

irregular

Winter Issue 2022

magazine



One Page Rules

Starting Historicals

Zines and more Zines
Cannon Fodder 2

Ruins of the Lost Realm
Song of Shadows & Dust

Plus Reviews, and much, much more



Cover Art; Artie_Navarre

(https://pixabay.com/users/artie_navarre-66276/)

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Winter Issue 2022

Editorial

Jason Hubbard

Welcome back to another issue of Irregular Magazine. Well it's the last issue of the year and we're into the festive season. It's time to start planning ideas for possible new projects.

The world is still topsy turvy, rising inflation and rising prices, but that shouldn't stop us from getting some hobby done. So what plans do I have for 2023, well several. Most are army projects, that includes a 15mm barbarian force for old school Warhammer Fantasy, two warbands (Celts & Greeks) for Saga Age of Hannibal, US Marines for Vietnam War in 20mm and finally a 10mm fantasy army though not sure which faction yet.

We've recently started a YouTube channel, the plan is to make additional content that will include reviews, project vlogs, tutorials and general hobby topics.

<https://www.youtube.com/channel/UCaxjfAVt8tyxzmSXOdGxflw>

In this issue we take a look at some of the easy ways into historical gaming that are available in the market place. In the past there weren't any easy options in to the world of historical gaming, which meant many hobbyists found it a little daunting. Now there are plenty of ways to get started in the hobby that makes life a little easier.

We also investigate some of the free zines that are freely available out there on the internet. So if you're looking for additional reading material then we have some possible options for you.

Song of Shadows and Dust is a rule set for gang warfare in the ancient world. This can pretty much be played in all historical periods from the ancient world right up to the medieval period, anywhere in the world. So you play in the samurai period, medieval London, ancient Rome or Tang Dynasty China. These are based on the popular Song of Blades and Heroes rules.

There are also plenty of book reviews, news and a look at the new Female Cannon Fodder plastic miniatures from Wargames Atlantic.

Well that's all folks.....

We'll see you in 2023, have a great Christmas and New Year



Army Painter Club Bundle

Game Club Bundle



Perfect for any hobby night

The thrilling origin story of The Army Painter involves generous amounts of wargaming, brush-licking and coffee vapours. As a company we have always strived to be aware of our roots, and we have prided ourselves in supporting wargaming communities worldwide, sponsoring tournaments and competitions globally for at least 10 years.

On the occasion of our 15th birthday this year we want to pay a little bit of extra attention to all the passionate wargaming clubs around the globe (often with somewhat meagre budgets). We have assembled this special bundle with a substantial discount to allow you to stock your club with a comprehensive selection of paints, as well as our Wet Palette, and a cheeky little gift, chosen by DipIt, our in-house paint-tasting gnome.

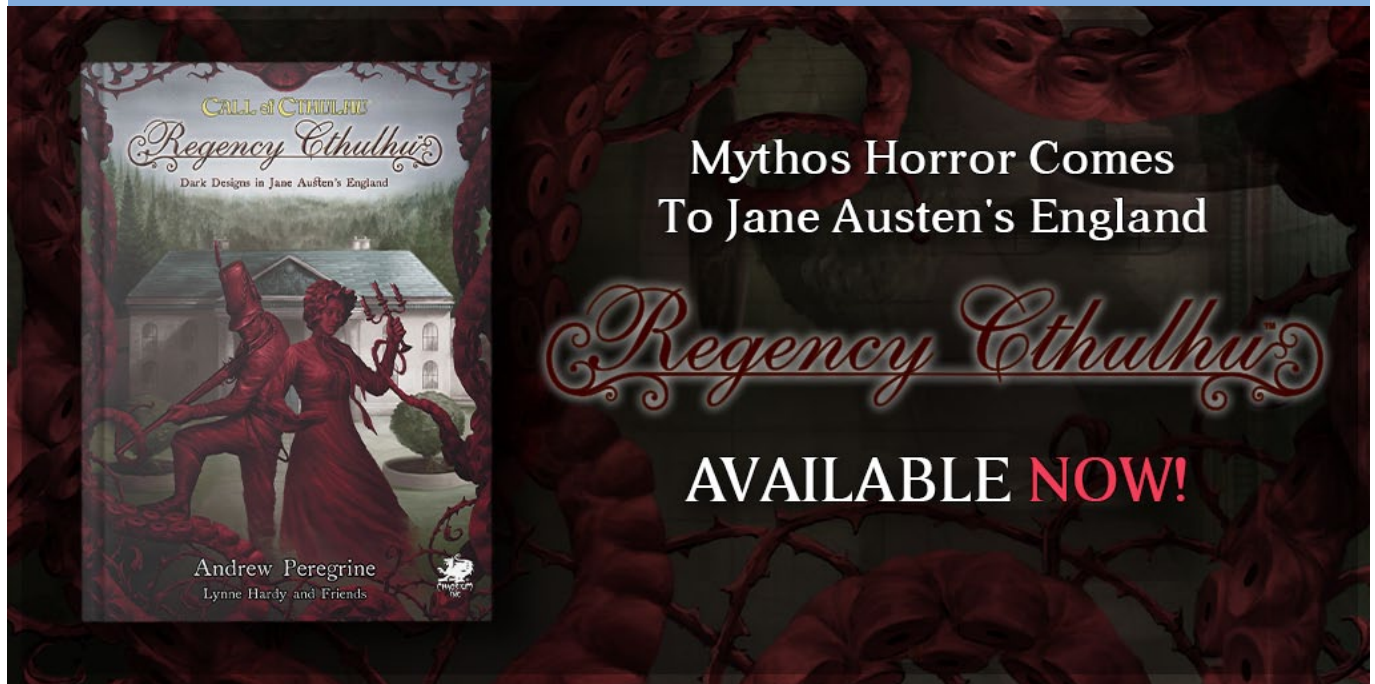
The bundle includes the following:

1x Wargamers Complete Paint Set (124 paints)
 1x Speedpaint Mega Set (24 paints)
 1x Wet Palette
 1x DipIt's Mystery Bag
 Including a painting guide and 6 Wargamer brushes for FREE.

The bundle was created with the Game Clubs in mind; however, the offer is of course also available for avid single painters. The cost is \$399 / €360 – Basically, you're only paying for the Complete Paint Set, saving up to 33%. What a deal!

Note: The bundle deal is only available till the end of December 2022

Call of Cthulhu Supplement, Regency Cthulhu



Mythos Horror Comes
To Jane Austen's England

Regency Cthulhu

AVAILABLE NOW!

The latest release for the award-winning tabletop horror game, Call of Cthulhu, releases worldwide today, and will allow players to expand their game to the Regency-era of England, made famous by the novels of Jane Austen. REGENCY CTHULHU includes new rules for creating Regency-era Investigators, along with new skills and occupations unique to this slice of history.

The book also introduces a brand new mechanic to Call of Cthulhu: Reputation. Much like Sanity and Luck, Reputation is a fluctuating statistic that measures a character's standing amongst others in high society, and will rise and fall during play.

A detailed primer on the fictional English town of Tarryford gives a beginning Keeper everything they need to use the town as a setting for their Call of Cthulhu games in both 1813 and 1913.

What Critics Are Saying

"If you're seeking the thin whisper of air between two hovering hands in an open ballroom but aren't afraid to find a writhing tentacle reaching out for you instead, Regency Cthulhu is for you."

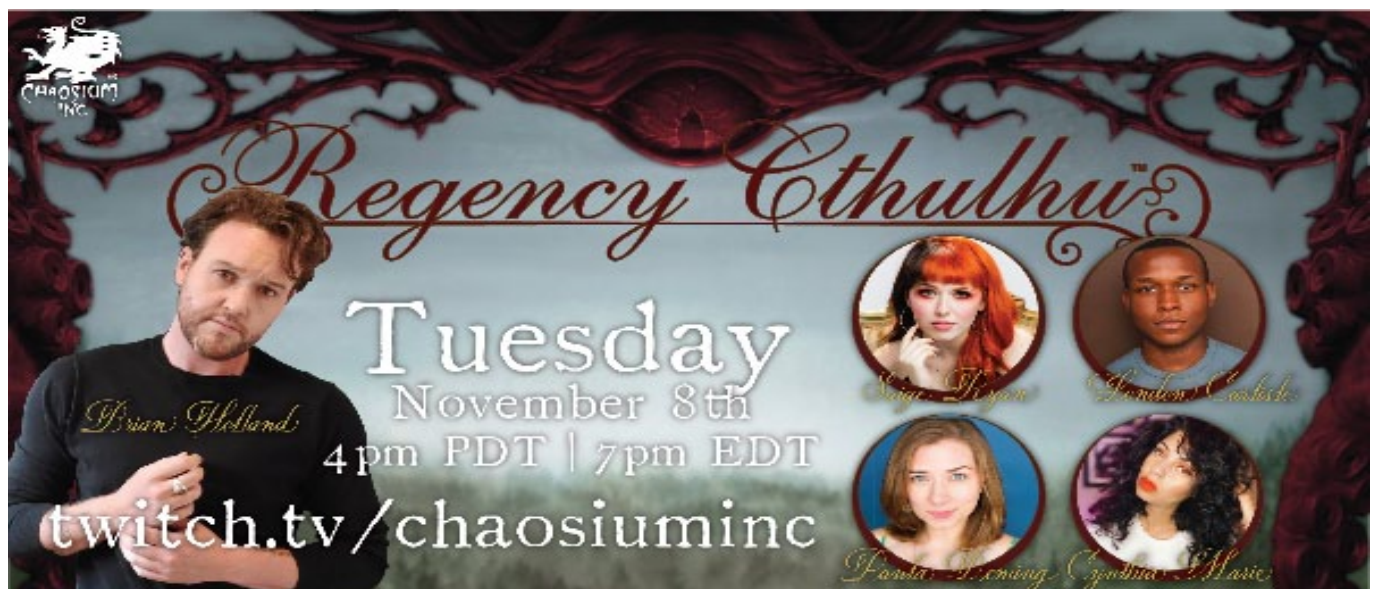
- OnePaigeRPG

"[...]the world of strict etiquette, teas and reputation as top currency as an interesting, refreshing experience."

- Adam Waskiewicz, Polter.PI

"Sleep, or repose that deserved the name of sleep, was out of question. That... in which her disturbed imagination had tormented her on her first arrival, was again the scene of agitated spirits and unquiet slumbers."

- Jane Austen



Seasons of Mystery for Vaesen – Nordic Horror Roleplaying



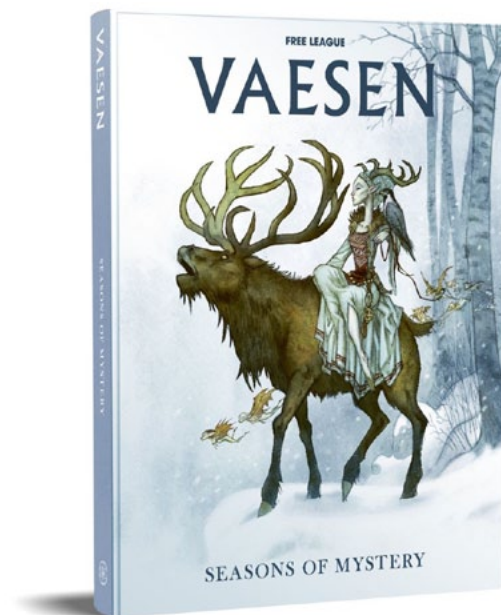
Do you wish to wander through snow-covered forests with glittering winter stars above you? Or do you dream of budding spring, burning summer or wind-swept autumn? No matter what time of the year, you long for, Seasons of Mystery will take you there.

Seasons of Mystery for the ENNIE-winning Vaesen – Nordic Horror Roleplaying has been released today by Free League Publishing – right in time for the jolly season! The spine-chilling tome presenting four brand new mysteries for the players to solve, spanning all across the Mythic North – and the seasons of the year.

Seasons of Mystery is similar in format to the previous casebook *A Wicked Secret* and features four mysteries by four different game writers.

Seasons of Mystery includes:

- **A Dance of Death:** Travel to the green vales of Dalarna in the idyllic springtime to investigate strange events in a remote village and solve a deadly mystery. Written by Gabrielle de Bourg.
- **Fireheart:** Religious fervour runs high in rural Småland as the hottest summer in living memory triggers massive forest fires, crop failure, widespread poverty, and a mass exodus to America.



Will you uncover what's behind it all – and live to tell the tale? Written by Tomas Härenstam.

- **The Devil on the Moor:** Journey west to the windswept autumnal moors of Grimsted Lyng and investigate a tale of terror where modernity is pitted against the old ways. Written by Andreas Marklund.
- **A Winter's Tale:** Cross the Baltic Sea and brave the snow-covered forests of Ingria, where an unknown being stalks the night beneath glittering stars. Written by Kiku Pukk Härenstam.



A Fever Dream of Tech, Punk & Fury - MÖRK BORG Spinoff Tabletop RPG CY_BORG



Do you dream feverish dreams about a nano-infested future where cybernetic misfits are raging against a relentless corporate hell? Now those dreams are within your reach.

Free League Publishing and Stockholm Kartell today officially released the MÖRK BORG cyberpunk spinoff tabletop RPG CY_BORG.

CY_BORG is a game about climate collapse, out-of-control consumerism, the commodification of personal data, late-stage capitalism, transhumanism and senseless violence. A fever-dream of tech, punk and fury. Of fighting a failed future. A deck-hacking, brick-throwing upheaval of a game.

The game casts the players as cybernetic punks and misfits raging against a relentless corporate system, corrupt police forces, and alien/nano-worshipping cults. The setting is the dystopian metropolis Cy, the only city that matters.

Besides an introductory scenario, the 160-page core book is packed with tables to generate near-endless play, including missions, NPCs, locations, corporations and cults.

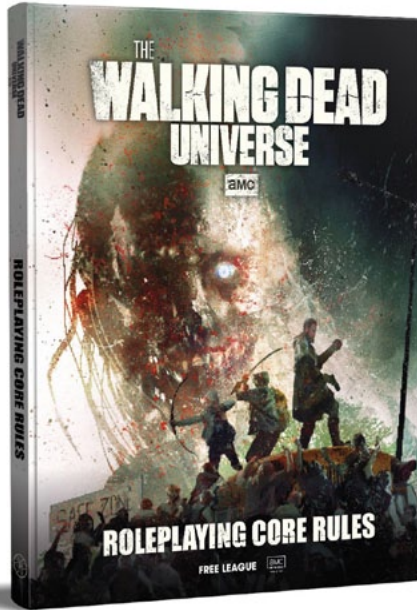
The game uses an updated version of the original MÖRK BORG rules, keeping the featherlight openness and simplicity while adding elements like autofire, cybertech and hacking. The six optional classes include the Shunned Nanomancer, the Burned Hacker and the Renegade Cyberslasher.

CY_BORG is compatible with multi-award-winning apocalyptic heavy metal RPG MÖRK BORG. Rules-light, rage-heavy. Similar in tone and approach to game and book design but enhanced and augmented. Includes an introductory scenario and ≈60 random tables for your every cyberpunk need. Written by Christian Sahlén, a veteran of the Swedish OSR scene, with art and graphic design by Johan Nohr (MÖRK BORG, Into the Odd Remastered).

Similar to the apocalyptic prophecies in MÖRK BORG, a campaign-defining countdown mechanic will dramatically affect and shape the game world regardless of the players' actions. In CY_BORG, this comes in the shape of Miserable Headlines; catastrophes and events reported by the corp-owned news feeds with varying regularity until the cataclysmic conclusion seven headlines in. Nothing is ever static. The city is a living—or rather, dying—place.



Official Tabletop RPG Series For The Walking Dead Universe



A co-production between AMC Networks and the award-winning tabletop publisher, which is working closely with key forces behind the franchise, including Chief Content Officer of The Walking Dead Universe, Scott M. Gimple and Head of AMC Networks Publishing Mike Zagari, the ongoing RPG series will introduce new story elements while drawing inspiration from the current series and upcoming spin-offs.



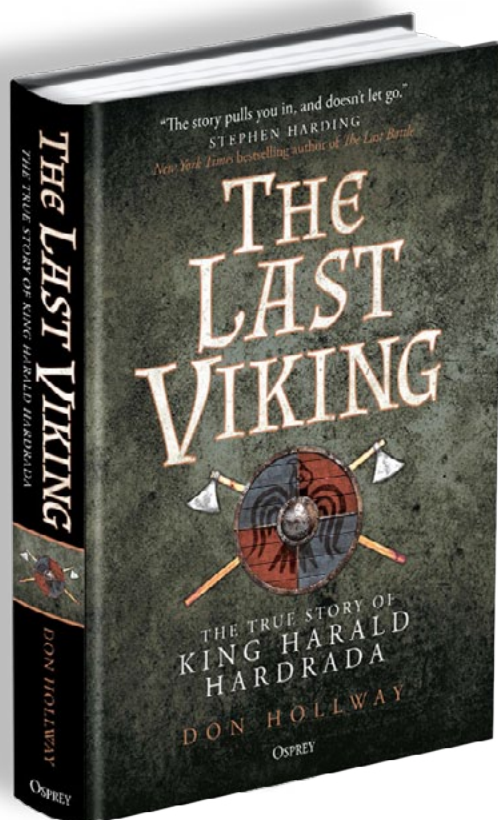
New York, NY (November 17, 2022) – As the ground-breaking TV series The Walking Dead comes to its climactic conclusion, AMC Networks today announced a long-term alliance with Free League Publishing and Genuine Entertainment to continue expanding The Walking Dead Universe with The Walking Dead Universe Roleplaying Game, an official tabletop roleplaying game. The Walking Dead Universe Roleplaying Game will debut on Kickstarter in Spring 2023, offering early access to the Core Rulebook, a Starter Set, and other premium accessories and limited-run exclusives long before its Fall 2023 retail release. For more news and previews, visit thewalkingdead-rpg.com.

"The Walking Dead has always been about characters – and audiences, by extension – facing impossible life and death choices," says Gimple. "Now, fans can face these choices head on, putting themselves in the world of the Walking Dead – at any time in the timeline, encountering familiar faces and places and brand-new ones and, within our apocalypse, making the biggest choice: Who are you going to be? We've seen a lot of stories in the Walking Dead Universe, now it's time to see yours."



The game is directed by Free League co-founders Tomas Härenstam (Alien RPG, Blade Runner RPG) and Nils Karlén, with Nils Hintze (Tales from the Loop RPG, Vaesen - Nordic Horror Roleplaying) as lead writer, Gustaf Ekelund (Twilight: 2000 RPG) and Martin Grip (Alien RPG, Blade Runner RPG) as lead artists, and Genuine Entertainment's Joe LeFavi (Alien RPG, Blade Runner RPG, Dune, The Dragon Prince) as producer and brand manager on the game series.





Title: The Last Viking
 Author: Don Hollway
 ISBN: 9781472846501
 Price: £10.99
 Pub Date: 2 February 2023 Published
 by Osprey Publishing

THE LAST VIKING THE TRUE STORY OF KING HARALD HARDRADA

A rich and compelling account of the life of King Harald Hardrada of Norway, one of the greatest Viking warriors to have ever lived. Harald Sigurdarson burst into history as a teenaged youth in a Viking battle from which he escaped with little more than his life and a thirst for vengeance. But from these humble origins, he became one of Norway's most legendary kings.



The Last Viking is a fast-moving story of Harald's life as he journeyed across the medieval world as far as Constantinople and the Holy Land. In these early years, he fought both for and against Christian, Muslim, and pagan rulers until his eventual return home to claim his love, his crown and his destiny as King Harald of Norway.



But restless still, Harald sought to expand his kingdom into an empire and fought to seize both the Danish and English crowns. Ultimately unsuccessful, he died, sword in hand, in battle against the king of the Anglo-Saxons. His death would mark the end of the Viking age. Combining Norse sagas, Byzantine accounts, Anglo-Saxon chronicles, and even King Harald's own verse and prose into a single, compelling story, Don Hollway brings to life the true tale of this Viking hero.

Editor's Challenge

The last couple of months have been quite productive, I've managed to get quite a few pieces painted and on top of that I've kickstarted the magazine's YouTube channel. The one big challenge I completed this year, was finishing an army. I finally managed to complete the Late Roman Army, which has spurred me on to start a few other armies next year.



My plan for next year is to build and paint a 15mm fantasy barbarian army, a 28mm Celtic warband and a Greek warband both of which will be for Saga Age of Hannibal.

I also have plans to build a Warring States army in 28mm and 20mm. All of these will be filmed for YouTube, and I'll be making updates in the magazine as I progress.



So, what have I managed to paint in the last few months, well apart from finishing the last of the Late Romans I made a start on painting some Qing miniatures for pulp and historical games next year.

I also made a start on the Greeks for Saga, by painting up a few skirmish troops and slingers. These were painted with mainly contrast paints and washes.





I also finished a few pieces of scatter terrain including a large Buddhist statue, this was a pretty simple build. The statue was £2 at a gift shop in Brixham, the bottom half is a plain wooden plinth. I then added green stuff around the plinth and used a texture roller from Green Stuff World to create the Asian/Chinese markings.



This was then simply painted grey, given a black wash and highlighted. The sides of the plinth were also given washes of colour.



Most of the other miniatures I managed to get painted were a mixed bunch of minis that included a squad of British infantry, as well as an Afrika Korp squad for Bolt Action.

Along with those I managed to get some painted for Lord of the Rings, a couple of cars for Gaslands, a squad of Chinese Warlord troops, some odds and sods for Test of Honour as well a few fantasy miniatures.



Easy options into Historical Gaming

A lot of people have asked where I start when it comes to historical gaming, are there any easy options to get involved in that side of the hobby. The short answer is yes there are literally a plethora of options these days. When I first started years ago those options weren't available, you basically picked a period in history you liked, then found a set of rules you were happy with before finally finding suitable miniatures at the scale you wanted. That might sound easy but back when I started finding rules and miniatures wasn't easy, not like today, going down the route of fantasy or Sci-fi was far easier through Games Workshop.

Companies like Warlord Games have made historical gaming much easier to jump into and they're not the only company to do so. So, we're to go through some of the options across the historical periods that's currently available on the market.

So, let's start in the ancient period, this is quite a popular section of historical gaming with gamers and covers a huge chunk of world history. This gaming period covers pretty much everything up to roughly the Dark Ages.



Warlord offers a couple of options in this period, firstly a large mass battles with Hail Caesar and secondly skirmish level battles in the form of SPQR. Both have starter sets with two armies, rules and everything else required to begin playing both systems.

Other game systems that are an easy jump in point to this period include Gangs of Rome by Footsore Miniatures. This is a skirmish level gang warfare game set in ancient Rome. There have been two starter sets for this game, the first was Blood on the Aventine and

the current set is called Bread and Circuses. Both starts sets provided enough miniatures to build two small gangs, a piece of terrain as well as the rules, dice and counters all needed to start playing the game.

Footsore also produce a game set in Ancient Greek during the city states period. This is a system of small skirmish battles.



There is a starter set as well as starter army sets, this is a great way to begin playing the City States period. It's a simple system to learn and the games play out really fast.

Once we step into the Medieval period, which includes everything from the dark ages right up to the Renaissance period of history. There are a few offerings for this period that should suit a variety of playing styles. Warlord Games offer two starter armies (Saxon and Viking) for the Dark Ages or as it also known the Early Medieval period. These are fir the Hail Caesar rules system that are suitable for games right up to the renaissance and the introduction of black powder weapons. Both army starter sets also come with a copy of the Hail Caesar rules.



Footsore produces a small set of medieval rules set in period of the Baron's War, a conflict that occurred in the 13th century Britain. It was a power struggle between the Barons and the control of the country. This is a small skirmish battle system, whilst there is no starter set, Footsore does provide a range of miniatures for this rule system. The game also has an expansion called Death and Taxes which allows players to campaign during the days of Robin Hood.



Another game produced for this period is set in Medieval Japan called Test of Honor by Grey for Now games, this is another skirmish level game system. The game allows players to command small warbands and fight for the control of Japan. Footsore also produce a nice range of metal miniatures for the game.

Saga is a popular rule set produced by Tomahawk Studio, whilst they don't produce a starter set, miniature manufacturers such as Gripping Beast produce starter army/warband sets for the various Saga period books. The Saga system covers a wide variety of periods from ancient right through to the Medieval Crusades though the most popular period is the Dark Ages. Now in its second edition this is a great set of rules for playing small skirmish battles, though it is possible to play larger battles with this rule set.



The Renaissance which covers from the later Middle Ages through to the 17th Century, it's during this period of history that we see the rise of black powder weapons. Warlord has a rule system for this period called Pike and Shotte, which comes with a two-player starter set that covers the English Civil War and other conflicts during these years. There are also starter armies for the Landsknecht, as well as Samurai to play out campaigns during the Warring States conflict in Japan.



Firelock Games produces a skirmish game set in the Golden Age of piracy called Blood and Plunder which starts at the end of the 17th Century. The starter box which is themed around Blackbeard's last battle with Royal Navy Lieutenant Robert Maynard. Pirates vs. the Royal Navy, classic Blood & Plunder action! This set comes with two sloops (ships) and crew at 28mm along with all the rules and counters required to start playing the game. If you don't fancy playing pirates in 28mm scale they also produce a naval battle game of ship-to-ship combat called Oak and Iron, the starter set comes with 6 ships along with everything else needed to play out your first naval battles at the end of the 17th and into the early 18th century.

Baccus produces two starter sets for this period, one for the English Civil War and the other is for the Spanish War of Succession in 6mm. These are for grander scale mass battles that allow you to command large armies.



The 18th and 19th Century really only sees two major wars covered in an easy to jump in option. These are basically the Napoleonic War and the American Civil War. There are other conflicts and wars during this time period but they're not very easy to jump into, though Warlord does provide a jump in point for the Zulu War. Warlord Games has a rule system for this period, and they provide starter armies/starter sets in two scales 28mm and 15mm. They predominantly cover both the Napoleonic Wars and ACW, though they do have starter armies for the American War of Independence in 28mm.

They also have a naval conflict game set in this period of history called Black Seas, this will allow you to rule the seas blasting your cannons to destroy the opposing armies' ships. If you fancy the idea of recreating Trafalgar, then this is the rule set for you.



This is the period where Baccus and 6mm excels they produce several starter armies of the Napoleonic period. These are a great option for anyone who wants to game of a grand scale, and recreate the battles fought throughout Europe. They also produce armies for the American Civil War as well as the Franco-Prussian War.

Finally, we'll jump straight to the Second World war, and this is covered extensively by a number of games. Our first stop is Warlord Games who produce a number of rule systems that will cater to a wide variety of choices.

Bolt Action is a 28mm scale small battle combat, which is very popular amongst the hobby community, probably because it's very similar to a well-known sci-fi game. For many gamers who switched from 40K who switched to historical Bolt Action was the first game they invested in.



They also have two naval combat games, one of which could be described as skirmish called Cruel Seas, is a games of motor torpedo boats and harbor defenses. The two-player starter set contains everything you need to command your flotilla in this fast-paced 1/300th scale tabletop game. The other naval combat game is a fleet level game called Victory at Sea, Battle for the Pacific starter set focuses primarily on actions in the seas of the Far East – the Imperial Japanese Navy and the mighty US Navy clashing for control of the islands, resources and seas of the Pacific Theatre.



Battlefront produced a well known and highly popular game called Flames of War in 15mm. The starter sets for this game are some of the best starter sets in the hobby, priced at a very reasonable cost. The game is broken down into three phases of the Second World War, early, mid and late war. Currently there are starter sets for the Mid war set in North Africa and the late war set in Europe after D-Day. Battlefront also produce a Cold War gone hot game in 15mm, which is basically set in an alternative world of the 80's and beyond.

This means players can create a war that thankfully never happened featuring the best in modern military hardware in 15mm.



Our final stop is a skirmish rule set for special mission games called 02 hundred Hours. This rule set allows you play out missions led by commando, paratroopers and special forces during WW2. There are several starter options for this game, with plastic miniatures. This is a great way in to playing games set during World War Two with a low model count. It's an easy rule set to learn that will let you recreate those combat missions seen on film and TV, as well as real actual missions from the war.

There are also easy and quick rules sets produced by Osprey Publishing that cover a plethora of historical periods everything from the Bronze Age right through to the Interwar period. There are also several miniature manufacturers, that produce metal and plastic miniatures, two of which are Perry Miniatures and War-games Atlantic. There are also several scales wargame history everything from 2mm right up to 28mm and beyond.

These are just an example of what's available for anyone wanting to get started in historical gaming, most of these I've mentioned have starter sets which makes jumping in to this side of the hobby easier.

Japanese Conquest of Burma 1942

Author: Tim Moreman

Publisher: Osprey Publishing

Review by Jason Hubbard

This book provides a fascinating exploration of the Japanese conquest of Burma, as the Allied forces were forced back in disarray to India and China.

The Japanese invasion of Burma, which began in January 1942 and ended in May with the arrival of Burcorps at Imphal in Manipur on the borders of British India, was the longest land campaign fought by British Commonwealth troops during World War II.

In the Burmese jungles, the battle-hardened, highly trained and lightly equipped Imperial Japanese Army quickly proved itself a vastly superior fighting force to the British, Indian and Gurkha troops that formed 1st Burma and 17th Indian Division, and to the allied Chinese nationalist forces fighting in eastern Burma.

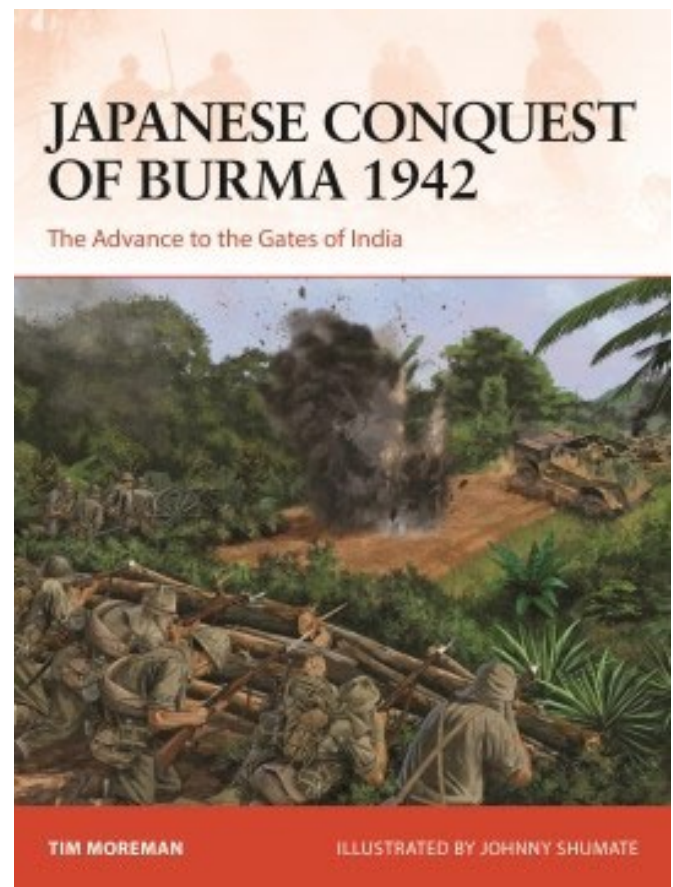
This superbly illustrated book narrates Burcorps' successful and lengthy fighting retreat north across hundreds of miles of highly malarial, challenging terrain. Among the battles covered are the 22 February 1942 Sittang Bridge (where 17th Indian Division was nearly destroyed), the Fall of Rangoon in March 1942, and the clashes at Yenangaung and Monywa in April.

The story of how Burcorps successfully escaped destruction is covered in detail and, accompanied by hundreds of thousands of refugees, managed to make it to safety in India before the monsoon broke, battling disease, exhaustion, malnutrition and superior Imperial Japanese Army pursuers the entire way, is one of the epic campaigns of the war.

Long known as the Forgotten War, though these days it is a well-known campaign with several books on the subject. The author covers then first phase of the war, the Japanese invasion. Tim explores and guides us through the initial stages of the invasion in 1941, and the subsequent battles.

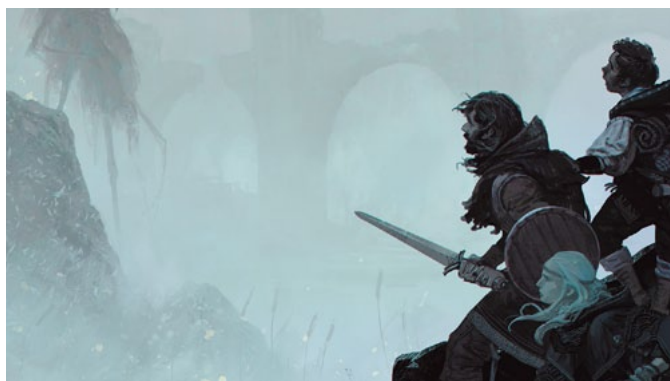
He looks at the flight of the British troops back to India, including the battle of Sittang, the fall of Rangoon and the final withdrawal into India.

The author analyses the campaign from both sides and states why the campaign became an utter disaster for the allied forces, along the lessons they had to learn for their eventual counterattack.



He looks at the commanders of the allied forces and how they failed in the campaign.

This is an informative well researched read, and as usual with all Osprey books the text is combined with photographs, detailed maps and colour illustrations. This is an excellent resource for any WW2 player looking for background information on the Burma campaign.



The One Ring – Ruins of the Lost Realm

Long to explore the lone lands of Eriador? Ruins of the Lost Realm is the first expansion for the award-winning second edition of The One Ring™ RPG based on the works of J.R.R. Tolkien.



Ruins of the Lost Realm is the first expansion for the award-winning second edition of The One Ring RPG based on the works of J.R.R. Tolkien. In the westlands of Eriador, between the Misty Mountains and the Mountains of Lune, the Hobbits found both Men and Elves.

This supplement is a geographical guide, which is jammed packed with playable material which will allow players to wander and adventure in the lone lands of Old Arnor. In particular it will allow the players to discover more about the decaying once great city of Tharbad. Once a great city of middle Earth, Numenorean fort that acted as a key crossing between the North and South kingdoms, and Great Haven of the men of the west.

Both locations are at the centre of several plots and schemes, which will put different factions against one another. These won't just centre around what's going on in the world currently but will shape things to come based on the actions of the players.

There are also 12 landmarks or locations which are ready to play, complete with rumours which the players can collect whilst out adventuring. Each location comes with a map or illustration that depict the locale, and what's going on in the area. Players can use these locations to base one or several sessions around or the loremaster can link several together to form a mini campaign.



The first chapter provides a description of the regions in Eriador which were once part of the Kingdom of Arnor, with a focus on the city of Tharbad, Chapter 2 provides the lore master with a plethora of narrative foundations that are aimed at constructing a potential's future for the land, as well as providing a description of impending threats. The third chapter in the book add 12 locations and information about them.

Some of these locations are historical sites mentioned in both the books Lord of the Rings and the Hobbit. Tharbad is the largest location in the book, it was once a prosperous city, but it's fallen into despair and hard times.



There are numerous NPC's and side stories that will keep players engaged and this location is perfect to act as a hub/base for players to explore the landscape.



The locations are probably going to be some of the most useful elements in the book for players to explore and adventure around. This book provides enough information about Arnor and the lost realms. Providing new locations, threats and will be a perfect leap out from the starter set.



This is exactly what players who started with the Starter set need. The starter set focused on the Shire and the Hobbits, giving it a more light-hearted feel. This supplement starts to add more danger in the shadows. It provides grittier darker locations that will push the adventurers more. This definitely a supplement that players will want, it expands the lore and realm allowing for more dangerous and exciting adventures.

This 120-page hardback book is well written and laid out with a red ribbon that acts as a bookmark. There are full colour maps of Tharbad and a regional map of Eridor. The artwork through out the book is gorgeous. There is also a fold out full colour map of Tharbad, which was originally a Numenorean port to support logging and trade.

This supplement will provide a great basis for a campaign that players can adventure through, it's well presented, good structure through out and will be fun to play. Wonderful adventures await all those who enter the realm of Eridor.

Cannon Fodder 2 Females

Producer; Wargames Atlantic



THOSE WHO ARE ABOUT TO DIE...HATE YOU.

These are the dregs of the Death Fields sport: the washouts, the mental cases, the warriors who just can't cut it or the teams whose strategy, training, or cunning have fallen behind new, younger franchises... These are also the one final chance for an owner to profit.

Cobbled together into a horde and given basic weaponry, the typical Cannon Fodder bout is an ugly display of sheer numbers thrown at a standard roster team. Defeat is an almost foregone conclusion, but not always, and audiences often root for these men, women, and beings sent to fight to a final, Real Death.



This box set includes enough parts to build 24 hard plastic troops with standard rifles and plasma weapons along with grenades, backpacks, and other accessories to customize your force. Five different head types allow for very different looks for your team.



Alternatively, you can use them for planetary or near future militia, escaped prisoners, star ship crew, and more.



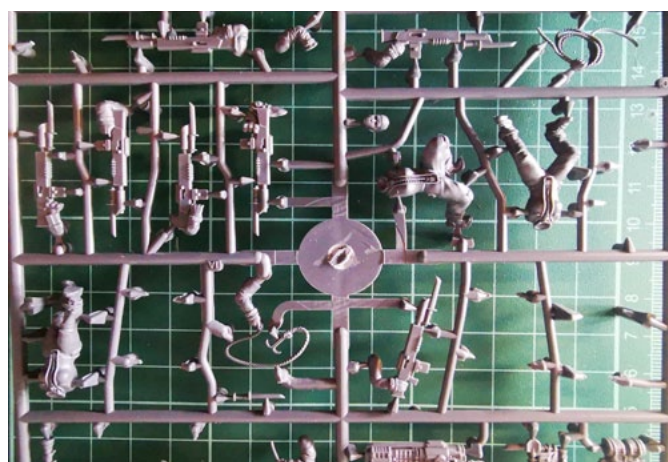
The miniatures come on 4 sprues in hard plastic and will produce 24 miniatures. These are ideal for building units of conscripts, prisoner regiments or a local militia. There are several head types on the sprue, which includes, helmeted, gas mask (hazmat look), field cap and bare headed.



This means there is potential for a good variety of unit types.

Though there is one heavy style weapon on each sprue. These aren't highly detailed bodies, clothing wise, as they're dressed in simple looking jump suits which makes them ideal for low level security or ill-trained troops that can be thrown into the enemy as cannon fodder to soak up your oppositions fire.

Just like the earlier male version of the Cannon Fodder set, the weapon options are the same, which are rifle/ carbine and nothing else. Though could be easily kit bashed with other boxes from the Death Fields range. These are perfect for games such as Warhammer 40k especially as conscripts or a penal regiment, Stargrave or Reality's Edge. I plan to use them as local corporate security for Stargrave and Reality's Edge.



Hungarian Arms and Armour of World War Two

Author: Péter Mujzer

Publisher: Key Publishing

Review by Jason Hubbard

Between the world wars, Hungary was a relatively small country aiming to recover territory lost because of World War One, and its Army was trained, equipped, armed and prepared to fight with its neighbours, to this end.

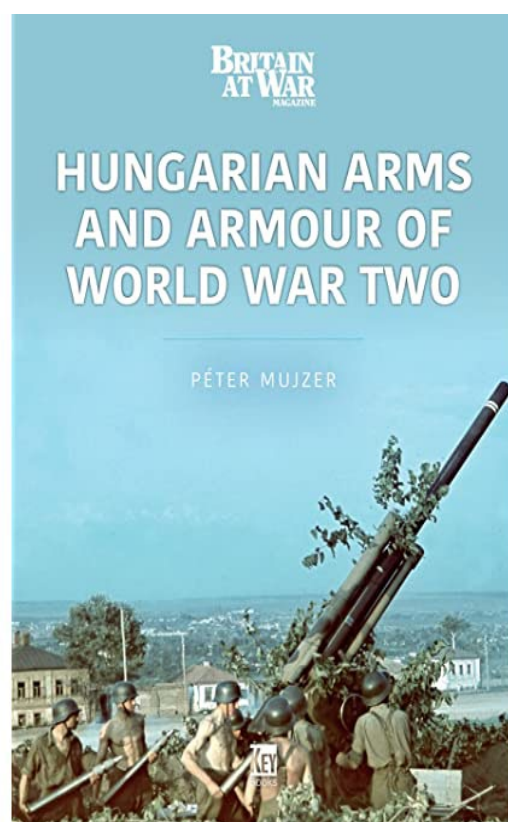
At the outset of World War Two, Hungarian involvement in the war was minimal. Then, suddenly, this small country found itself in a total war with the Allied nations, primarily the Soviet Union. Although in 1941, this war was remote, in 1944–45 it arrived in Hungary, crushing the kingdom.

This book gives a brief history of the Hungarian Army (Honvédség), focusing on the main armament of the land forces: armoured vehicles, artillery pieces, infantry weapons and motor vehicles.

The Hungarian Army had an interesting mix of weaponry and equipment inherited from the Austro-Hungarian Army, purchased from Germany, Italy, Sweden and Switzerland and produced by the Hungarian war industry, based on licences or its own designs.

The 170 illustrations include 18 original colour photos and 18 colour profiles, skilfully painted by Tamás Deák.

This book will provide the reader a much better understanding of the Hungarian military, the equipment and vehicles they used during the war. There is a plethora of photographs, and information that would be useful for wargamers and scale modellers.



The author has done a great job of providing an insight into one of the lesser-known axis powers.

The breath of photos from the period should be a great resource for those looking to build dioramas, as well as wargamers looking for ideas regarding painting and weathering vehicles.

This is a great starting point for any wargamer looking to develop a WW2 Hungarian army for games such as Bolt Action, Rapid Fire or Flames of War. For historians this doesn't really go into enough depth, and I would say it's more suited to wargamers or scale modellers.

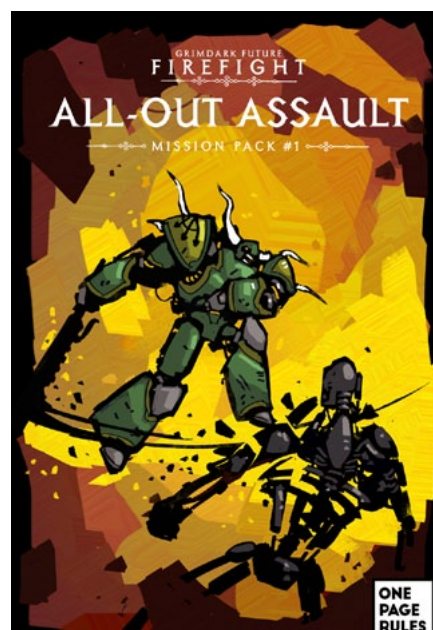
One Page Rules

<https://onepagerules.com/>

Review by Jason Hubbard

One-page rules aims to make wargaming easy and simple, there's nothing more frustrating than a time-consuming set of rules that take forever to play. These guys, provide a number of rules that includes Grim Dark future, a Sci-Fi ruleset which allows you take 40K armies to fight a much simpler and faster game.

Other games include fantasy rule, spaceship combat as well as skirmish versions of the fantasy and Sci-Fi games. They literally offer what they say on the tin, a set of rules on two pages of A4. They are freely available on the website to download.

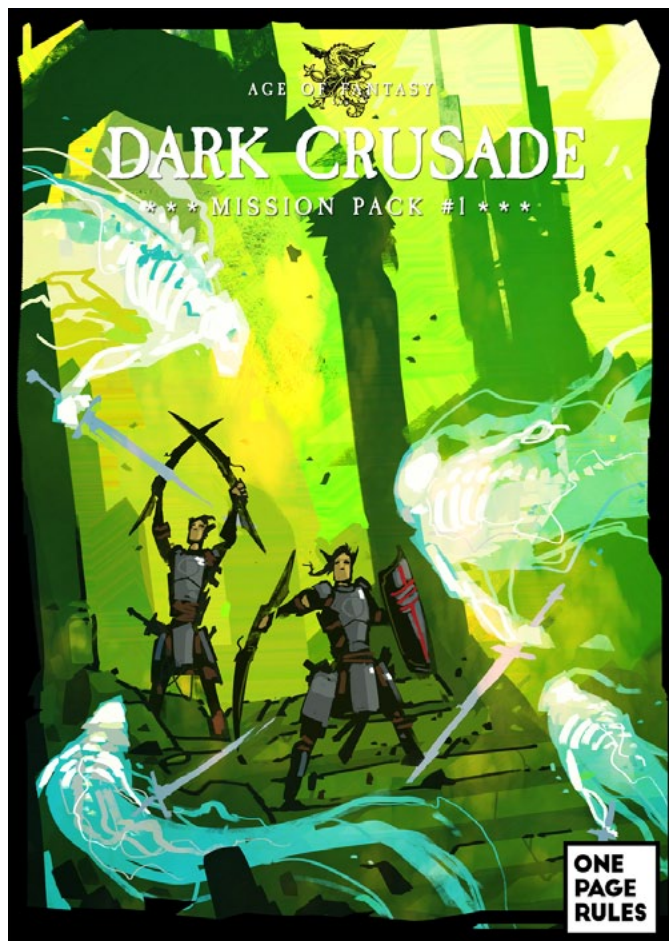


The main rules they offer are Grim Dark Future (Sci-Fi) and Age of Fantasy both are which can be described as mass combat rules. There are squad-based skirmish versions of both similar to Kill Team or Warcry. They all play in the same style as GW games, you go and the I go. The rules are points based in the same way as most war games.

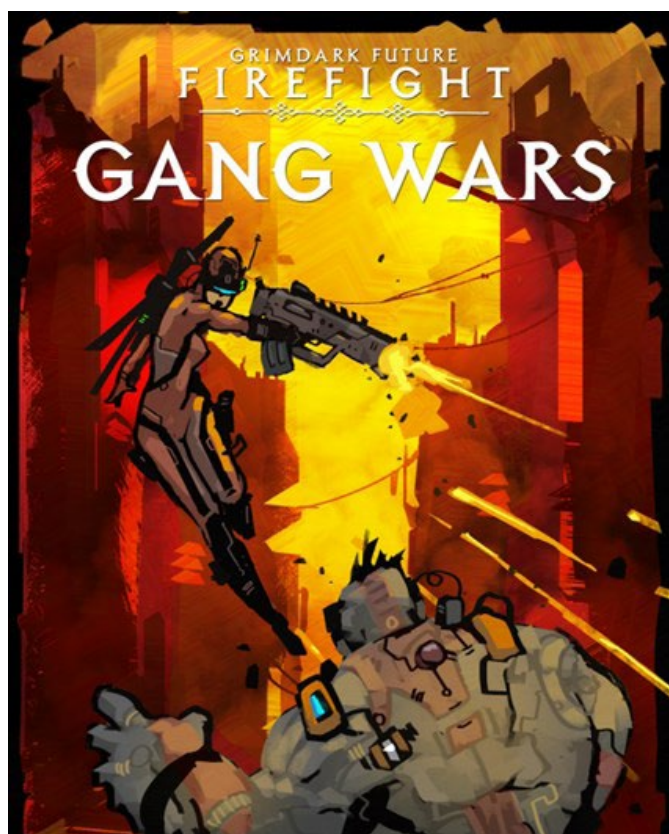
The rules are simple but effective, for instance tanks can be pinged down by small arms fire eventually which means infantry aren't useless against vehicles.

Melee combat in Grim Dark can be brutal, a model can use all close combat weapons plus any special bonuses. Which means a tooled-up character can hit like a tank, with enough upgrades they could get up to 10 plus dice.

Stunned is another great mechanic as a miniature that's been stunned will need to spend a turn to stand back up. If they're wounded whilst stunned, they automatically die. What this means is any stunned miniatures will need to waste a turn, plus it's easier to kill them.



They've also been developing rules for various armies/factions which means most armies from GW or King of War can be transferred across. These are basically miniature agnostic rules which are very fast and easy to learn, with alternative activations that keep players occupied.

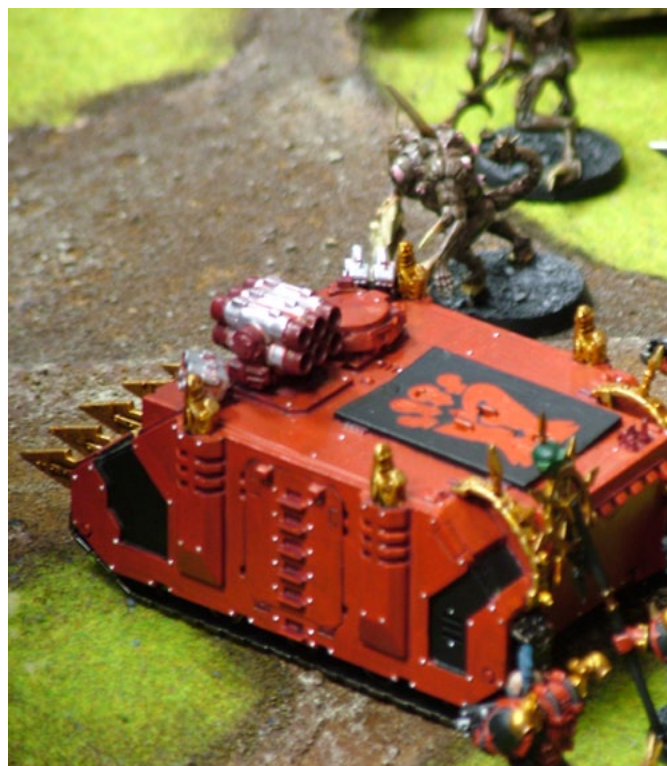


The units are expensive points wise, and the weapons are extremely deadly. There are also mission packs now available to download, and yes all of this is still free. Whilst there isn't any payment the team that produce the rules do have a Patreon. These are a great way to play fast easy rules if time is of the essence, or you just don't want to learn overly bloated rules that drag out a game for hours.



Why, play these rules over others say, 40K. Well, you may be disenchanted with the rules you're currently playing. Then switching to these rules might be an idea, they're faster, quicker to learn, free and games are faster.

You can use any miniatures on the market with these rules, which is an advantage, you're not restricted to minis from one company. These are definitely some rules you should try out, especially as they're free and we're living in difficult financial times, and things don't look like they're going to improve any time soon.



Get off your sofa and go and play outdoors together

The most enjoyable way to round off a dinner party and avoid the well-known post-prandial dip is to go outside and play an energetic game together. Spikeball - also known as Roundnet - and KanJam are launching cool LED lighting sets that let you carry on playing outdoors in the dark until late into the evening. An original alternative to your familiar old board games and, who knows, it could be the start of a new family tradition.



Get your favourite mother-in-law running around, test your favourite 'athletic' uncle's hand-eye coordination and challenge your stubborn sister to try and beat you once in a while. The great thing about glow-in-the-dark games is that everyone can take part thanks to the simple rules. What's more, you can set up Spikeball and KanJam in a matter of minutes.

SpikeBrite Set

SpikeBrite is an accessory guaranteed to brighten up a Standard or Pro Spikeball set. It consists of a luminous S

SpikeBrite ring that you attach to the round net, and two rechargeable luminous balls. The batteries for the luminous balls last a good two hours and can be recharged using a micro-USB cable. The SpikeBrite set comes with a handy bag and assembly instructions. You play Spikeball as a doubles game, with each pair starting on opposite sides of the mini trampoline.



When the ball is served the receiving team may hit it up to three times before it has to be returned by bouncing it off the net. As soon as the ball is in play, it may be hit in any direction.

Video: Spikeball Brite <https://youtu.be/4jD7XCylrms>





KanJam Illuminate Game Set

Light it up! This luminous version of KanJam adds a new dimension to this challenging disc-throwing game. The two goals, or “Kans”, into which you have to throw the luminous flying disc feature a green LED light element, making them impossible to miss. The challenge is to throw the luminous flying disc into the Kan from 15 metres away. Your teammate stands behind his or her own

Kan to “Jam” the disk into it. Warning: your neighbours might think there are UFOs flying around!

KanJam Illuminate LED Soccer Ball

With the Illuminate Soccer Ball from KanJam, no match is left undecided because it's dark outside. The sustainable KanJam Soccer Ball lights up orange/red as soon as it is touched. The light automatically turns itself off if the ball is no longer being used. Whatever your age, this winter you'll be able to play outside until late in the evening while creating artistic glow-in-the-dark effects. It's sure to make for an impressive light show.

The Illuminate Soccer Ball from KanJam is made out of recycled PVC and uses a sustainable battery-powered LED light.



Sci-Fi Skirmishes Scenarios

Small Unit Missions For Use With Your Favourite Wargaming Rules

Author: John Lambshead

Publisher: Pen & Sword

Review by Jason Hubbard

Sci-fi skirmishes are an increasingly popular genre of war game, but they are more dependent than most on good scenarios to keep them varied and exciting. John Lambshead has taken the work out of scenario building. He presents a selection of thirty-six missions of varying complexity, each with clear objectives and victory conditions, a map showing set-up zones and some with special rules.

Although they are set in his imagined dystopian city of Civitas Cavernum (aka The Sprawl), with its factions of Scavs, Proctors, Cultists and Corporates, the scenarios are designed to be adaptable to almost any setting and set of rules (including those published in the author's One-hour Skirmish Wargames). In addition, there are no less than three mini campaigns that link the scenarios together in various combinations.

But that is not all. John Lambshead gives advice on designing your own scenarios and campaigns and there is even a set of tables allowing you to quickly create them through random dice rolls, ensuring almost infinite variety to your games. Finally, there is a useful reference section listing websites of rules publishers and manufacturers of suitable miniatures and model terrain.

This doesn't sound like an interesting book, but I can assure you it's one of those books you'll want on your shelf, especially if you play 40K, Stargrave, Reality's Edge, Infinity and a plethora of other futuristic wargames.

John not only provides a background to a location (the sprawl) along with the factions within that setting, but he also provides 36 missions which you can drop in and play or pick several to build a small campaign to play.

What this book does is give you the means to play a variety of different missions or scenarios without too much effort on your part because the author has done all the work for you.

There are also two solo scenarios as well. All of the scenarios in the book are laid out exactly the same way.

Besides the plethora of scenarios there is also a section on campaigns and designing your own scenarios, which makes this book invaluable.



This means you're given the tools to either create your own or adjust the existing scenarios in the book allowing for an almost exhaustible list of potential missions to play out, like I said this is going to be a must have book.

The author has also provided a comprehensive list of miniature and terrain manufacturers, so if you're new to the genre of sci-fi gaming this will be a valuable list, likewise even if you're a veteran of the genre it will be of interest.

This is a great book that will appeal to a wide range of gamers regardless of the rule system you play. There is plentiful of useful information that can be mined by all gamers, making this a great resource.

Smashing Hitler's Guns - The Rangers at Pointe-du-Hoc, D-Day 1944

Author: Steven J Zaloga

Publisher: Osprey Publishing

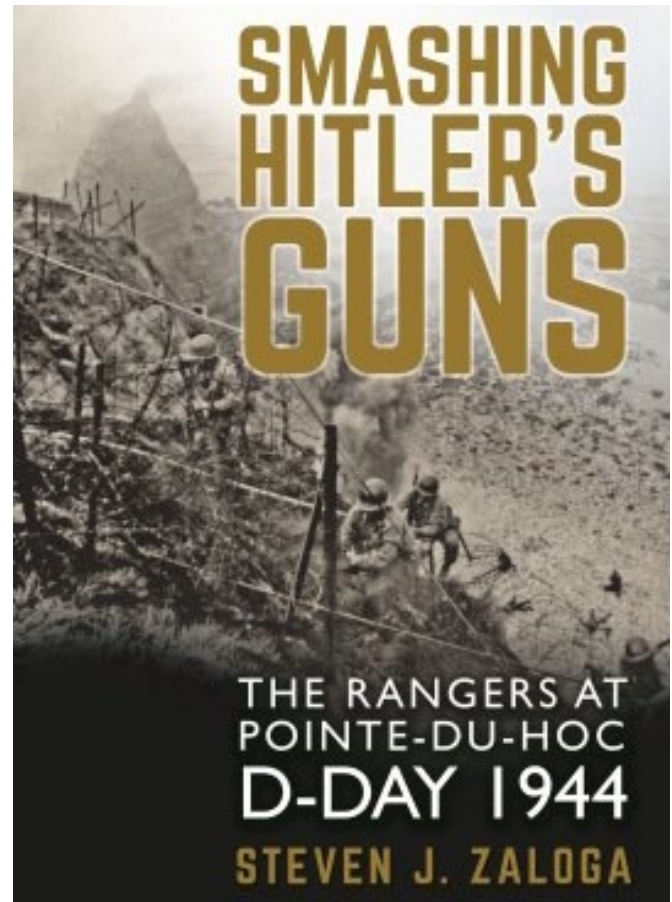
Review by Jason Hubbard

The Ranger attack on the German gun batteries at Pointe-du-Hoc in the early morning hours of D-Day is the stuff of legend. The gun batteries were strategically positioned between the two American D-Day landing beaches and were considered the main threat to the Operation Neptune landings. In spite of the confusion and chaos of the June 6, 1944, mission, the Rangers succeeded in scaling the 100-foot cliffs, but the guns were nowhere to be found. Spreading out in all directions, a Ranger team managed to find and spike the guns at their hidden location south of Pointe-du-Hoc. For two days, this small force fought off repeated German attacks, until an American relief force finally arrived on 8 June, by which time more than half the Rangers were casualties.

The heroic Ranger mission at Pointe-du-Hoc has indeed become a sacred legend, and as a result there are many unexplored controversies. This new book on this famous raid takes a fresh and comprehensive look at the attack on Pointe-du-Hoc, examining the creation of the German gun battery, the initial Allied intelligence assessments of the threat, and the early plans to assault the site. The forgotten Allied bombing attacks on Pointe-du-Hoc are detailed, as well as the subsequent Allied intelligence investigations of the results. While most accounts of Pointe-du-Hoc are based on the published US Army history, the author has tracked down the long-forgotten original, unedited report in the archives that contains a number of curious changes from the better-known and widely accepted version. Little-known interviews of the Rangers who took part in the mission also shed fresh light and a significant number of German records provide the enemy perspective of the battle for control of the guns.

This is the story of the Rangers battle at Point Du Hoc that would go down as legend in the history of the unit. The author has provided an in-depth look at the infamous attack and what make it a legend.

This isn't a history of the unit, but the author does delve into the background of some of the characters involved in the attack. The book has been divided into nineteen chapters which includes The Guns, the spying missions, the softening up by the RAF and USAAF, to the landings, the carnage and the final conclusion.



He also includes a section on the Rangers in Cinema, where he investigates how they been portrayed on the silver screen.

This is a well-researched and expertly written account, of a newly birthed regiment that is now a main stay of US military. The book presents a plethora of in-depth research that includes photographs which helps to highlight the terrain of the battle. There are also several illustrations throughout the book to help emphasise the information being presented.

Anyone with an interest in WW2, US military or special elite forces will find this a great read. At the same any gamer who is considering recreating this battle or the Rangers as part of their army will find this a great resource for background material, definitely a book that should be on any wargamers or avid historians bookshelf.

Song of Shadows and Dust

Miniature Skirmish Rules for Urban Violence and Civil Disruption in the Ancient World

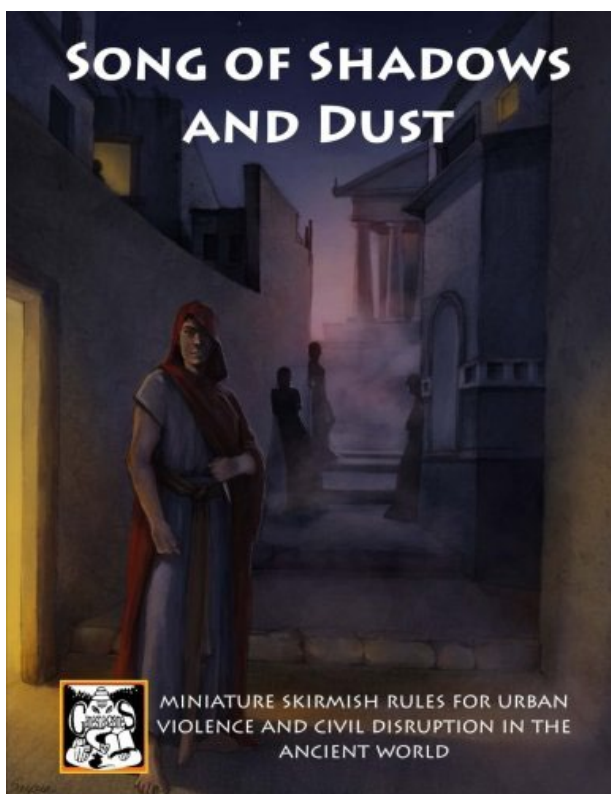
Ganesha Games

by Jason Hubbard

Song of Shadows and Dust is a standalone miniatures wargame based on the award-winning Song of Blades and Heroes rules engine. The rules reflect the gritty reality of urban violence while preserving the keep-it-simple, play-as-you-want, no-book-keeping-required spirit of the Ganesha Games family.

Easy to learn: The elegant core rules are easy to learn in just one game. **Fast to play:** Games are designed to be finished in under an hour allowing small campaigns to be completed in a single sitting.

Flexible: Inspired by the break down in civil order which plagued the great cities of the Mediterranean in the first century BC, these rules are suitable for any pre-modern setting from Babylon to Bruges.



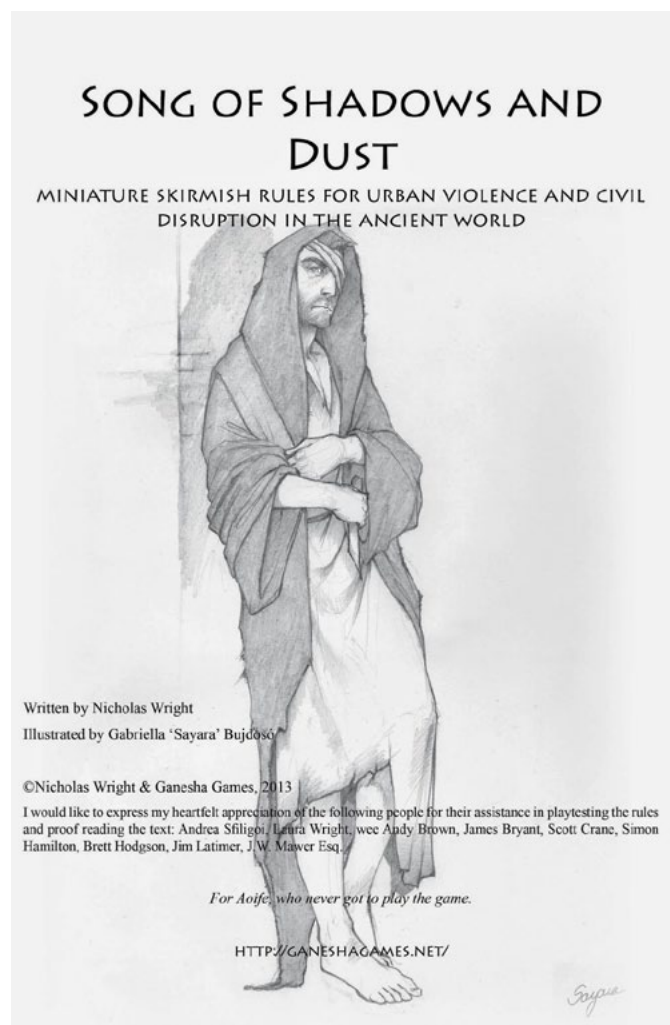
Expansive: Includes 57 unique character profiles with whom to populate your faction or guild – from henchmen, assassins and punch-drunk boxers to street urchins, elder statesmen and courtesans. Players are also free to create their own custom characters choosing from among 46 defining special rules. **Variable:** Eleven different faction objectives allow for 121 different tabletop scenarios. **Expandable:** Easily supplemented by special rules and scenarios drawn from the other rule books produced by Ganesha Games.

Whilst this is a pretty easy game to learn, it's not overly simple there is plenty of depth to the game. Players build their faction, choosing from pre-designed character types or there is the option to use online software will allow to build alternatives. Factions will have their own objective in the game, fighting isn't necessarily the main focus is the game as some characters will avoid combat. The game is based on the popular Song of Blades and Heroes skirmish engine devised by Adrea Sfiligoi.

The rules a quite easy to learn and play really fast, this means you can easily fit a couple of games into an evening.

The game is set in the ancient world, but you could drop the game into the medieval period, especially as countries in Europe saw a lot of civil unrest. In fact, there were several uprisings and rebellions in Britain during the medieval period. You could quite easily use these rules for small early engagements in an uprising before switching to another set of rules when the rebellion has grown to larger battles/skirmishes.

Minis only have two stats, combat ability and morale, though these are compensated by a plethora of unique special rules. This is more of a narrative style game rather than just a point driven wargame. This is a stand-alone game, and you won't need to have a copy of the Song of Blades and Heroes core rule book.



Dwarf		
26 points	Q4	C3
Special Rules	Barbarous, Short Move	
Boxer		
83 points	Q2	C3
Special Rules	Hard, Street Fighter	
Punch Drunk Boxer		
46 points	Q5	C5
Special Rules	Hard, Steadfast, Street Fighter	
Drunkard		
20 points	Q4	C3
Special Rules	Hard, Heavy Drinker, Slow	
Civilian		
14 points	Q4	C2
Special Rules	Plebeian, Rabble	

Crupellarius Gladiator		
39 points	Q4	C5
Special Rules	Armed, Clumsy, Hard, Short Move	
Dimachaerus Gladiator		
70 points	Q3	C3
Special Rules	Armed, Street Fighter	
Hoplomachus Gladiator		
50 points	Q3	C4
Special Rules	Armed, Hard, Short Move	
Retiarius Gladiator		
56 points	Q3	C3
Special Rules	Armed, Disarm, Opportunistic	
Sammite Gladiator		
46 points	Q3	C4
Special Rules	Armed, Bludgeon, Slow	
Thraex Gladiator		
50 points	Q3	C3
Special Rules	Armed, Barbarous	
Vexis Gladiator		
40 points	Q2	C2
Special Rules	Free Disengage, Javelins	
Per Dog		
36 points	Q3	C3
Special Rules	Animal, Bellicose, Clumsy, Savage	
Per Monkey		
30 points	Q3	C1
Special Rules	Agile, Animal, Barbarous, Nimble	



38

There are some great features in the game such as the demagogue character who can make a speech to the crowd and start a riot. The game will end once 7 faction members are killed or a mix of faction members and civilians are butchered. Once this happens the local authorities will be come aware of the disturbance.

These would be ideal to play out the early small skirmishes for a campaign set around the Spartacus uprisings, as they're going from village to town setting slaves free before the larger set battles against the Roman army.

My plan is to play a campaign set in medieval Britain where the local authorities have sent out tax collectors to force the locals to pay more than the normal required sum. The locals rise up against the tax collectors and the local sheriff and his men, before the lord send his troops to deal with the uprising.

For the price this is definitely a set of rules that are worth picking up, and you could easily drop these rules into any pre-gun powder period, anywhere in the world. There is a lot of scope to play simple gang vs gang scenarios, right through civil uprisings.

These will work well to play out smaller engagements in a campaign when the uprising/rebellion is in its early stages before moving to larger set battles and the need for another rule set to accommodate those battles.

Stalingrad 1942-43 (3)

Author: Robert Forczyk

Publisher: Osprey Publishing

The final part in a three-book series on the Battle of Stalingrad, examining the Soviet encirclement, German relief efforts, and the final surrender of Paulus' 6. Armee.

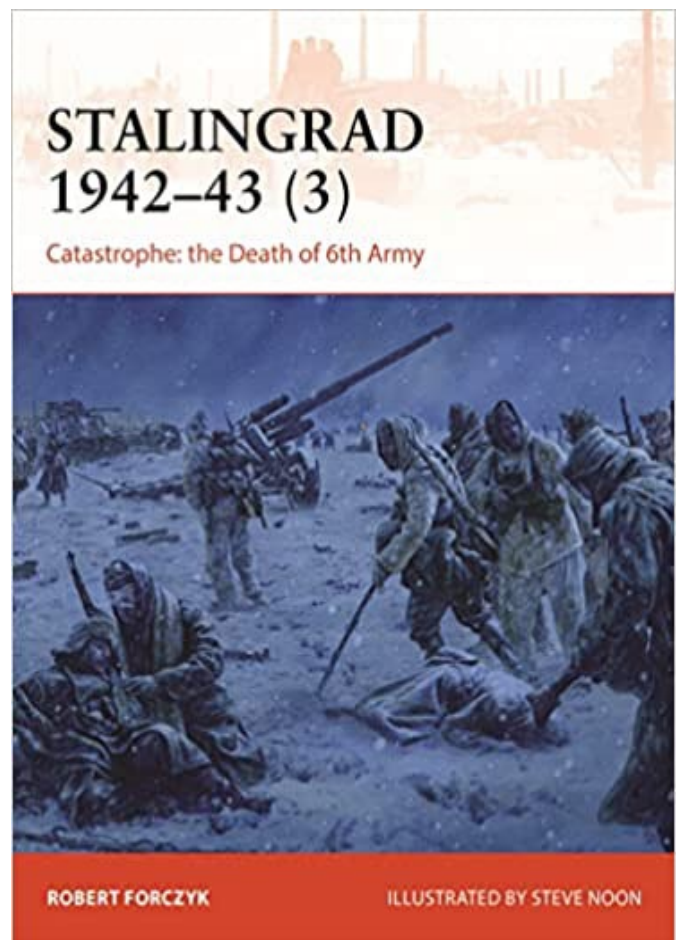
Having fought hard just to reach the outskirts of Stalingrad, the Axis forces found themselves embroiled in a protracted urban battle amid the ruins of a devastated city on the Volga. The Soviet Red Army was able to hold onto the city then mount a surprise winter counter-offensive known as Operation Uranus, which succeeded in encircling the German 6. Armee at Stalingrad. Despite a desperate German relief operation, the Red Army eventually crushed the 6. Armee and hurled the remnants of the German southern front back in disorder.

This third and final volume in the Stalingrad trilogy begins just after the German 6. Armee has been isolated at Stalingrad, and covers the period from 24 November 1942 to 2 February 1943. The specially commissioned maps and 3D diagrams guide the reader in step-by-step, easily to follow detail through the German relief operation (Wintergewitter), the fighting on the Chir River, and the Soviet operations Koltso and Little Saturn, and are complimented by the battle scene artworks that vividly depict the harsh conditions experienced by the common soldiers fighting on both sides.

Stalingrad became a vital battle for the Soviet Union against the German military, it was part of a larger offensive by the Germans to destroy the Russians. The German 6th army were tasked to take the city of Stalingrad. The problem was the German army weren't prepared for the defence of city by a determined soviet force. This was a bloody and brutal battle, which saw the 6th army thoroughly defeated by the Soviet troops.

This is the final book in a series of 3 on the subject of the battle for Stalingrad. The author has extensively researched this subject matter, the amount of detail in this and the other two volumes is extensive. At the same time this book and the others are superbly illustrated with photographs, artwork and battle maps. This is the final and concluding analysis on the battle, it's an authoritative read on the subject.

Review by Jason Hubbard



For any wargamer looking to recreate this battle or parts of the Stalingrad conflict then this and the other two volumes are worth picking up as a background resource. There's plenty of information to provide any gamer with a plethora of ideas for scenarios. The number of images across all three books will provide anyone building dioramas or a gaming table with plenty of inspiration.

Whilst I'm not planning to run any games set in Stalingrad it has given me some ideas about running a game or two set during the Battle for Shanghai. These are defiantly worth getting if you're either a German or Soviet army player, and it's a good read if you're interested in WW2 military history.

Tanks in the Battle of Germany 1945: Eastern Front

Author: Steven J Zalogo

Publisher: Osprey Publishing

Review by Jason Hubbard

The final months of World War II on the Eastern Front saw the Wehrmacht fighting with exhausted armoured divisions, albeit now armed with the most advanced and heaviest tanks of the war, to slow the Soviet advance. The Red Army meanwhile was rolling relentlessly westwards, with its own highly developed tank forces now equipped with T34/85s and the huge IS-2 heavy tanks, intent on taking Berlin and as much German territory as possible.

This book is a history and analysis of the state of these two mighty armoured forces, as their battles decided the fate of Germany. It covers their initial encounters on the German frontier in 1944 (East Prussia), the fighting of the Oder-Vis-tula offensive in January 1945 and describes the condition of the German tank forces and their Hungarian allies as they were beaten back. It also considers the huge impact of The Red Army and other significant Allied forces such as those from Poland, Czechoslovakia and Romania on the outcome of victory in the war.

This is the second book looking at tanks in the battle for Germany, the first concentrated on the western front, whilst this book focuses on the Eastern front. The author looks at both German and Russian armoured vehicles/tanks in action during the final phase of WW2.

The author has done a great job of researching and summarizing the plethora of different tanks operating on the Eastern front. The German army were in it's death throes and as a result they were only able to field smaller numbers of tanks, but those they did field were much bigger and more deadly.

The Russian forces were fielding the stalwart of the Soviet forces T-34, along with bigger tanks. What was interesting were the number of tanks and armoured vehicles that became casualties. Tank battles were quite common during the final days of the war

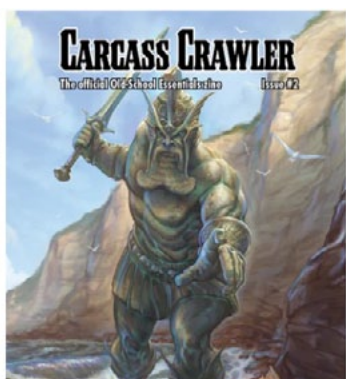
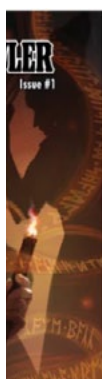
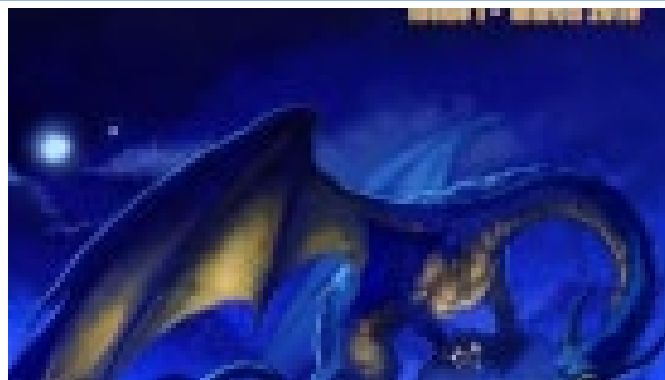
This period of the war saw many new tanks enter the field of battle, many being much larger than previous vehicles. They were much more powerful but limited in numbers.

TANKS IN THE BATTLE OF GERMANY 1945

Eastern Front



This book is a great overview of the armoured vehicles in operation in the final year of the war. It's an excellent resource for wargamers, and scale modellers. There are plenty of photographs and colour plates to provide a visual resource which are accompanied with some well researched and informative text.



Zines, Zines and more Zines

One of the most expensive aspects of this hobby is the magazine, most of which have more advertising than hobby content. So why bother buying a mag when there are so many out there online free to download. Over the next few blog posts, I'm going to take a look at the growing plethora of gaming webzines/eazines currently available.

Some of these will be dedicated to a particular system and army, there are a quite a few that cater for Warhammer Fantasy Battles, and I'll be taking a look all of those in a later post. Most of these free magazines have little or no advertising and are generally jam packed with hobby content, this was one of the reasons why I started Irregular Magazine.

So this is a quick foray into the world of the free magazines.

Places to, People to see is an online magazine, that's been around since 1998, it's aimed at RPG players and has a wide variety of articles to suit most people, one of the most interesting articles on the site is the History of RPG games and well worth a read. It reminded me of all those games I played as a teenager which are now long gone, and the companies which are no longer with us. There is enough material on the site to keep you busy for a while.

<http://ptgptb.org/issue-index.html>

We've all bought and read White Dwarf, Games Workshop magazine dedicated to its own game systems, and most of us have moaned about the magazine for one reason or another, either it's just a catalogue, not enough about the army you play, too much LOTR or there's no articles about specialist games anymore.

Well you can stop moaning because there are plenty of free ezines out on the good old internet for you. These range from mags dedicated to specific armies to others whose content are game specific.

Allied Defense (cont.)

General de Brigade Battle Report



(cont. from p. 14) run down, causing the rest of the brigade to falter and fall back. All of a sudden there was a massive gap in the Allied defenses right in the center of the table!

The French now seize the end in

center village was open. Then, Russian cavalry moving up as reinforcements closed the gap and began a melee with the other French cavalry brigades, tying them up as well. By this time one of the Prussian infantry brigades had rallied and

able to take two of the three objectives with the forces that they had. At this point it was declared an Allied victory.

Overall, it was a long and tense struggle with several wild swings of fortune that took around 10 hours to play over

First of all we'll start with those that are Warhammer related, most of these are dedicated to individual armies, so here goes.

The Skaven Blight Gazette, as you've probably guessed this is all about those noxious ratmen. This is nicely laid out and it's in a landscape format, the articles are excellent, and they even include some painting tutorials. This is one of my favourites of the Warhammer mags currently out there, a well-polished and professional piece.

<http://www.skavenblightgazette.com/issues.html>



Next is The Word of Hashut, a magazine dedicated to the world of Chaos Dwarfs. These guys always have a great cover, the contents vary in quality, but overall, it's a good mag. The only problem is that old bug bear file size, they generally produce two versions, high and low quality, yet both are still large. The current low-res version is around 20MB, whilst the high res is double that.

<http://chaos-dwarfs.com/forum/showthread.php?tid=7419>

I came across this website whilst searching for Rolemaster Material, it's a magazine dedicated to role playing in Tolkien's Middle Earth. Other Minds magazine looks at a variety of subjects related to gaming in Middle Earth, the articles are very well written, and a great source for those gaming or considering a campaign or two in Middle Earth.

The purpose of this publication is to provide Tolkien-related content of interest to Tolkien enthusiasts of all kinds and more specifically, information usable by those who love to use role playing games to enjoy the many facets of J.R.R. Tolkien's imaginary universe



containing Middle-earth, Numenor, Endor, Arda and all of Eä, using whatever game system they desire. (Taken from other minds website)

<http://www.othermindsmagazine.com/>

Encounter is a new free magazine dedicated to classic D&D gaming, the first issue is currently available and well worth a look, especially if you're a classic D&D player. It includes an adventure Death Mask, for players level 1-3, 3 new parasites, NPC quirks and much more. The cover has a great piece of artwork, with a good old fashioned Dragon breathing flames, there is not much interior artwork inside, but it is clean and clear to read. Yet another reason not to buy a magazine off the shelf. Can be downloaded here:

<http://www.encountermagazine.au2.com/>

Carcass Crawler, the official Old-School Essentials zine. Each issue is packed with new material for your games, including new character classes and races, new spells and magic items, new monsters, optional and expanded rules, referee advice, previews of in-development products, short adventures, and more.

<https://necroticgnome.com/collections/zines>



Adventure Chronicle is a quarterly magazine that features interviews, reviews, and content compatible with 5th Edition and the Pathfinder Roleplaying Game.

Issue #3 features additional Starfinder Roleplaying Game content, a host of Halloween-themed articles for both sci-fi and fantasy genres, three adventures, an introduction to adventure writing, the Arcanaium design contest, an interview with former Paizo staffer James Sutter, and so much more!

https://www.drivethrurpg.com/product/225095/Adventure-Chronicle-3?cPath=8538_25116

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A lot of RPG websites have a lot of old (but great) articles, but those articles can become forgotten, lost to time. So, with Archiver, we're putting together a quarterly collection, an anthology that brings those lost articles back to life. It's a way for old content to be seen by new readers – not lost to time, but safely tucked away in the archives...

<https://www.drivethrurpg.com/browse/pub/11640/Monger-Games>

MINOTAUR (a.k.a Minotaur Quarterly) is the official webzine of the Mazes & Minotaur's revival - and like all other M&M products, it's 100% free! Each issue comes in PDF format, with new creatures, new mythic items, additional rules, never-before-published background material, articles for Maze Masters, adventure scenarios and more!

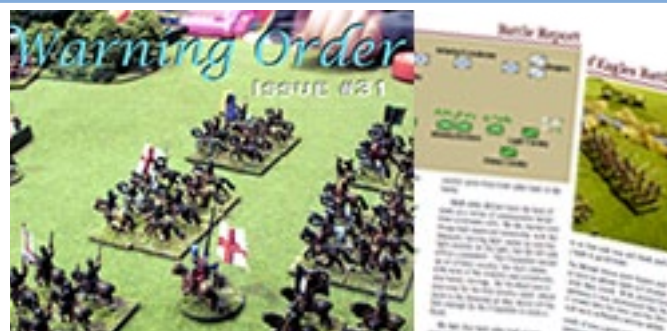
<http://mazesandminotaurs.free.fr/quarterly.html>



Warning Order is a free, full color wargames journal that is available to download. Each issue of Warning Order features battle reports from the clubs Friday night games, reviews of board games, figures, and gaming products, gaming analysis, and several regular features plus an editorial.

<http://www.wfhgs.com/>

We've just touched the tip of the iceberg when it comes to free gaming zines out there on the internet.



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Some are better than others but that's the great thing about looking for these free zines, many are well written but lack the professional layout you'd expect from a publication bought off the shelf.

Our last link is to a web page that has compiled a vast list of zines available to download and this isn't a comprehensive list of zines out in the internet wilderness.

<https://rendedpress.blogspot.com/p/old-school-zines.html>

need to be maintained, re-fueled and the noise they make may end up being more detrimental to your group, yet they'll allow you cover greater distance.

It's a very focused game and the starter set comes in two books, a 150-page player manual and a referee/GM book which is a little shorter at 100 pages. Character generation has been cut down but there are plenty of options to choose from. This is a well written game, with plenty of potential especially in taking the game out of central Europe to other parts of the world.

where resources are scarce and wandering groups may or may not be friendly. Or you could be a group of soldiers stuck in Europe trying to survive and return home.



Z Special Unit

The Elite Allied World War II Guerrilla Force

Author: Gavin Mortimer

Publisher: Osprey Publishing

Review by Jason Hubbard

Leading expert Gavin Mortimer tells the remarkable origin story of a wartime special forces unit that defied the odds.

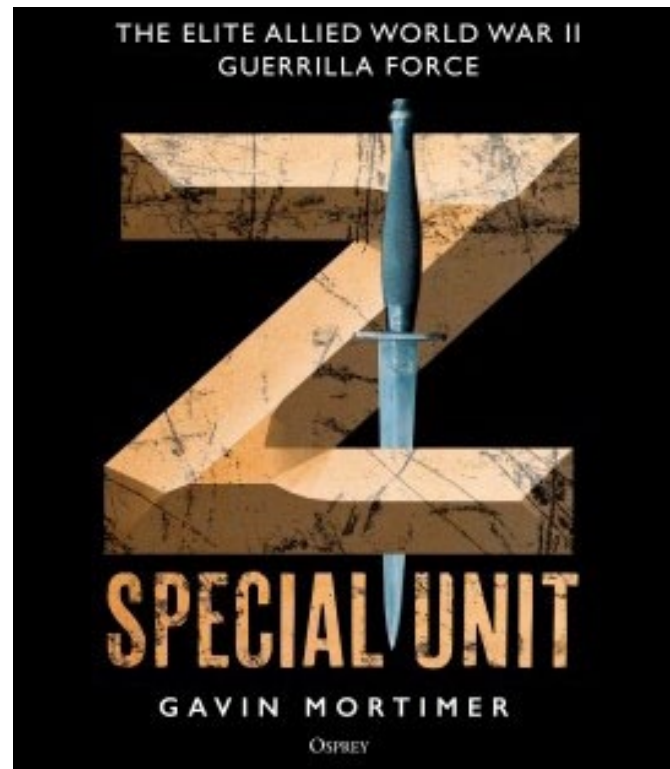
Z Special Unit, one of the most intrepid but arguably the most unsung of Allied Special Forces of the Second World War waged a guerrilla war against Japan for two years in the south-west Pacific. On some of their 81 operations Z Special Unit slipped into enemy harbours in canoes and silently mined ships before vanishing into the night; on others they parachuted into the dense Borneo jungle to fight with head-hunters against the Japanese and on one occasion they landed on an Indonesian island and smuggled out the pro-Allied sultan from under Japanese noses.

The Japanese weren't the only adversary that Z Special Unit encountered in the brutal terrain of the Pacific. In the mango swamps of Borneo and the dense jungle of Papua New Guinea they were faced with venomous snakes, man-eating crocodiles and deadly diseases. But it was the enemy soldiers who proved the most ruthless foe, beheading those Z Special Unit commandos who fell into their hands.

Drawing on veteran interviews as well as operational reports and recently declassified SOE files, Gavin Mortimer explores the incredible history of this remarkable special forces' unit and the band of commandoes that defied the odds.

This is special forces unit that there is very little information known about them, they were formed in the UK but were based in Australia. The author has provided a well-researched and detailed account of this little-known unit. One of the most daring missions this unit undertook was the attack on Japanese shipping in the harbour of Singapore in 42. They entered the harbour in kayaks and attached limpet mines on to ships, destroying several.

The members of the unit came from all walks of life, making this a very unusual military unit that operated behind enemy lines. When the Japanese captured members of the unit treating them like heroes, before they executed them by decapitation. This is a great piece of Australian military history and that of the special forces.



The author made extensive use of archives in the UK, Australia and Japan, as well as talking with family members, to weave together a detailed picture of the unit and its exploits. Gavin covers the background of the unit members, as well the extensive training they undertook along with some of the brave actions they did during missions.

This is a perfect book for anyone who is interested in WW2, special forces or the Australian military. It's perfect for those who play Bolt Action or the new game 02 hundred Hours a skirmish game based around special elite unit carrying out missions behind enemy lines. I really enjoyed reading this book and it was one of a few that prompted me to pick up the game 02 hundred Hours.



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