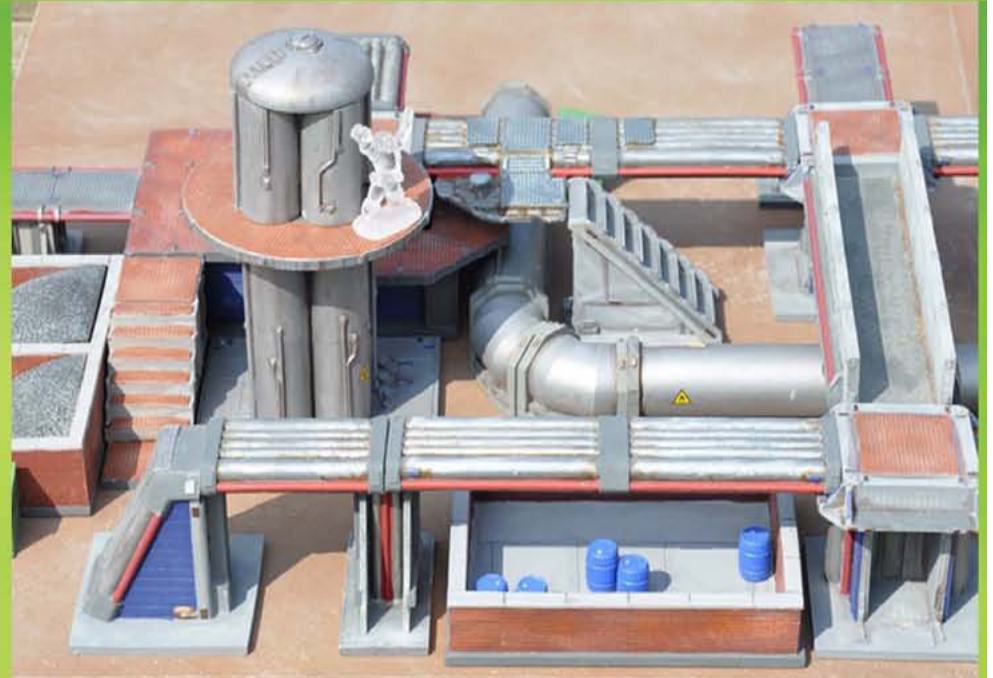
Well Done Jim and all involved at Grindhouse for producing more great scenarios and characters, keep them coming!

(On checking the photo's whilst writing up the battle report we noticed that Si had gone over his allowed RP of 11. While this does unbalance the game a bit neither of us noticed so we are both at fault. Would the 2 additional RP of made a difference, maybe so we'll play the game again and post the report on the 'Ancible Forum' so keep a weathered eye open for it soon!)



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## Game Review

BY  
SPENCER D TAYLOR



As someone who loves gaming, but is also a giant history nerd, I have a hard time finding miniatures games which can fulfill both those parts of me. That was, however, until I discovered an interesting little fantasy wargame called Wargods Of AÆgyptus.

Wargods Of AÆgyptus (which for the sake of making this a bit easier to read I'll simply refer to as just Wargods) is a fantasy battle game made by U.S. based Crocodile Games. Set in an alternate, fantastic, version of ancient Egypt the game lets players play as a race created in the image of various Egyptian deities. The game takes place during the Antediluvian Age, a time after the fall of Atlantis but before the great flood. The actual term Antediluvian refers to the time from the Old Testament after Adam and Eve but

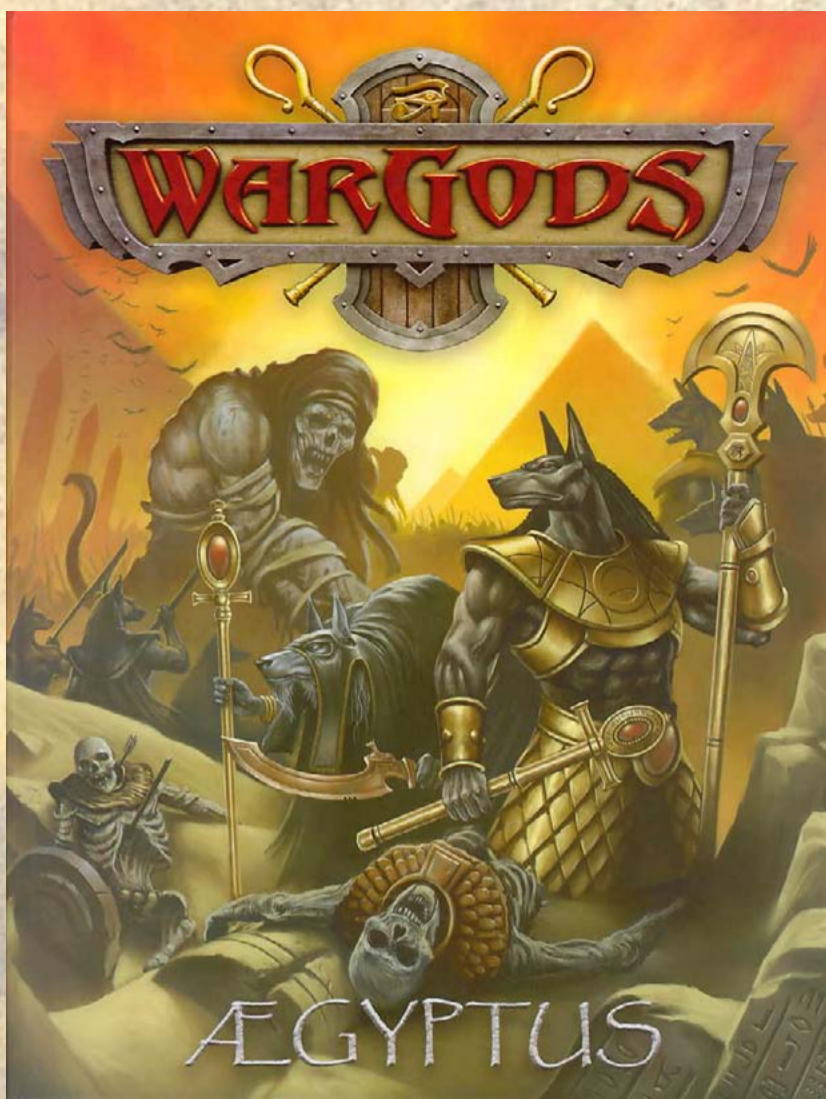
really pleased with how the miniatures turned out. Each army has a fairly unique visual aesthetic going for them (despite all of them sharing very similar human bodies), and they also have very different styles of play. The Anubi are the keepers of the dead (as it was Anubis' duty to guide the deceased to the land of the dead in the myths) and so are strong warriors who spend their days fighting the vile Eater of the Dead and it's risen hordes of mummies. The Tehtru, on the other hand, are physically weaker than most other armies, but their thirst for knowledge and their connection to magic make their spellcasters extremely deadly foes. This gives each army a nice, unique, vibe while still allowing for a very generalist book which encompasses every single army.



before the great flood for which Noah is famous. The gods of AÆgyptus have created their own children in their image, and after the assassination of the great Pharaoh the entire land is in chaos as children of the various gods' battle each other for supremacy.

Wargods has a whopping 11 armies for players to pick from: the jackal headed Anubi, the human Asar, the cat like Basti, the hawk headed Heru, ram headed Khemru, the twisted vulture headed Nekharu, the massive crocodilian Sobeki, the wise Ibis headed Tethru, the animated stone beings of the To-Tanum, the dragon like Typhon and the worst thing to ever befall the land of AÆgyptus; the Eater of the Dead. Each army does faithfully represent an Egyptian god of old, and as a big fan of Egyptian mythology I am

Speaking of the book, it's quite an impressive work. It clocks in just short of 300 pages, and while I would normally despise any rulebook with nearly 300 pages to it, Wargods gets off because this book contains everything. It has the background for the setting, all the stats for every model for each army (except a few which came out after the book was released), short stories, all the rules to play the game and a campaign section at the back for those wishing to delve into the more RPG elements the game can offer. The presentation is well done and there are plenty of photos of the miniatures to show how rules work, but there is something glaringly wrong with it to me...it's black and white (except a few pages near the middle). This might not seem like such a big



deal to some, but for a book that retails at around \$30 USD I expect full color photography. The book is also full of some impressive, and extremely brutal, artwork. The artist wasn't timid at all about gore, and there's plenty of it to go around in this book. Overall the book is quite fantastic; even if I do gripe about it not being in color.

Wargods has a rather unique rule system compared to some other games it might be compared to. Some rules might seem very similar to people familiar with Warhammer Fantasy, Kings of War or most historical games. The other rules, though, do go about their own way. The biggest departure from the usual is the use of command counters. Before the roll for initiative each turn the players place a command counter face down next to each unit/model in their army to represent what they want that unit/model to do when they're activated. There are 13 total commands available to a player: advance, fast advance, hold, charge, fire, turn left, turn right, fall back, set for charge, pull about, attach/detach, reform and cast a spell. Most of these are pretty self-explanatory, but some are

rather interesting. For example; for a unit of models to be able to use the fast advance order they must be in the column formation, that is the unit must have more ranks than file (deeper than it is wide). This means a unit in the standard block formation can only move at double their speed if they declare a charge. Speaking of charges, a neat mechanic is that if a unit is charged the player controlling that unit can reveal their command counter if it is also charge resulting in a counter-charge where the two units meet halfway at full force and start tearing each other apart. Another very interesting notion is the set for charge command. When a unit with things like spears is charged they can reveal their order if it is set for charge; this allows them to take the impact if the charging unit and strike first with their long shafted weapons before the enemy ever reaches them. Reform allows units to change their formation (block, column, skirmish, etc.) or get back into formation if they were recently disorganized. This allows players to anticipate their enemy's move, and also means you have to think two or three steps ahead to be sure you give your units the right orders.

It adds a whole new element of strategy to the game, and the command counters are a great new idea for this type of game. It keeps the game from falling into the dreaded phase system, and by doing so allows the game to keep from feeling repetitive after a while since your army won't always be doing the same thing in the same order every game.

Wargods also utilizes an alternating activation system instead of the popular I-Go-You-Go we're all so accustomed to seeing. Not to be like other games though, Crocodile added another twist; how units are activated. At the beginning of each turn the players make an initiative roll; rolling a d10 and adding the command value of their harbinger (the army leader, but I'll get into harbingers and how to calculate command and all that a little later). The player who wins gets what's called "the edge" by getting an extra activation before the turn really starts, and the difference in the rolls determines how many units the edge player gets to activate first. After that players go back and forth activating one unit at a time until

all units/models have gone and the whole thing starts anew. Here's where things get really neat, the active player can activate their opponents units. You can choose to activate either one of your units, or force an opposing unit to go if you think it will benefit you. This means if you can guess your opponent's strategy you can force them into traps and try to out maneuver them. It seems a bit weird at first, but it's really a neat, and extremely unique, concept. Now it wouldn't be too far off to think "why would you ever activate your own units if you can force your opponent to do stuff?" Well the reality of it is that you need to anticipate your opponent's moves, be a step ahead of them and force them into situations where you can then reap the benefits. It really works well with the command counter method too, as it allows you to set up charges, counter-charges and set for charges all by predicting how you might be able to maneuver the enemy into the spot you want them.

Each model in the game has a basic stat-line which lists their abilities: movement, wounds, number



of attacks, attack, defense, missile, arcane and discipline. The interesting thing is that there isn't a specific unit for, say, Asar archers. Each race has a normal warrior, champion and hero. There's also specialist units like the Tethru scribe, Typhon assassin and Khemru beast master along with priests, master of words (wizards), witches and the Harbinger. So instead of having Asar archers there are simply Asar warriors who can be given bows and arrows to be made into archers. This cuts down greatly on army listings since there doesn't need to be several pages for each conceivable weapons load out. You take the basic warriors and equip them for the job you want them to do. You want some spearmen? Buy them spears. Need some heavy hitting swordsmen? Buy a unit two-handed weapons and some heavy armor, or one handed weapons with a shield and armor. Each unit is unique in how you make them simply by giving them different options. This does, however, mean that your archers, spearmen and heavy hitting swordsmen will all have the same basic stats just with different gear.

Combat is handled in an interesting way, and at first it seems a little complex for no reason. When a model attacks there's a bit of math involved. There's a base difficulty of 6 for every attack, then you add the defender's defense value and subtract the attackers attack value to figure out what you need to roll. Crocodile has, however, been so kind as to include a handy chart which does all the math for you. Simply find the columns where the attack and defense values meet, and that's what the model needs to roll equal to or higher on a d10. When I first read how combat was handled I was taken aback at how needlessly complex it seemed, and I thought "this is bound to slow the game to a crawl each time there's a combat." This table, which they call the "universal test table," makes everything much smoother and quicker. So if a Tethru warrior attacks an Anubi warrior it plays out something like this. The Tethru has an attack value of 3 and the Anubi has a defense of 5. Normally you'd do the math of  $6 + 5 - 3 = 8$ , or you can just look at the table and it tells you that you need to roll an 8 or higher. So let's

say, for the sake of argument, the attack is a success and the Tethru manages to roll well enough. To see if it wounds the Anubi has to make an armor save. Each piece of armor has an armor value, and some pieces of equipment (such as shields) have what's called a hard armor value. Each weapon has a listed damage modifier which affects the armor roll. How this works is to get the number needed for the save you take the armor value and subtract the damage modifier from that and need to roll equal to or under to succeed. Things like shields which give a hard armor value make it so the armor save can never be below that listed number. So a model with a normal shield (which has a +2 hard armor value) can never have its armor save be reduced lower than 2. So if the Tethru in our example is using a two handed weapon and the Anubi is wearing medium armor then the Anubi will take the armor value (in this case a 4) and subtract the two handed weapon's damage modifier of 2. This gives the Anubi a 2, meaning it must roll a 2 or less on a d10 or take a wound. I personally find this damage modifier and armor value system to be really neat as

it represents weapons with extremely sharp edges or very heavy blades crashing down onto the enemy. It also means you have to think about who you attack with what. Normal hand weapons won't do much too heavily armored targets because of their low damage modifier, but heavy hitting weapons can completely negate armor saves of things like archers. I like this a lot more than Warhammer Fantasy's method where the reduction of the armor roll is determined by the attacking model's strength score (which some weapons can modify).

Close combat also has another very interesting concept, the wrap around. If a unit begins its activation in base to base contact with enemy models it can wrap around the enemy if it has models which aren't in contact (back ranks for example). The models not in base to base can then wrap around the enemy unit as long as they all remain as one cohesive unit (i.e. no models standing off on their own, they all must be connected via contact with another friendly model). The number of models which may wrap around is equal to the unit's movement value, so faster units

Armor saves against ranged attacks are made the same way as they are in close combat, except that most ranged weapons don't have a damage modifier.

Being a game based in fantasy, Wargods of course has magic and powerful spellcasters which can turn the tides of battles with their amazing powers. In Wargods magic users are called masters of words, denoting that they've spent a great amount of time studying ancient (even by their standards) texts to learn such skills. There are also witches which harness dark magic. At the beginning of the game each spellcaster must first determine how many spell points they have. For a master of words this is done by multiplying their arcane rating by two, and witches get spell points equal to their arcane value. Each caster also gets a number of spells equal to their arcane value, rolling to randomly determine them. There are 19 total spells, with 20 being listed as "caster chooses." Casters can also choose their spell if they roll doubles. All masters of words have the same selection of spells, and all witches have the same selection of spells as well. So while the



can engulf enemies if they get the first go. Each model now in base to base with the enemy can make an attack. This allows larger units of models armed with things like swords to get more models engaged in the combat rather than just feeling like wound markers sitting at the back waiting to be removed.

Ranged combat doesn't use the same math as close combat, but isn't too hard to piece together. Each weapon has three ranges: short, medium and long. When firing at an enemy unit/model (by being issued the fire command counter) the firing model must first calculate what it needs to roll to hit. This is done by taking the base of 6, adding the range difficulty (3, 5 and 7 for short, medium and long respectively) and then subtracting their missile value. The number you come to is what you need to roll equal to or better to hit. So if a unit of Asar archers fires at an advancing enemy at medium range the math required will be  $6 + 5 - 4 = 7$ . There's no table for ranged combat like there is for close combat, which is a bit of a shame but it also helps keep the game from being cluttered with tables for every single action a model can take.

game does lack army specific spell lists, I really don't see this as too big a deal because each harbinger also has spell like abilities and those are different for each race in the game. The Eater of the Dead is the only army with its own, unique, spell list (it also has its own entire chapter in the book). Each spell has a listed cost in spell points, a test that the caster needs to pass to cast the spell, a range and a duration. To cast a spell a caster must be issued the cast a spell command counter and have the appropriate number of spell points left to cast it. When a caster runs out of spells points they can't cast anymore spells for the duration of the game, so be careful with how often you're casting.

The different armies can also bring along priests of their gods to grant them divine gifts. Each priest doesn't have its own stat line like spellcasters, but rather just modifies the stat-line of the basic warrior for that race. A Sobeki priest, for example, has the same stats as a basic warrior, but costs 30 points more and has an extra 2 attacks. Priests can also give amulets of their gods to their allies to grant them



special bonuses. The amulet of Isis, for example, grants the wearer +1 to their defense score. Entire units can also be given amulets, but since you have to pay for an amulet for each model in the unit that can get real costly real fast. Priests also have the ability to allow a player to re-roll a failed rout save at the start of each turn, albeit at a -1. One really neat thing about priests is that to be attacked a unit must make a discipline check (rolling equal to less than their discipline value on a d10) because few would dare attack a holy man. Of course independent characters, wild animals, the followers of the Eater of the Dead and the Nekharu don't abide by those rules, so there's always a way to get them.

Each race also has a specialist available to them, offering unique abilities and bonuses. Some are better suited for certain situations than others. The Tethru Scribe, for example, can't fight and if engaged will automatically run away. He's used during campaign play by giving you bonuses to the after game rolls and advancements. The Beloved of Sobek, on the other hand, is a big, brutal beast designed to take on the most powerful of enemies.



Perhaps the single most important model in your entire army, though, is your leader...the Harbinger. The Harbinger is a chosen warrior of their god who, through divine gifts and years of battlefield experience, has risen up to lead their army. The Harbinger has what are called the Ka rating and Ka points. These represent mystic powers and divine favor, essentially showing that their god has chosen them. A Harbinger starts off with 1 Ka in a campaign, but can be at any Ka level during a one off game. All Harbingers cost the same as well. 100 points base and then +25 points for each Ka level, so a Harbinger with a Ka rating of 1 costs 125 points no matter the race (of course that cost can be modified with equipment). Harbingers also have a command value, which is their Ka rating plus their discipline value. A Harbinger of Heru, for example, with a Ka rating of 1 will have a command value of 10 since he has a discipline of 9. The command value is used to determine the initiative roll at the start of each turn, and is also used to help in army building. Each

Harbinger also has a list of special abilities and spells unique to them from their god, which they can gain throughout campaigns. To use these abilities the Harbinger must pay its cost in Ka points much the same way that spellcasters use spell points. Each Harbinger also has special restrictions based on the god they serve; the Tethru will never allow a witch in their army, while the Sobeki will allow anyone to join them on the battlefield.

When two Harbingers meet in the field of battle they enter a mystical, and magical, duel called the Provocation. This is a battle to the death between two Harbingers, and nobody can interfere once it happens. This adds a really cool cinematic flair to the game and works really well with the campaign system.

A Harbinger's command value determines how one can build their army, as a Harbinger can only bring as many units as their command value. In this case the book refers to a unit as "a force that operates independently on the battlefield and is issued its own command counter." So any units of soldiers,

independent characters not attached to a unit, chariots and the like are all considered units for purposes of army building. One neat thing is that you can mix armies, taking small contingents from other armies for your own, which lets you mix and match units you like. There are restrictions on some, such as the noble Heru never work with the sneaky Typhon, but every army can take Asar "City Dwellers" which act as humans who have come to live amongst the children of different gods. When building an army you can take a character (Hero, Champion, Priest, Spellcaster or Specialist) only if the army has a unit of their race, and for each unit that worships the Harbinger's god you can take two characters. For each unit that worships a different god you can take one character. I love this because it really cuts down on just cramming in as many characters as you can since you have to take units of warriors before you can get them.

Perhaps one of my favorite parts of the game is that

it comes with a pre-built campaign system. I'm a huge fan of ongoing campaigns because they give the game a bit more purpose. The campaign system allows you to advance your Harbinger by fighting other Harbingers and defeating them. It really brings me back to Mordhiem, but on a larger scale since you can march entire armies in this game. There are also some optional scenarios and what they call "sub-plots" which add goals and objectives to the game, giving both scenario and one-off play a twist rather than just being a "kill 'em all!" type affair.

One of the most intriguing things about this game, which I was unaware of until getting the book, was that Wargods is not just for the armies of Aegyptus. Crocodile Games had also listed Wargods of Olympus and Wargods of Hyperboria, and I had originally thought they were three totally separate game systems. Turns out; I was wrong. The three settings are 100% compatible with each other, much like how Warmachine and Hordes can be played together. This means that you can have an army of Spartan warriors fighting against an army of Sobeki, or the brave Heru

fighting against Hyperborian snow monsters lead by an Ice Witch. It adds a whole extra level to the game (despite that only the Windego warband from Hyperboria seems to have rules according to their website).

The miniatures for this game are also simply fantastic. Well detailed and really capturing the themes they were going for (I'm particularly fond of the Olympian Titan Overlord #1; it just looks so mean!). Crocodile does some stunning sculpting work, and I can't wait to see what they churn out next.

Crocodile also introduces new rules and units in their online magazine "Croc Tales." So far we've been introduced to the terrifying Scarab Ogres, the Anubi Necropolis Guard, Heru Warhawks, the Titans for Olympus as well as some others. It's neat, but I do wish they'd update it more often.

If anything bad can be said about this whole effort it's that Crocodile seems to be a little slower than I'd like with updates and news. They've got plenty of models on their website, but I haven't a clue where to



find rules for a good chunk of them. But that doesn't detract from the quality of the game; just wish they had a little more in the way of PR.

In the end, Wargods is a simply fantastic system. It's got lots of neat ideas, new concepts, it's well executed. The models are great, and the massive scope of the setting leaves lots of room for more armies and units to populate the tables. If you're big into mythology like me, and looking for a good army based fantasy game, then I can't suggest this game enough. Grab the rulebook, grab a starter box for the army of your choice (if one exists, since a few armies don't have one) and get on with some truly epic combat!

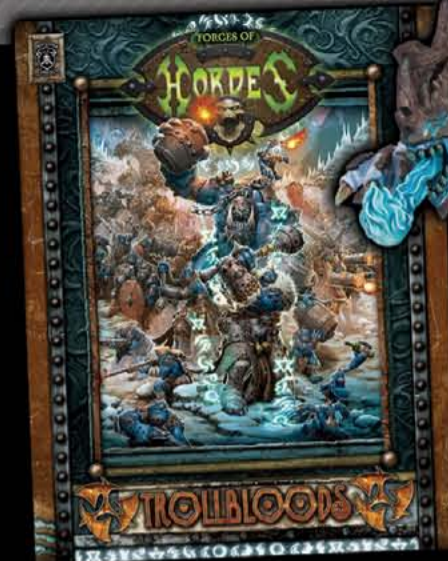


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# Twilight

REVIEW  
BY SPENCER D TAYLOR



In my quest to find new things to write about I sometimes stumble across something that might not otherwise get my attention had it not been for a single picture. Thus was the case with a little game called Twilight. While browsing a gaming website I saw a picture of one of the miniatures and immediately thought to myself "that thing looks cool!" and so I visited their website to find out more. What I found was a game like none I'd ever seen before, and miniatures I simply loved.

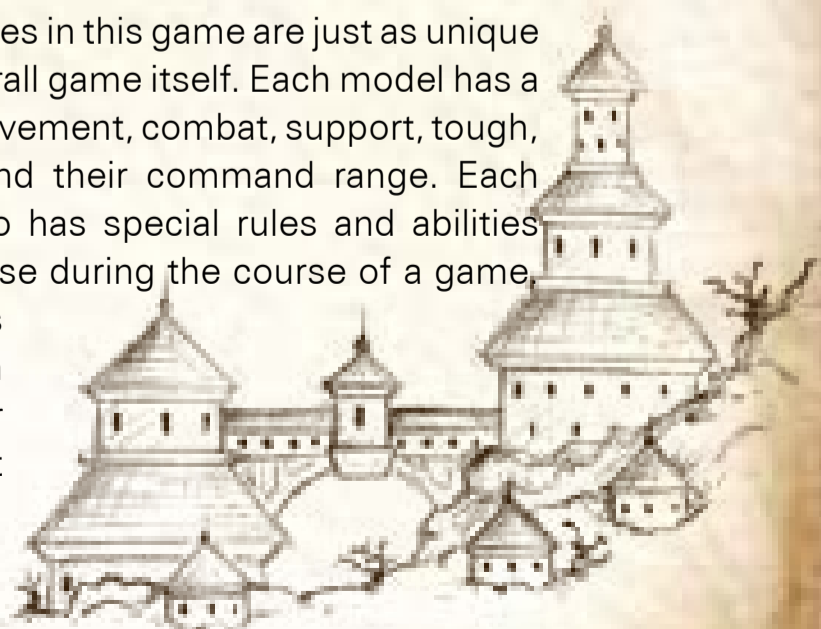
Twilight is a 28mm fantasy skirmish game set on the continent of Anyaral. Three major forces are at work on Anyaral: the Fubarnii Empire, the Delgon and the Devanu. The Devanu used to be the dominant species in the land, hunting, killing and enslaving the smaller Fubarnii. Then one day a great Fubarnii engineer named Gehran used his knowledge of sciences like chemistry to destroy his Deavnu master's tower and lead an uprising that would eventually create a great empire for the Fubarnii, driving the Devanu from power. Now the Fubarnii Empire stands strong, the random tribes of Devanu struggle to survive and coming from the mountains in the North, we have the Delgon.

Perhaps what makes this setting so interesting, so unique, is that it's entirely devoid of the usual fantasy stuff we expect. There are no humans, no elves, no dwarfs, no orcs none of it. There's two dominant species: Fubarnii and Devanu. The Fubarnii are a neat creature, and it was seeing one of their miniatures that got me interested in Twilight. They stand about four feet tall, and look like a cross between a Dinosaur and the urRu from Dark Crystal. They have long necks, large black eyes and thick fingers. The Devanu, on the other hand, look much more predatory (as one might expect) with sharp claws, bigger bodies and generally being very muscular. I have to admit that this is a really cool thing to me as I've grown rather tired of the standard fantasy settings with the same tropes and clichés. To have a game with absolutely no humans present is a nice treat, and to get creatures as interesting as these

just adds to it. It's a unique and intriguing setting full of fascinating history and fantastic creatures. The world is very well fleshed out with a long history, and there's even an entire section about the Fubarnii as a species in scientific mindsets. It discusses how the Fubarnii evolved, the different sub-species, culture, religions, rituals and much more. A lot of thought, care and pride have gone into this setting and it's really come out the better for it. It's pretty obvious that creator Michael Throp put a lot of love into this project, and that's the sort of thing I love to see.

But moving onto the game itself, how is Twilight? Well I'm honestly a bit conflicted on it, and I'm not exactly sure how I feel about the whole thing. The game has some very neat concepts, but it does one thing which kind of puts me off...it's a diceless system. I mentioned back in my Heavy Gear Blitz review (Issue 8) that I'm not afraid to admit my gaming biases, and one of my big ones is diceless systems. I guess I've always grown up on dice, and nothing compares to that feeling in the bottom of your stomach when you have some dice in hand and your about to make the most important roll of a game. Diceless systems just don't give me that same feeling. Although I guess it's not entirely fair to call this game diceless, because you do use a die for one thing in the game, but for the sake of argument I'm going to refer to it as a diceless system. I am, however, willing to put aside my hesitance towards all things diceless to review this game, and out a minor sense of professionalism.

The stat lines in this game are just as unique as the overall game itself. Each model has a stat for movement, combat, support, tough, stamina and their command range. Each model also has special rules and abilities they can use during the course of a game. Abilities are broken into four different types :





phase. These are called turn and combat counters. When a player's turn counter is pulled they can use it to activate models, moving them, fighting with them, using special abilities and so forth. There are two combat counters in the bag, and six activation counters. This means that in larger games it might not be possible to activate all your models in a turn. A turn ends when either both combat counters have been drawn, meaning a turn can end very quickly without a player getting to do much of anything. This seems a bit odd, but it does add a nice sense of randomness to the game and keeps players on their toes.

leadership, activation, combat and special. Some of these stats are pretty self-explanatory, but the way they're utilized is interesting. Stamina, for example, is used when models try to use certain special abilities that would be physically taxing.

I do love that this game is more scenario driven than it is straight up brawling (since the Fubarnii are likely to lose that fight most times just on stats alone), and that gives it a really nice sense of never being the same game twice. There are a few pre-made scenarios in the free online rules, and I don't think it would be too hard to make up your own scenarios rather quickly.

So moving on to actual gameplay, you'll start to notice some interesting ideas. The first is that the game uses stones for just about everything, turn order, combat, special abilities the works. This strikes me as a bit odd, but I'm willing to go along with it to see where it leads. So once you've assembled your forces and you've picked your scenario it's time to start playing. Turn order in this game is determined by randomly drawing a stone from a bag, or a hat or whatever you have laying around. The game uses three different

colored stones for turns: black, white and orange. Black and white stones determine which player is the active player, and orange stones indicate the start of a combat

When a player gets an activation counter drawn, they're allowed to activate a single model in their army. During an activation models can move, use activation and leadership abilities or fire ranged weapons. Models may move up their maximum movement in inches, unless they move cautiously which allows them to only move half their speed. Moving cautiously is done when travelling over rough terrain or disengaging from a combat. The game also has a mechanic called "chain of command" which is a special ability some models have (mostly leader type models like Captains). Chain of command allows an activated model to allow other models within their command range to move during their activation. So a Fubarnii Militia Captain has a command range of six inches and he's activated then he can select models within six inches of him to activate as well, allowing his unit of soldiers to move with him and act essentially as a single unit. This allows you to move more models during a single activation and can help you get a lot of models into position to attack without worrying about when the combat phase will start. It also allows models being activated via chain of command to use similar abilities (such as beast handler) to move even more models. This adds a bit of strategy to how you position models on the table, and I like how it represents a commanding figure barking orders to those within earshot of him to get the best advantage they can. Some activation abilities allow models to fight outside of a combat phase, which makes them extra deadly since they don't need to wait it out for a combat counter to be drawn.



During an activation a model can, if able, use a ranged attack. If a model is able to use a ranged attack the specific rules for that attack will be listed in the model's profile. The only rule for ranged combat that is universal, at least as far as the rules are concerned is line of sight. This is done from the head of the

different, though. Each player picks out combat stones with either an attack (Erac) or defense (Oran) symbol on one side while the other side is blank. Players then place the stones face down next to the models and in turn "cast" them to see what happens. Where it gets confusing is the part where some



Available from  
[www.hasslefreeminatures.co.uk](http://www.hasslefreeminatures.co.uk)

## Eubarnii Knights

Sculpted by Mike Thorp  
Painted by Ben Brownlie

firing model to any part of the target model without passing over the base of another model or a piece of terrain. If there is anything blocking line of sight, but the model is still visible, then the target is considered to be obscured.

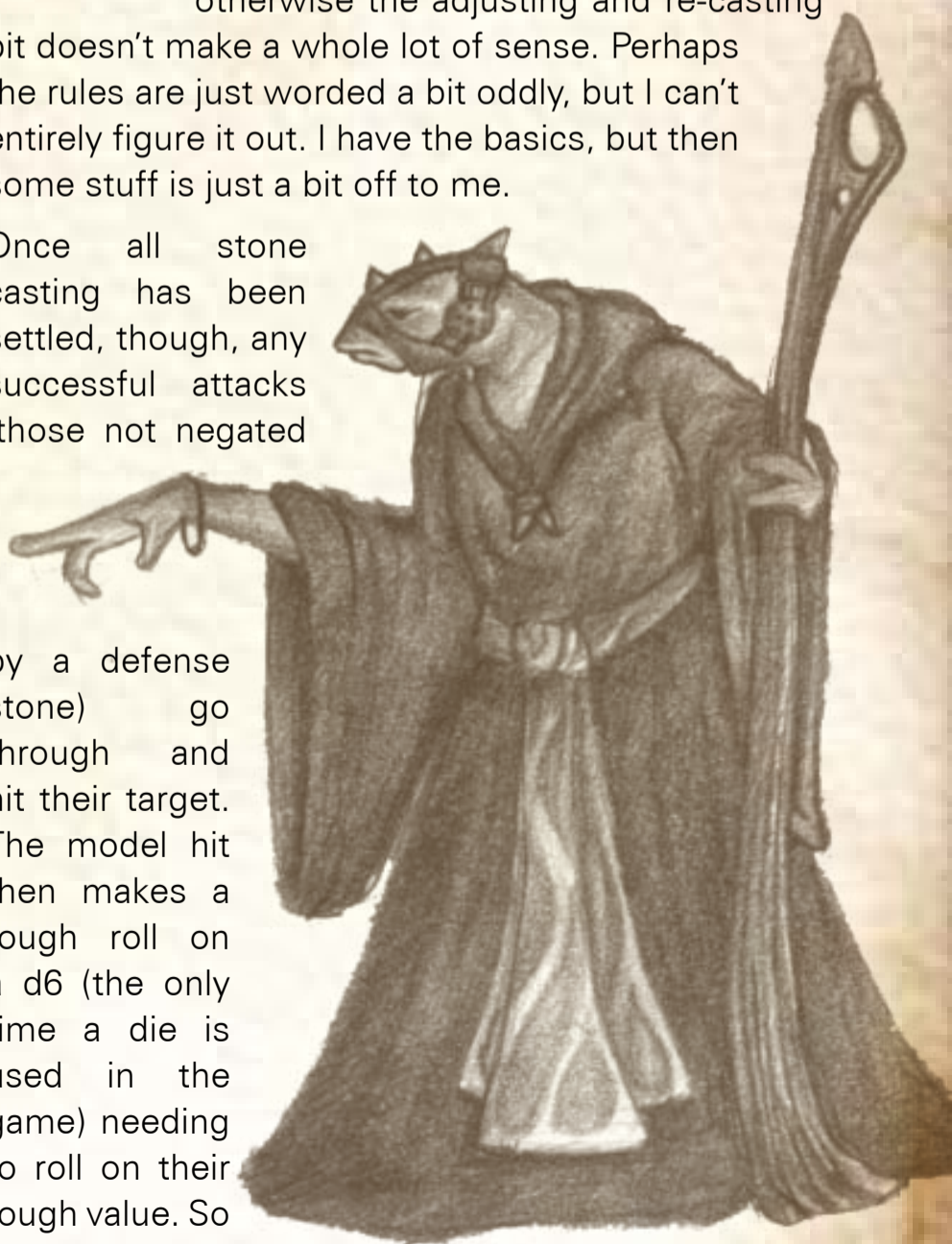
So what exactly happens when one of those pesky combat counters is drawn? Well any models in base contact with an enemy get to fight in a melee, and it's at this point the rules get a bit more confusing. The player who had the last activation counter gets the initiative, and selects a combat to resolve. The first step is determining who can fight in the combat and offer support. The player with the initiative selects which model of theirs will attack; the attacker and its target become the primary combatants. At this point the players go back and forth declaring any other models of theirs able to participate in the combat as support. A model can only lend support if it's in base contact with a model involved with the fight already. Next the players must determine how many combat stones they get. This is done by taking the combat value of the primary combatants and then adding the support value of all friendly supporting models. The supporting models giving extra combat advantage to the primary fighters is a really cool mechanic and is pretty simple to use. What happens next is a bit

models can adjust the results and "re-cast" stones. The way you land a hit is by having more attack stones than your opponent does defense. Each defense cancels out an attack, so having plenty of attack means you're more likely to get hit. Now from what I can gather when the first stones are cast you reveal a number of stones equal to the number of models you have involved in the conflict. Some models have special abilities that allows to them to "re-cast" stones by spending stamina points to adjust the results if they aren't favorable. What isn't explicitly stated is how this works exactly. I can only assume that the stones are revealed randomly and you sort of hope for the best, because otherwise the adjusting and re-casting

bit doesn't make a whole lot of sense. Perhaps the rules are just worded a bit oddly, but I can't entirely figure it out. I have the basics, but then some stuff is just a bit off to me.

Once all stone casting has been settled, though, any successful attacks (those not negated

by a defense stone) go through and hit their target. The model hit then makes a tough roll on a d6 (the only time a die is used in the game) needing to roll on their tough value. So





a model making a tough roll that has a tough value of 4+ needs a 4 or better to survive the attack. If the roll is failed the model is removed from the table. Every model has only one wound, so a single failed tough roll is fatal. This does make combat a bit more dangerous, and that I do like.

The miniatures for the game are truly fantastic. They have a very unique style and a great feeling to them overall. They're simple, yet elegant. The Fubarnii also look like they would be rather easy to paint...plenty of smooth areas to work with, and not a lot of fancy over-the-top armor to complicate things. The Devanu could stand to look a little fiercer, but they do give of the vibe of being powerful hunters and apex predators. Honestly I'm just in love with these miniatures. Maybe it's because I'm so disenfranchised with the normal old fantasy miniatures we see so often, but these models really do feel like they have some character to them. The Delgon Priest and his Acolytes are really impressive, and are in fact the first models I ever saw from the game.

They just look creepy and ooze with character.

The miniatures are available from Hasslefree Miniatures, which means they'll cost you a bit if you live outside the U.K. as nobody else carries them. The miniatures are fairly well priced, the standard sized model coming in between £3 and £4 with the bigger models hovering around the £6 to £9 range with a few select models going over that. The full, print rulebook itself only retails for £6. You can also buy combat stones separately, or you can buy one of the two starter sets available. The small starter set includes the rulebook, two d6, 24 combat stones (12 per player split 6 attack and 6 defense), 12 initiative counters, two combat counters and 14 miniatures (10 Fubarnii and 4 Devanu). The larger start set comes with the same except it has 23 miniatures (this time 17 Fubarnii and 6 Devanu) included in it. The two starter sets retail at £60 for the small one and £85 for the large one. These do seem a bit on the pricier side of things, but you do get a good deal of stuff in each one. The large set having 23 metal miniatures probably doesn't help the price, but considering it comes with everything two people need to play the game it should be easy enough to split it between you and a friend.

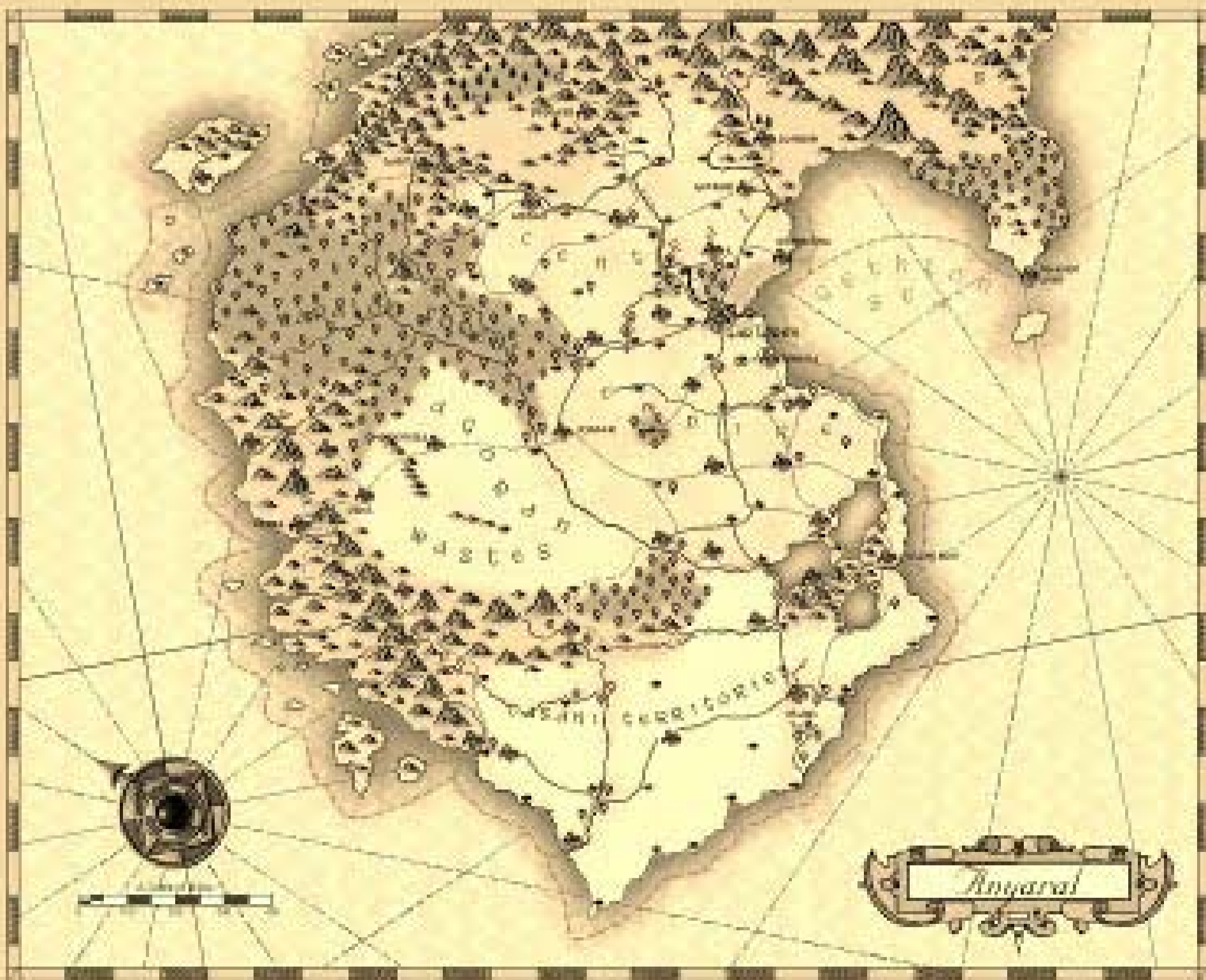
In the long run Twilight is a mixed bag to me. It has some very interesting ideas with supporting units and the random activation method. The miniatures are very beautiful, well made and full of character. The setting is rich, deep and has had a lot of love put into it. It's something different from the standard fare we've been told to accept as how a fantasy game should be, and I absolutely adore that in a game. It's a game not afraid to break some boundaries, try new things and be a little out there. However, I still can't bring myself to be entirely impressed with it. For all my raving about the interesting supporting combat



thing, the basic combat mechanics seem a little strange and ill-defined. Perhaps it's that the online rulebook doesn't go into as much detail as the full book, and if that's the case then that's not what I would call great marketing. Some of the rules seem a little muddled and could use clearing up. I still can't bring myself to enjoy it 100% because the casting stones thing just feels weird to me, and it lacks that bit of nervous anticipation that you get watching the dice bounce around on the table; taunting you as you know that roll will make or break the game.

By all means; Twilight isn't a bad game, it's just a young game that needs a little more refining. It's a well thought out system, but the freshness of it all shows a little more than I would like. If nothing else I highly suggest going to the website ([worldoftwilight.com](http://worldoftwilight.com)) and checking out the setting alone. I'd love to have a comic series set in this world, and I really do hope the setting continues to grow and advance to expand into something great.

If you're looking for a new game with a unique setting, great models and a vastly different play-style then by all means toss £6 at the book and give it a look through. If you and a friend want to start playing then you've got two start sets ready for people looking for a very unique experience.





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[kevin.gibson4@ntlworld.com](mailto:kevin.gibson4@ntlworld.com)

**Northumbrian Adventurers Guild**

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

Sunday 12pm-7pm

[www.anythingbutaone.com](http://www.anythingbutaone.com)

[contact@anythingbutaone.com](mailto: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.

GCN Club Directory



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# CONFRONTATION®

## DEAD OR ALIVE

BY KENNY ROBB

Once upon a time, nope that has been done before. Long time ago in a galaxy far far away, no that has been done as well. Ok how about, a few years ago I was introduced to skirmish games that some of the guys at the club I had just joined were playing. The name of the game was Confrontation. Now before you all go off on one and say that I am not introducing you to the games you don't yet know. Ask yourself the question. Do you know about the game of confrontation? No, well I'm going to go on a

bit of a wander down memory lane because unless you have been asleep. Confrontation is back!!! Ok maybe it's not back. Getting solid information about what is happening with the game is tricky. Certainly the figure range is being produced again this time in resin by Legacy Miniatures but as yet they have been silent on their plans, if any, for the game which they bought the intellectual property for when Rackaham went into administration and had to close.





Insane and a couple of the wolfed models. Job done...errrr no. Well let's look on the bright side I have the starts of two factions. On the downside I don't have a usable faction yet. The answer is to spend more money. I can do that.

Before I go wandering off to discuss my spending habits it might be a good time to mention that there are (yes folks for those of use who got the rules the first time, and those picking up the rules from eBay and the likes) a number of factions to collect. These are:

- The Kelts of the Sessairs Clan
- The Lions of Alahan
- The Griffens of Akkylannie
- The Cynwall Elves
- The Utopia of the Sphinx
- The Limbo of Acheron
- The Alchemists of Dirz
- The Kelts of the Drune Clan
- The Dwarfs of Mid-Nor
- The Akkyshan Elves
- The Ophidian Alliance
- The Dwarves of Tir-Na-Bor
- The Goblins of No-Dan-Kar
- The Orcs of Bran-O-Kor

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So let's go back to the beginning of my wander down memory lane. Like I said when I joined Lynham Wargames club (RIP) the guys were not into playing large scale battles and they had discovered this thing called skirmish. Now bare in mind that this was about 7 years ago at the start of the skirmish wave. Companies were just waking up to the possibilities of having a game whee you didn't need to have 100 miniatures on the field of battle and the ones you did could be more individual (and hence cost a little more). Rackham was like a breath of fresh air and quite frankly like nothing I had seen in wargaming before. The quality of the miniatures was simply superb and to think that these models would be used for wargaming and not display purposes was quite frankly unbelievable and somewhat daunting when it came it the painting bit. When I am presented with a new concept (skirmish) and a new range of figures sometimes I just go off and buy stuff I like the look of without understanding that they can't be used together. I thought, skirmish game, a few figures, why not so went out and bought Rachim the



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- ❑ The Wolfen of Yllia
- ❑ The Devourers of Vile-Tis
- ❑ The Daikinee Elves

So for the miniature spenaholic, and let's face it that's all of us, there is plenty of scope to pick up a few factions that suit your playing and painting style.

I think the most startling thing about confrontation was the style and quality of the product as a whole. Everything Rackham produced to support the game was superbly laid out and the quality of photograph and fontography was like nothing anyone else was doing. With hindsight this may have been part of the eventual problem that led to their sad demise.

As a small aside, when I started The Ancible the first thing I said to the magazine designer was I want it to be of equal quality to the Cry Havoc magazine that Rackham had produced. I still have these magazines and look at them in amazement even today. With the quality of these publications I shudder to think how much a single issue of Cry Havoc cost to produce

but with £12 price tag I can guess.

I always go on about the history and narrative associated with any war gaming realm and confrontation had that in spades. As you can imagine with a large number of factions there is a lot of filling in the history and politics of the land of Aarklash and each rule book and each copy of Cry Havoc added to sum of knowledge. There we also a couple of novels produced in French and then translated to English. While the translation, like all translations, were in some places a bit suspect, the stories were compelling and relevant to the world that Rackham had created.

The Rule book was, and in fact still is 200+ pages long with lots and lots of full colour pictures of the miniatures used to demonstrate the rules along with various pieces of concept art and final drawings that were used by the sculptors to produce the miniatures. The rule set is very French and by that I mean that it's very wordy and because of the "lost in translation" syndrome it doesn't always read









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well first time through. I remember that a lot of the discussions we had were around exactly what was meant by a particular rule and in the early days there was a lot of power gaming around the words used and what they meant. (The people who did it know who they are, I remember you all) It did not take very long for a community to spring up round the game and in the UK it was led by UKCORD (The UK Confederation of the Red Dragon) a fan based organization that was given support to promote the game through Rackham's UK distributor Simple Miniature Games. UKCORD still exists today though the games that are played by its members are much more diverse. UKCORD can be found at <http://www.confederation.org.uk/forum>.

The game and the supporting community went from

strength to strength over a very short space of time and built up a very loyal following. For 4 years the Federations in conjunction with Rackham ran lots of events and people traveled all over the world representing their respective federations. The tournament scene was also very active and the UK championship was something to look forward to every year. There was a real sense of comradery and many of the friendships that were forged still exist today and in fact many of the

**YSHAELLE THE FORGOTTEN ONE**

10  
5  
5-6  
6-5  
4  
7  
4

*Every victory is temporary.*  
Equipment: Sword, Longbow / STR 4, range 25-45-65.  
Abilities: Bravery, Fencer, Master archer, Mercenary.  
Rank: Special Mercenary Champion.

77

**TARASCUS**

20  
2  
7-20  
0-18  
10  
0

Abilities: Gigantic, British charge, Charging strength / 25, Implacable / 3, Mutagenic / -, Possessed, Born killer.  
Rank: Scorpion Creature, Titan.

550

**KAHINIR THE SAVAGE**

7.5  
3  
4-7  
5-8  
6  
6

*You will learn to fear me.*  
Equipment: War hammer, Mixed armour.  
Abilities: Hard-boiled, Bravery, Pariah, Master strike / 5, Bane / Goblins.  
Rank: Dwarf Veteran Champion.

48

**ISABEAU THE SECRET**

10  
6  
6-7  
6-6  
4  
7  
5

Equipment: Pistol / STR 6, range 10-15-20.  
Abilities: Bravery, Fencer, Resolution / 2.  
Rank: Cadwallon Elite Champion, Guild of Blades, Soma.

75

original players in the UK are now running their own gaming companies, some with friends they have met through gaming.

Now that Legacy Miniatures have started producing the Confrontation miniatures again there is a lot of buzz in the old community. I believe that Legacy is currently trying to catalogue the assets they have bought and are prioritizing the release of the figure range. Will they re-release the game, that is the \$1000 dollar question.

At this point I have to declare a somewhat personal interest as I have been involved in the running of the UCORD and having met a lot of the people who worked at Rackham, some of whom I still stay in contact with. The game itself went through some interesting changes over its life, not all of which

which went down well with the players and this is itself could be the thing that either makes or breaks any possible re-release of Confrontation. Which version to release?

Whatever happens we, the gaming community, will wait with baited breath as I personally think that we lost a truly great game in Confrontation that brought out the best, and sometimes the worst, in what was a truly international community. If Legacy Miniatures decided to go for it then could it ever be what it was, that would be down to how much Legacy was prepared to invest in time and effort. It is great that the range of miniatures is available but I think it would be even better if Confrontation lived as a fully formed skirmish game set in the thriving world of Aarklash.





If you're into Victorian Sci-Fi (VSF), then you already know about Ironclad Miniatures ([www.ironcladminiatures.co.uk](http://www.ironcladminiatures.co.uk))... if you don't then what are you doing??

Ever since I saw their minis, I've coveted them. The infantry and heroes are well sculpted and the tanks are pure VSF heaven. At a recent show we were very lucky to get some of the latest stuff for review.

## CH 22 Ironcladman



This model is good to go in any VSF army, or in fact he's usable in many game systems. The addition of the two large smoke stacks on his back shows he's very Victorian or low tech. He's a man in armour and that's about it. The pose is nice, and he looks

like he's either ready for a fight or he's just stood taking it all in. Great armoured plate detail and lots of rivets finish the model off well. As I've already said, paint him the colour of your chosen force and you really are good to go.

## PR06/PR07 Prussian Storm Troopers and Command



The storm Trooper set is four models and the command set gives you two more... one being the Officer and another looks to be a Communications Trooper.

Each man looks to be in what is best described as heavy overalls with armoured plates on them. What I love is the gasmasks and the Prussian/German style spiked helmet. Each model is unique, so a command pack gives you six individual models. The officer isn't equipped with the rifle that the rest have, but with a high tech looking pistol that reminds me of something I saw J using in "Men in Black".

## CH24 Constance



What man wouldn't want a well dressed woman at his side, and even better if she's armed and dangerous? It is little details like that which makes a model stand out. She's well dressed in what every good women of the day would be wearing, clutching her bag which probably contains everything including the kitchen sink. The goggles on her hat are a great touch as well.

## CH23 Tobias



Every game needs a dashing hero, and Tobias fits the bill. His pose is very similar to Constance, but instead of clutching a bag, his hand is on a nice cane. The top hat with goggles and his monocle are great little touches, but I really love the huge moustache that he has. It's totally over the top and reminiscent of Fu Man Chu, but it's a heroic miniature so why not 😊

*With so many VSF game systems out there, Ironclad mini's does the trick. They cover some great elements with heroes like Tobias and Troops for Martians and Sanwar. The tanks are simply amazing, and once painted really do command a spot on any battle field. But VSF isn't the only thing ironclad does, they do some great scenery elements in 10/15 and 28mm. So go and have a look if you can't find something you want you aren't looking right in the right place.*





# THE LAST WORD

WITH  
UNCLE BOMBER

## Individual

I recently overheard a conversation between a few gamers at a recent show, they were discussing amongst themselves the merits of being a gamer as opposed to any other walk of life, I had to agree on many of the points raised, yes, for the most part we are all a lot more civilised and polite than a lot of people out there. I have seen a gamer put down his cases to open a door for someone whose arms were full of AT43 boxes, I did appreciate it.

Now I know we aren't big on civility when we face opponents across the table, but afterwards we shake hands. Except for Chris Duncan who once went to shake my hand but then placed his thumb on his nose and waggled his fingers at me. But for the most part we are respectful and polite.

We are also a very social animal, we enjoy the company of friends, and we live for shows and tournaments. As gamers we can also be very focused and committed. After all who wouldn't rather paint their figures or read a good rule book, instead of going on a riot or talking to loved ones.

The one sticking point for me was when one of the group loudly proclaimed that as gamers we are all individuals, unlike the great unwashed who make up the unenlightened non gamers, who are all sheep, slavishly following each other around, buying the same cars, clothes or shoes.

Now I have to agree, when it comes to haircuts, gamers are all individuals. I think most use their modelling tools to cut their own hair in the dark. But this chap was stood there, proudly saying he was an individual. His friends were sat there, looks of adoration on their faces, hanging on his every word. Only when I started to laugh did the looks became a little unfriendly.

I felt that I had to explain before they started to beat me with their dice bags, I kindly pointed to their clothes, all except one had a Games Workshop T-shirt on. All but two of the five had long hair. The others were follickly challenged. Every single one had GW figure cases. I then pointed to their faces. Every single one of them had what I like to call. The Games Workshop Goatee, it seems to be the prerequisite

qualification for most if not all GW staff nowadays. That and a pony tail.

Leaving them all looking crestfallen, I returned to my lunch and the thought that maybe I wasn't an individual either. I have played Games Workshop games in all their myriad magnificence; I have a few GW cases. I don't have the long hair though; it's been a few years since I could confidently grow a pony tail. But thankfully I realised that though I may be a gaming clone, playing the latest greatest game that hits the shelves. Recharging my creative batteries at the various gaming shows throughout the year. I am happy; I am a happy clone, more than happy to be part of the great hive mind that is the wargaming community. Yes I can tap into it now; I can hear the comforting sound of D6 rolling across the tables of the world.

I do think it may take a while, but beware non gamers. Resistance is Futile, one day you to will wake up with a yearning to roll dice and grow a goatee. You have been warned.

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](mailto:unclebomber@the-ancible.com)**

Uncle Bomber

# THE Ancible

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