

irregular

magazine

*Persian Empire
Castle Gaming*

City of Ghosts

*Paranoia
Mortal Realms*

*Asian TV Influence
2020 Projects*

Plus News, Reviews, and much, much more



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Spring Issue 2020

Editorial

Jason Hubbard

It's been a busy few months, after deciding to convert my garage into a hobby space. I'd been stuck in a tiny small room with no space previously and the garage wasn't getting used apart from storing old junk, so a plan was put into operation, the only stipulation was to get it all finished by Christmas.

There have been plenty of rumors and news coming out of Games Workshop since the summer, what with the announcement of the Old World Project, additional Primaris units in 2020, the restructuring of GW itself along with the studio being expanded to accommodate all the expansion plans and lastly Duncan announced he was leaving Games Workshop at the end of 2019.

There was the release of the final Star Wars film that bring the saga to a conclusion, though it came out to mixed reviews. Though we also got the new Mandalorian TV series, and a baby Yoda (not actual Yoda) which has sent the web Yoda mad.

Well it's 2020, we're about to leave the EU and it's that time of the year we all start planning new projects. Mine includes plans for Ancient Greek and Early 20th Century China/Asian terrain, along with getting last years projects finished. This issue we have several articles with an Asian theme which includes reviews of Qin army miniatures, book reviews and much more.

Well that's all folks.....see you next time.

Jason



Alexa Skills for Ticket to Ride and Ticket to Ride Europe Now Available!



Amazon and Days of Wonder are changing how players experience board games by introducing the first official Alexa skills for Ticket to Ride and Ticket to Ride Europe for free to welcome new players aboard the award-winning games by Alan R. Moon and act as conductors for even the most experienced rail-riders.

These skills replace the rule books by taking players on a guided experience of the games and offer the option to use it as an additional player. Days of Wonder is excited to announce that both official skills are available now in English and French languages in the United States, the United Kingdom, and France.

After saying, "Alexa, launch Ticket to Ride" or "Alexa, launch Ticket to Ride Europe", players are taken on a guided journey from setup to the end of the game for either game. No matter the player's experience level, the skills offer new ways to play and learn.

For those new to the game, they offer full rules walk-throughs during play sessions. Veteran players can skip the walkthroughs and use other helpful tools that are part of the experience.

The skills customise themselves to the number of players and track their remaining trains, the longest route, points, and more. They also act as an additional player for groups looking for an extra person or anyone who wants to get in a solo game against the skill itself.

While each player takes their turn, the skills provide thematic background music and sound effects to immerse everyone in the world of Ticket to Ride.

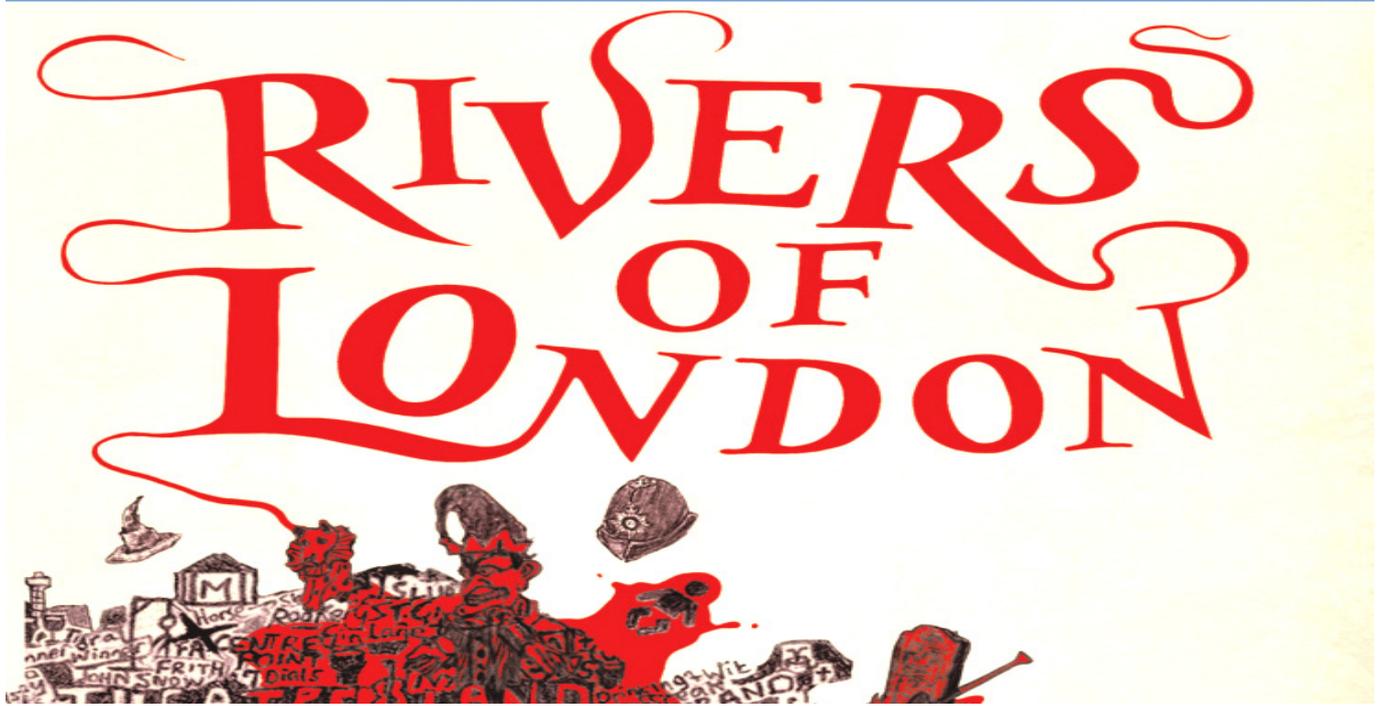
"Ticket to Ride is a fast-paced, immersive board game experience that is now being elevated by voice," said Joe Balzarini, Director, Alexa Skills.

"We're thrilled to be working with Days of Wonder to bring these skills to life and provide customers with an immersive, interactive voice gaming experience."

"Working with Amazon to bring the Ticket to Ride and Ticket to Ride Europe Skills to Alexa-enabled devices has been exciting. We believe this is a great way for players to discover these classic games for the first time or in an amazing new way," said Adrien Martinot, Head of Days of Wonder.

Days of Wonder is eager for players to experience the free Ticket to Ride and Ticket to Ride Europe skills for themselves. Additional languages and territories will be supported soon to ensure players around the world can learn and play Ticket to Ride and Ticket to Ride Europe like never before.

Chaosium Announces Rivers of London Roleplaying Game



Chaosium Inc. and author Ben Aaronovitch are pleased to announce that Chaosium has acquired the rights to produce the Rivers of London Roleplaying Game, based on Aaronovitch's best-selling urban fantasy fiction chronicling the world of the Folly.

The game will use elements of the company's Basic Roleplaying system, as well as original, customized rules to reflect the series' inventive take on the fantastic—from Newtonian magic to the strange powers wielded by the rivers and other supernatural beings that inhabit the popular novels and comics.

Lynne Hardy, associate line editor for Call of Cthulhu and Rivers project lead, says, "I started reading Peter Grant's adventures a few years ago and knew right away that the Folly would make a marvelous setting for an investigatory fantasy game.

Ben was intrigued about the potential for a Rivers of London RPG when I broached the idea at a book signing late last year. After a meeting in London in April, we entered negotiations to secure the license."

"I've been an RPG player since the original D&D so I'm terribly excited and honoured to have Rivers of London turned into a proper roleplaying game and especially because it's with Chaosium, who produced Pendragon and Call of Cthulhu and such brilliant adaptations as Elic!" adds Aaronovitch.

Chaosium is currently assembling the creative team that will produce the game's core rulebook. That team will be working closely with Aaronovitch on its development and presentation.



Kings of War GAMER'S EDITION Rule book



Since Mantic launched Kings of War: Third Edition they've had numerous requests for a softback Gamer's Edition. This smaller version of the rulebook dispenses with the hugely enjoyable in-depth lore and army backgrounds in favour of only providing the rules and army lists.

Basically, it's a handy reference for tournaments without having to carry around the wonderful (but heavy) hard-back rulebook.

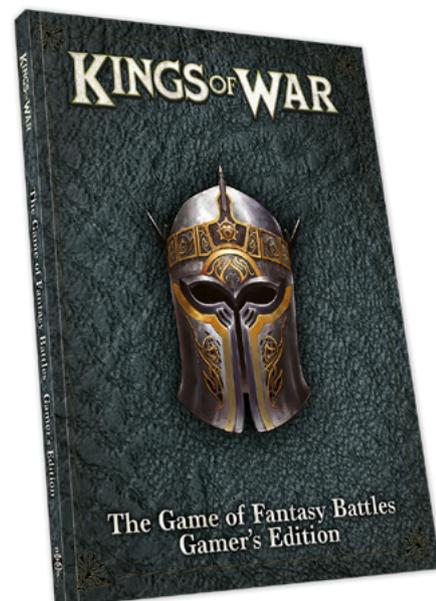
Well, they're delighted to announce that the Gamer's Edition is now available to pre-order and will start shipping in January. Why January? Well, the Gamer's Edition also comes in the phenomenally successful two-player starter set (Shadows in the North) and Mantic need to make sure they definitely have enough books to cover all the Christmas orders!

Shadows in the North: Kings of War 2-Player Starter Set

The Nightstalkers have come. Having slithered past the Northern Alliance's defences, an army now marches towards the fortress city of Chill with a terrible, insatiable hunger. The desperate patrols of the Northern Alliance must hold them back at all costs, or risk losing their homelands and the secret at the heart of the city that they have sworn to protect.

Kings of War is a mass-battle fantasy wargame set in the world of Pannithor. Rank upon rank of soldier's marches into bloody combat, while winged demons battle fiery dragons overhead.

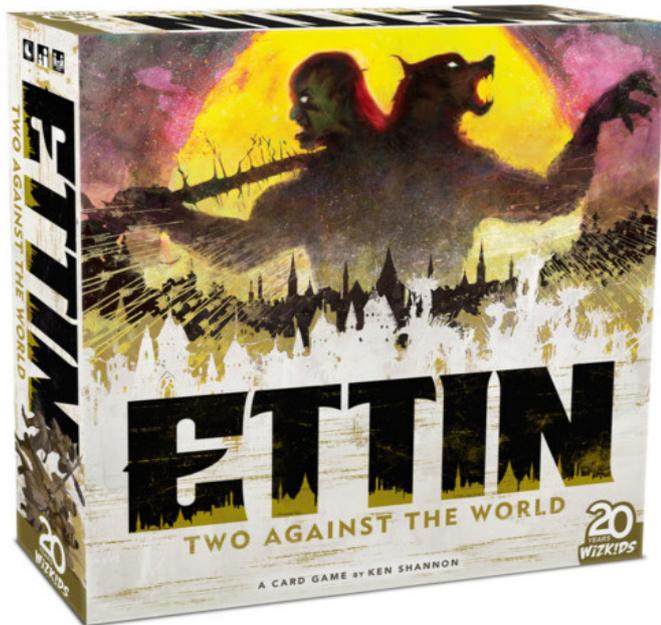
From launching devastating bombardments of artillery, to tactically outflanking your opponent's forces, Kings of War is a game of exciting, expansive fantasy battles.



This starter set contains two great plastic starter armies for Kings of War – the foul Nightstalkers and the noble Northern Alliance – a book with the full game rules and complete army lists for 14 different factions, and a getting started booklet to help you with your first games.

Contents: 44 Northern Alliance miniatures: 40 Hard Plastic Clansmen/Pack Hunters, 3 PVC Plastic Snow Trolls, 1 PVC Plastic Ice Kin Master Hunter; 44 Nightstalkers miniatures: 40 Hard Plastic Scarecrows/Spectres, 3 PVC Plastic Butchers, 1 PVC Plastic Horror; Square Bases; 144-page Rulebook, Getting Started booklet,

It's Two Against the World in Ettin—Coming Soon!



In this fast-paced strategy game, players form teams of two and battle against enemy teams over three Ages, drafting cards with their allies on one side and their enemies on the other. At the end of each Age, a War takes place, and players fight their enemies for Victory Points. At the end of the third Age, the team with the most Victory Points wins the game!

Featuring eight unique nations for players to choose from, with the ability to expand to larger games using multiple copies, Ettin's hybrid of cooperative and competitive gameplay brings the duality of its namesake to life on the tabletop!



Ettin is coming to a Friendly Local Game Store near you in Spring 2020, so be sure to pre-order at your Friendly Local Game Store today!

- <https://wizkids.com/EttinCoordinate> with your Ally to draft cards during Peacetime
- Strategize against your enemy to draft Mercenaries during Skirmishes
- At the end of three escalating drafts, go to War with your Enemy and compete to complete quests for gold and glory.
- After three Wars, score points as a team – share in victory (or defeat) with your Ally.



Eight Nations, Each a Unique Experience – Each nation has a different focus and playstyle, with their own troops and defenses, as well as unique art. The Orcs of Ud have strong but impulsive warriors, while the Risen use magic and sheer numbers to overwhelm their enemies. Will they combine their strengths as Allies or attack their weaknesses as Enemies? Thousands of combinations are possible.

One Ally, One Enemy – You will only be drafting cards with the players to your left and right (your Ally and Enemy), though your decisions and the outcomes of your battles will have ripple effects around the table. You'll be surprised by what units you can take as spoils – drafting across rounds may send a single Unit on a long journey!

Simultaneous Turns for Shorter Play – Peacetime, Skirmishes, and War happen simultaneously for all players, reducing the time each round takes. Even a game of 8 players (or more with multiple copies of the game!) can be a surprisingly fast affair.

Miniatures for Fallout: Wasteland Warfare

Modiphius delighted to announce the release of a new wave of miniatures for Fallout: Wasteland Warfare with the arrival of the Institute, a brand new faction for your Wasteland Warfare campaigns.

The Institute release consists of an Institute Core Box, Institute Synths, Institute Covert Operations, Institute and Automatron card decks, a new Work Benches scenic set, plus an awesome Institute bundle which collects the best miniatures of the release.

For more details you can read all about the latest wave of Institute releases in our recent blog, where head of wargames Jon Webb, takes you through what's in each box and the lore behind each mini.

These miniatures sets contains 32mm scale multi-part high quality resin Institute miniatures, each with unique scenic bases, to allow players to expand their Fallout: Wasteland Warfare games. Players will need the Institute Wave Card Expansion Pack to use these miniatures.

Institute Core Box

The Institute are an enigma to most in the Wasteland – are they the synthetic future of humankind, or robotic bogeymen waiting to replace you when you sleep? Few ever find out the true nature of this shadowy organisation, and fewer still live to tell the tale.

What is known is that the Institute utilise the highest levels of technology to achieve their aims, and even have the power to emulate humans exactly. With stiletto sharp precision they infiltrate and eradicate high value targets. With force of numbers they can overwhelm strongpoints with waves of Gen 1 synths. They are the everywhere and nowhere, and paranoia follows in their wake.



Institute Synths

The core of the Institute's forces are the Gen-1 and Gen-2 Synths, robots built to mimic human form but skeletal and bare metal – though no less deadly for that. They are deployed to defend strongholds and facilities of interest to the Institute, and attack in large groups to overwhelm and devastate their foes.



Institute Covert Operations

The Institute is used to operating behind the scenes to achieve their goals. Carrying out kidnappings and replacements or retrieving rogue synths takes covert operations and infiltration. Experienced coursers and upgraded human agents are key to these missions.



Terrain Expansion: Settlement Work Benches

Your settlement is your home, your place, your refuge. When you need rest or to recharge and get ready for the next fight, this is where you go. Settlements contain all sorts of useful gear and tech, not least of which are the work benches where you can craft, mod and improve all your weaponry and equipment. The workshop is the heart of any settlement. Without this multi-use, multi-tool setup there'd be no way of setting up junk barricades, tilling soil to grow food, or building dwellings. It's also the core target for most raids, as it stores spare junk and materials from the whole settlement. Other workbenches specialise in their applications, but without the workshop, nothing gets made.



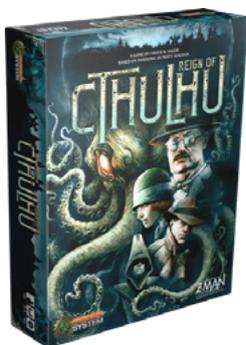
ANNOUNCING THE 2020 PANDEMIC SURVIVAL SEASON



Pandemic Survival is back for another season in 2020! When we ran our first Pandemic Survival tournaments in 2015, we were thrilled to introduce a new kind of competitive play based on Pandemic's award-winning cooperative mechanics. Since then, teams all over the world have faced outbreaks, cured countless diseases, and saved humanity from the brink of disaster!

After five years of this unique tournament format, we're excited to announce that the Pandemic Survival world is getting wider. Up to this point we have always run tournaments using the original Pandemic game in the modern world of disease control (and we will continue to do so throughout the year with more accessible Pandemic Discovery events—more info to come!).

That said, future seasons of Pandemic Survival may also feature other games in the Pandemic System. This means that games like Iberia, Rising Tide, or Fall of Rome—based on the same great gameplay, but in a different setting—have a chance to hit the tournament tables in the years to come.



For 2020, we're excited to announce that Pandemic Survival is taking an eldritch twist. The 2020 tournament season will feature Reign of Cthulhu, our Lovecraft-inspired Pandemic System game.

SAVE HUMANITY FROM AN ANCIENT EVIL



In Reign of Cthulhu, players are investigators tasked with stopping the Old Ones, ancient beings of bizarre intelligence, who threaten to awaken and destroy the world. Instead of diseases, players must keep cultists, shoggoths, and insanity at bay as they attempt to seal the four gates before all is lost!

Keeping with the Survival format, the core rules of Reign of Cthulhu will be adjusted to suit tournament play, reducing the randomness and creating a level playing field for you and your teammate to prove your Pandemic skills. For more detailed information on the Reign of

Cthulhu tournament format, check out the rules document available [here](#).

As in past seasons, players will all face the same preset scenario—only your choices as a team will make the difference. Rules for winning a tournament remain the same: the first team to win the game or the last team standing is the winner!

Regional winners will move on to the National level, where all players will receive a special metallic-blue set of investigator miniatures. Additionally, the National Champions will earn a spot at the World Championship, including paid airfare and hotel to the Worlds host city (somewhere in Lovecraft country—exact location to be announced at a later date). The World Championship prize will also be announced as we get farther along in the season.

Are you ready to face the Old Ones? Get your copy of Reign of Cthulhu and start prepping for the 2020 season

ADC Blackfire Entertainment in discussions to join Asmodee

The Asmodee Group has announced today that it has entered into exclusive discussions to acquire ADC Blackfire Entertainment, a longtime partner. Founded in 1999, Blackfire is present in 3 markets and distributes collectible card games, toys, boardgames and pop culture products. The synergy between Asmodee's catalogue and Blackfire's operations in Czech Republic and Romania creates [...]

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Founded in 1999, Blackfire is present in 3 markets and distributes collectible card games, toys, boardgames and pop culture products.



The synergy between Asmodee's catalogue and Blackfire's operations in Czech Republic and Romania creates a great opportunity to improve the supply of games, from the Asmodee Group studios and from all Asmodee partners, directly into these markets.

The acquisition of the newly developed, high-quality operations of Blackfire Germany will allow Asmodee to offer an even better service to vendors and customers in Germany and all over Europe.

"We are delighted to welcome Blackfire to the Asmodee Group. We have been working with them as partners for many years. We have always shared the same passion to provide our audiences with great games and entertainment experiences. Today the combination of Asmodee's and Blackfire's highly seasoned and professional teams will enable us to strengthen our operations and presence in Europe. Our key objective is to continuously offer the best products and services to our communities, consumers and retail partners." said Stéphane Carville CEO of Asmodee Group.

"We have been successfully building Blackfire for almost 20 years and a good part of this path has been with Asmodee as a great partner. We are now happy to announce the next step in our relationship, a merger which I have no doubt saying will create an awesome synergy of experience, brands and products. Our ultimate goal and vision to deliver the best entertainment to kids, families and fans of games is going to be much easier to fulfill. We are looking forward to write the next great chapter of our story." Said Martin Polak, CEO of Blackfire Czech Republic.



"Over the years both companies have become key players in their segments of the games industry – and now we are taking the next step forward to grow best in class, combining a comprehensive assortment of distributed titles and owned intellectual properties with state-of-the-art logistics and customer service.

I am sure this will create game-changing synergies from which customers will benefit greatly." Said Alexander Dubynski, CEO of Blackfire Germany

"I am thrilled that over just a couple of years Blackfire Romania, our youngest branch, has become one of the biggest distributors of toys and games in Romania and the preferred partner for major manufacturers and licensors. This merger will yield great synergies and benefits in the years ahead." Said Loredana Orzață (Dobraniș), CEO of Blackfire Romania

CMON ACQUIRES LICENSE FOR NIGHT OF THE LIVING DEAD

Fifty years ago, George A. Romero's *Night of the Living Dead* changed the horror movie industry and created the zombie genre. Since then, zombies have become a mainstay in popular culture, and now, CMON Ltd., maker of worldwide best-selling tabletop games including their flagship title *Zombicide*, has acquired the license from Living Dead Media to create branded board games and associated play accessories (including miniature PVC figures, board, dice and tokens/coins, cards) based on Romero's original iconic movie. These new games are officially approved by Image Ten, the original production company and custodians of George A. Romero's iconic film, making them the definitive tabletop products based on the horror classic.

Geoff Skinner, CMON's VP of Media Development, said of the partnership, "*Night of the Living Dead* is the quintessential zombie movie. It's an honor to work with such a property, and we are excited to be able to partner with Living Dead Media and Image Ten on creating a game worthy of the movie's legacy."

For this release, CMON Ltd. is once again working with Evolution USA LLC, the licensing and brand management agent of Living Dead Media. Their first collaboration was a tabletop game based on the popular Gaumont-produced Netflix series, *Narcos*.

Travis Rutherford, Partner/Chief Revenue Officer at Evolution, said, "We're thrilled for *Night of the Living Dead* to be hitting gaming tables all over the world next year and are excited to see what the team at CMON has cooked up. Just like their work on *Narcos*, we know this will be a fitting addition to a legendary franchise."

"Living Dead Media and Image Ten are proud to partner with CMON to bring legions of fans a new way to experience *Night of the Living Dead*. And, Living Dead Media will be honoring George A. Romero by donating a portion of its profits to the newly formed George A. Romero Foundation known as GARF," said Steve Wolsh, CEO of Living Dead Media.

The announcement to create games based on *Night of the Living Dead* coincides with CMON Ltd.'s opening of their new L.A. office. From there, CMON looks to further work with licensors to create tabletop products. Earlier this year, CMON successfully launched the *A Song of Ice and Fire: Tabletop Miniatures Game* based on the NYT Bestselling book series by George R. R. Martin as well as *Bloodborne: The Card Game* based on Sony's best-selling PS4-exclusive video game,



Bloodborne. In Q2 of 2019, they will be releasing a family tabletop game based on Hanna-Barbera's classic *Wacky Races* cartoon series. The L.A. Office is being led by Geoff Skinner.

Of his mission in L.A., Geoff Skinner said, "CMON is the premiere tabletop gaming company in the world, and I couldn't be more proud to help establish our footprint in Hollywood. By opening an office in L.A., we're looking forward to strengthening our licensor relationships in the film, TV, and electronic gaming communities, as well as to forging partnerships that will expand the narrative of our own IPs into television, features and animation."

<https://www.asmodee.co.uk>

Funforge and Modiphius Teaming up

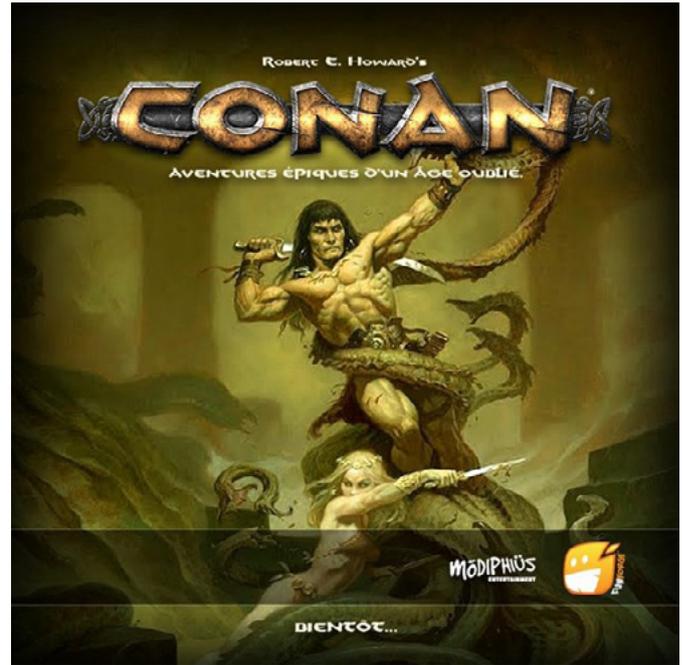
Funforge is very pleased to announce an exciting partnership with MODIPHIOUS. As a longtime fan of roleplaying games, the Funforge team is thrilled to work on the Conan product line as the starting point of a new line of RPG products for the French speaking market.

A crowdfunding campaign will be launched by Funforge during Q1 of 2020 for the following Conan titles to be available in French (all details will be revealed during the campaign):

- Conan Roleplaying Game - Core Book
- Conan: Gamemaster Screen + Gamesmaster Toolkit
- Conan: Jeweled Thrones of the Earth Adventures

Funforge will handle the French edition and distribution of these titles in French speaking countries. Once contributors of the crowdfunding campaign are delivered, these titles will go retail.

Stay tuned on Funforge social networks for more details.



Funforge will give all details about the French edition of Conan titles on the future crowdfunding page.

Vampire: The Masquerade returns to 32mm scale



Following the success of the roleplaying game line, Modiphius has announced a range of high-quality 32mm scale multi-part resin miniatures based on the iconic characters, clans, sects and antagonists of the Vampire: The Masquerade

Vampire: The Masquerade is the original and ultimate roleplaying game of personal and political horror. You are a vampire, struggling for survival, supremacy, and your own fading humanity—afraid of what you are capable of, and fearful of the inhuman conspiracies that surround you.

Previously launched in the 90's by Ral Partha, Vampire miniatures were once a big part of the White Wolf release schedule and now return with brand new sculpts ready

for a new generation of Vampire fans. The new range is being created by the same sculpting team at Modiphius responsible for other successful miniatures lines such as Fallout: Wasteland Warfare, Star Trek Adventures, John Carter of Mars and Elder Scrolls: Call to Arms.

Modiphius plans a retail release of 3-4 figure sets from spring 2020. Fans can expect signature characters, sets based around Bloodlines, the Anarch, Camarilla, Sabbat, generic clans, the Second Inquisition, bystanders, and plenty of antagonists.



Flying Among the Stars; Preview Piloting in Covert Missions

Even children growing up on the backwater worlds of the galaxy dream of becoming pilots. To escape their lives, make a fortune, or bring down a galactic empire. Pilots have single handedly changed the course of destiny, whether by destroying superweapons or making the Kessel Run in under 12 parsecs.

Covert Missions introduces 160-new cards to Star Wars: Destiny that place an emphasis on alternate win conditions, pirates, apprentices, and the pilots that can shape the destiny of the galaxy!



Ghosts in the Sky

In the early days of the Rebellion, Spectre Cell ignited a spark of hope that would eventually lead to the destruction of the Galactic Empire, and they make their return in Covert Missions!



Hera Syndulla (Covert Missions, 70) showcases the new Piloting keyword found in Covert Missions, essentially coupling her to a vehicle that can be referenced by other cards. Hera herself possesses one of these abilities, letting you spend two resources to ready the vehicle she is piloting!



Hera can pilot any vehicle you control, but she works particularly well with the new version of the Ghost (Covert Missions, 83), a vehicle with heavy firepower that lets you ready a Spectre when it enters play, and provides plenty of protection to its pilot in the form of additional shields! But Hera isn't the only Spectre who can pilot the Ghost.



Sabine Wren (Covert Missions, 89) is a resourceful character who grows stronger when you have a blue die, a red die, and another yellow die in your pool. If she pilots the Ghost, you're already at an advantage with a red die, and Sabine can give it a Custom Paint Job (Covert Missions, 101) to shore up the color scheme of her tools!



While Sabine gains advantages from the Ghost, she can of course pilot her own customized TIE Fighter (Covert Missions, 100). Though the TIE Fighter belongs to Sabine, it grants additional benefits to any Spectre willing to pilot it!

With all these new tools, the Spectre Cell (Covert Missions, 104) is stronger than ever, and with this plot, you can make even more room on your team for your friends and allies.

A Sense of Duty

As the Rebel Alliance rose on the strength of pilots, so too did the First Order. Elrik Vonreg (Covert Missions, 22) is an ace pilot, striking fear into all who spot his ship on the battlefield. Any ship with Vonreg piloting it is immune to having its dice removed by your opponent's effects, keeping them safe until you are ready to resolve them. And with three damage dealing sides, Vonreg is a dangerous character even without a Vehicle.



However, should he pilot his iconic TIE Interceptor (Covert Missions, 31), he gains additional advantages. Namely, Vonreg's TIE Interceptor has the ability to destroy your opponent's vehicles by removing the its die. With Vonreg at the helm of his ship, no vehicle is safe from the fury of the First Order.

Not every pilot can be the best in the galaxy, but luckily quantity can be just as effective as quality. The Galactic Empire and their Imperial Navy was filled with pilots ready to fight for the Emperor. Adding an Imperial Pilot (Covert Missions, 24) to your team gives you access to piloting for only 6 points. Though the Pilot lacks a die, they can still manipulate your red vehicle die by turning it to a side of your choice. If you need consistency in your dice, there are few better options than some of the Imperial Academy's finest pilots.



Of course, not every battle goes according to plan, and should your vehicles fail you, a pilot can always Eject (Covert Missions, 149) to both recover some health and gain a few shields in the process. This can grant a character extended life, and give your team the boost they need to defeat their enemies.

Pilots can gain additional advantages throughout Covert Missions. Having a piloted vehicle gives you access to Assail (Covert Missions, 117), one of the best removal cards in the game. If you still want access to these cards without putting a natural Pilot on your team, you can always make one of your characters Licensed to Fly (Covert Missions, 128) to give anyone on the field the Pilot trait and Piloting ability!

To the Stars

Becoming a pilot is a path to adventure in the Star Wars galaxy. Whether it's to fight for freedom, the glory of an empire, or just to make a profit, pilots hold the key to their own destiny. Will you join their ranks when Covert Missions releases this January?



Irregular Magazine Podcast Project



This year we've finally bitten the bullet and decided to produce a regular podcast. Both myself and Alex have talked about producing a podcast for some time and decided that as it the magazine's tenth anniversary that we would start it this year.

The first episode is an introduction about me and Alex and how Irregular magazine came about. We talk about some of the changes that the magazine has seen in the hobby over the last ten years and why we still play with toy soldiers.



We plan to cover numerous topics related to the hobby that will include television, film and gaming. We plan to release one episode every week onto our YouTube channel, each episode will be hosted by me and Alex and may also include guests. Most shows will be around 30-60 minutes long, where we chat about the topic of the week.

We are also considering recording a separate podcast during our painting sessions where we discuss a wide variety of subjects, from painting through to modern warfare (well old war stories from me and a couple of other who served in the military).

We may even record some RPG specials of local groups playing a weekly RPG session. All of these will be showcased on our YouTube channel.

youtube.com/irregularmagazine

Ed's Challenge

Jason Hubbard



Well it's been quite an eventful few months here in the UK, we were about to leave the EU when the last issue went live, but that didn't happen, we have yet another new PM and then we had another election. In my household I decided to convert my garage into a hobby room, now I already had a room, but it's quite small and cramped. It also has meant I've not really been able to start any terrain projects mainly because of the lack of space in the room.

So, I decided to convert the garage, we don't use it as a garage, it's just become a dumping ground for various junk. It was also a cold spot in the house and the bedroom above the garage get really cold in winter. So, I really didn't have to convince the other half to let me start the project, her only stipulation was getting it done by Christmas. So, this has been one of the big projects I've been doing in the last few months.

Bolt Action

I picked up some Chinese infantry for the Korea campaign, which I've managed to undercoat and paint on a shade using a wash from Army Painter. I've not managed to get much further than this so far.

I've also built some more US infantry from the Perry Miniature range, though having now built some US



from both Warlord and Perry's I prefer the Warlord plastics, mainly because they're less fiddly.

I've also started painting the German tanks that I have, Panzer III and a Stug, both have been undercoated and shaded. I just now need to start weathering and adding some additional colour.

Unfinished Projects

I have managed to finish some of the incomplete projects that have been sat on my painting desk for some

time, which included a couple minis for Star Wars Imperial Assault, Sigmar miniatures and a variety of fantasy pieces. Most of these unfinished projects will be done over the Christmas holiday, so that I'm free to start my new projects planned for 2020.

Lord of the Rings

This project has stalled a little in the last few months, whilst I concentrate on other projects such as the hobby room. I have managed to paint up a couple of minis, but these were already started by the previous owner, so I didn't need to do much work on them.



Hobby Room

As you can see in the above image the old hobby space was quite small, the garage would allow me to do a couple of things, which would include terrain projects but it would allow myself and Alex to expand the podcasting and delve into vlogging going into 2020.

So I had the base bones of a room, that needed quite a lot of work to do, first the garage door had to be removed and replaced with a set of triple glazed French Doors, once that was done I needed to get a floor in. I decided to put in what's called a floating floor, this really had to be done to meet building regulations here in the UK.



The next step was to get the walls and ceiling plastered, once that was done then all I would have to do was painting the walls and laying the laminate floor. The one problem with doing this in December is that the plaster took slightly longer to dry than anticipated.

Finally, just before Christmas, in fact last weekend before xmas it was finally finished, and I wasn't in the bad books with the wife. All I've got to do over the xmas period is sort out my hobby stuff or as the other half calls it junk.

Flames of War

I initially made a flying start on this project, ploughing through the US tanks from Hit the Beach box set, and then I managed to get the three panzers painted. I decided at this point to add some Tigers to my German Army, I picked up two from Battlefront and then I grabbed a Tiger 2 from Zevzdea, all three were painted



using the new contrast paint from Games Workshop. I under coated in white and used Skeleton bone for the main colour. My plan is to then paint on a camouflage pattern on all the axis tanks.

To date I've not managed to get any of the infantry painted, this was because the hobby room work interrupted the project. I had to start packing up the smaller room in preparation for moving it all downstairs to the garage.

IMAGES OF WAR

Publisher; Pen and Sword

JASON HUBBARD

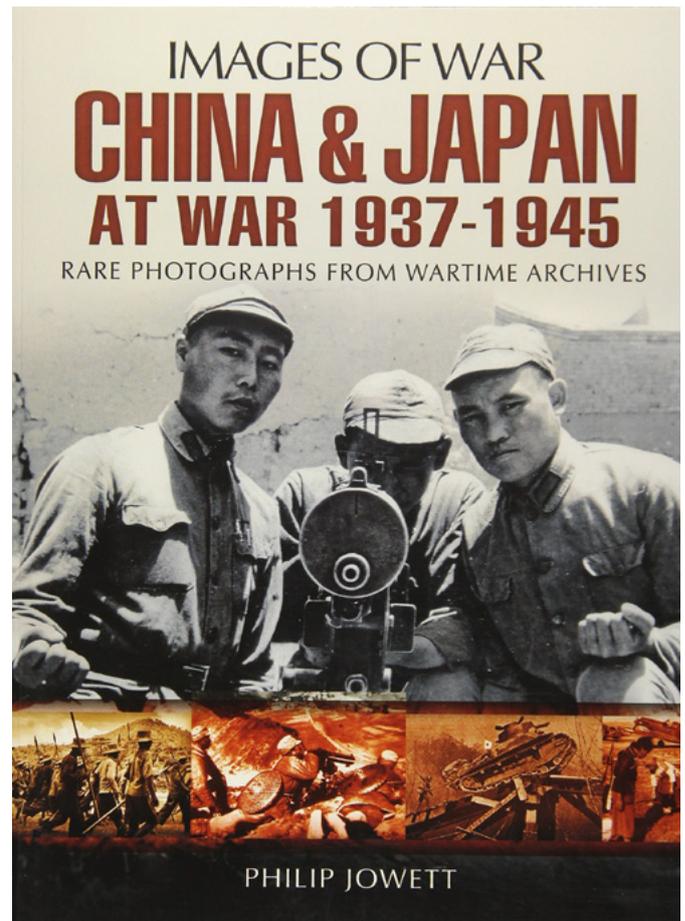
THIS series of books are photographic collection publications with images taken from archives of official wartime photographers or soldiers who fought in the war and battles covered in the books. Many of the plates in these books being published for the first and offer a unique perspective on the conflicts they cover.

For this review I'm going to look at a trio of books from the range that covers 2nd World War in Asia.

China & Japan at War 1937-1945

This was one of the most bitter conflicts fought during the Second World War and considered by many to be the most bitter of the 20th Century. In fact, there is still a high level of resentment among Chinese of all ages regarding what the Japanese did during the war, and the fact that today Japan still refuses to acknowledge the atrocities it committed against the Chinese people.

It covers the invasion of China by the Japanese Imperial forces in 1937 through to the surrender of Japan in 1945. Millions of soldiers from both countries fought



during this terrible conflict, and millions of Chinese civilians suffered greatly.

The author covers the history of this devastating conflict in the photographs taken throughout the war. He has managed to select over 200 images that takes the war from the invasion in 37, the retreat of Chinese forces in the face of over whelming odds, the bitter and violent battles of Nanjing and Shanghai through to the final surrender in 45.

The brutal war in China is often neglected by both historians and war gamers in the west. Yet the author has provided an absorbing yet graphic account of this conflict that ravaged China. The images not only show the armies involved but also the weapons and vehicles utilised by both sides. The book also records the 8-year

struggle that the ordinary soldiers of both Chinese and Japanese armies endured during this brutal occupation.



The second book looks at Japans blitzkrieg into South East Asia and the capture of Singapore.

Japan Triumphant- The Far East Campaign 1941-42

In this book the author looks at the extraordinary campaign carried out by the Japanese forces during 1941-42. It was highly ambitious, and they planned to invade and conquer the entire region, and this campaign would put them in to direct conflict with Western Powers.



They fought an array of varying opponents through lightning attacks. Some of which like the attack on Pearl Harbour have gone down in history as examples of stunning victories. During this campaign they fought several armies that included Dutch, British, US and Philippines. The author has again selected a vast number of images that showcase the campaign really well.

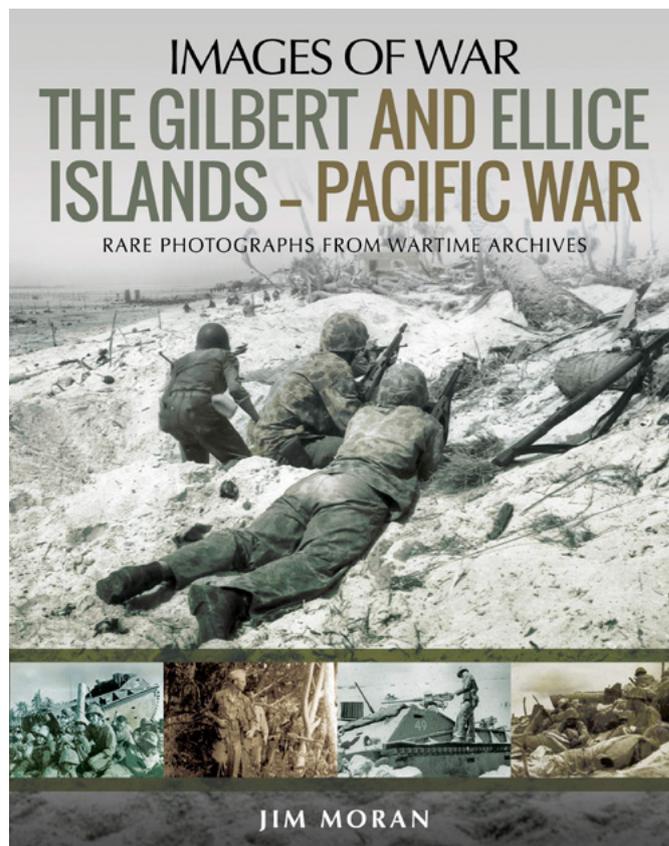


It includes many images of Japanese soldiers preparing for battle, as well as the forces they overwhelmed. At this particular point in the war the Japanese looked unstoppable, but this campaign would eventually be the downfall of their military as the supply lines became stretched beyond their ability to maintain.

The final book looks at the Pacific war, and the fight back by US forces.

The Gilbert and Ellice Island Pacific War – Jim Moran

The Gilbert Islands were occupied by the Japanese not long after the attack on Pearl Harbour. As part of the occupation they built a seaplane air base. In August 1942 US forces made a raid on the island, and in response the Japanese re-enforced the islands defences, along with a second base.



Then 1943 the 2nd Marine Division along with the 27th Infantry division had the task of capturing the islands. The battle turned out to be one of the most costly in US marine history.



The book covers the campaign and battles to capture the Gilbert Islands from the Japanese forces. It's a great reference for everyone wanting to conduct wargames set in the Pacific region, especially those building and playing US Marine armies. As usual with this series of books it has a breath of reference images along with some useful information.

Another great book to add to anyone's library of reference material.

All of these books are an invaluable resource for anyone wishing to start or is wargaming in World War Two Asia. I now have several books from this range, mostly covering WW2 history, and they've been invaluable for me building armies for Bolt Action and Flames of War, but also developing campaigns to play.

Long term I'm hoping they'll expand more into the post war period, covering some of the more modern conflicts like the Gulf War (Desert Storm).

I can highly recommend not only these three books, but any from the series, as they're all great visual references that would

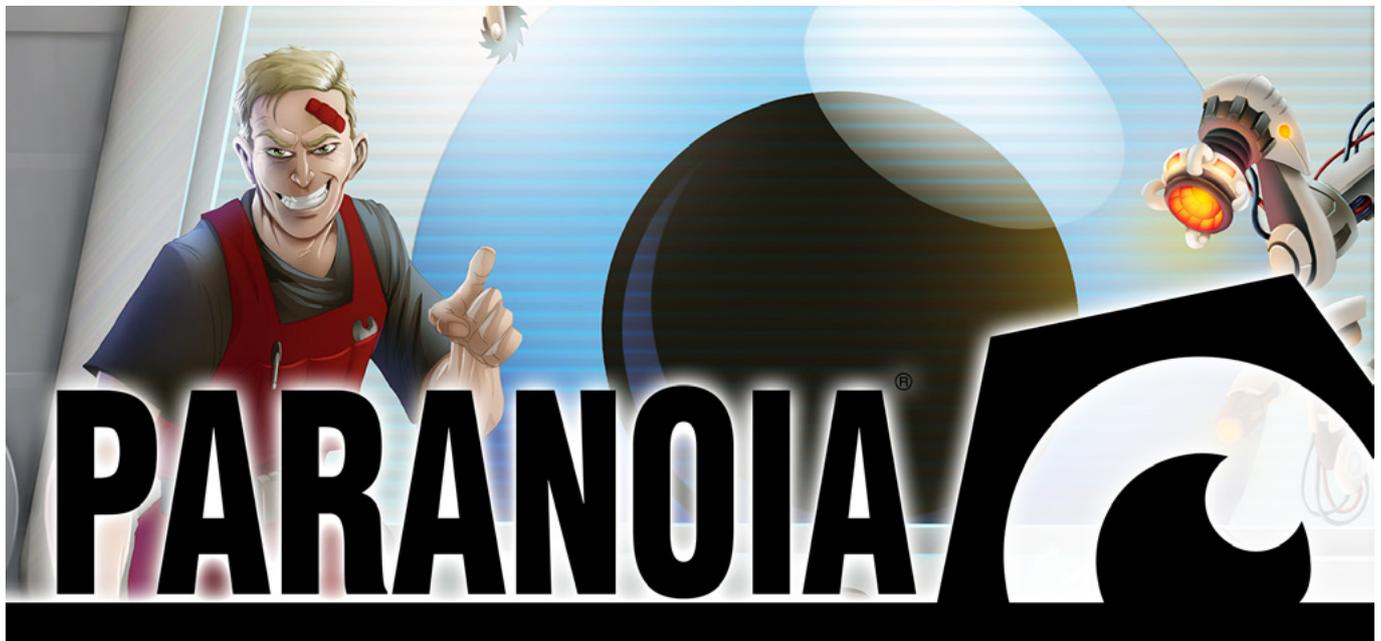


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Paranoia Role Playing Game

I first came across Paranoia RPG when I was a teenager way back in the 80's, up until this point I'd only ever played fantasy, mainly Dungeons and Dragons, with a splattering of historical games such as Bushido RPG.

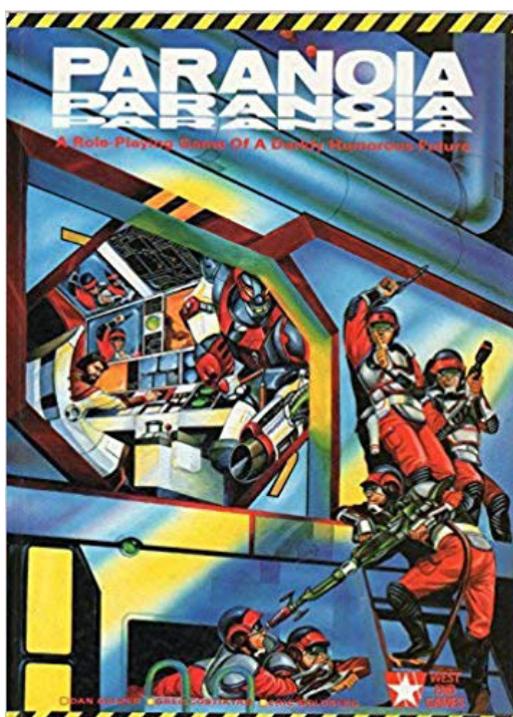
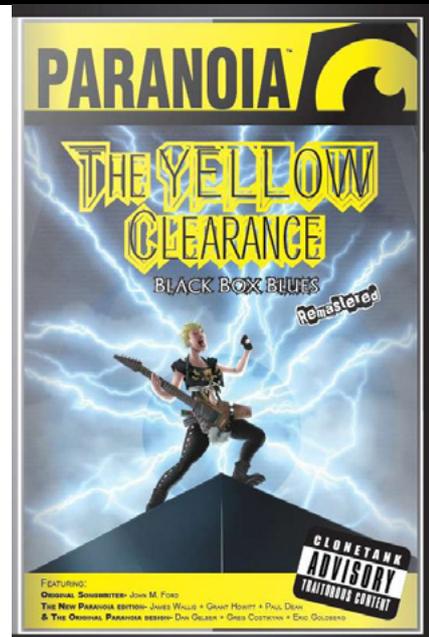




So, when I was introduced to this game it was a whole other level of gaming, Sci-Fi rpg's just weren't on my radar, but this insanity that is Paranoia led me to play Traveller, Call of Cthulhu and the space adventure game from TSR Star Frontiers.

Reading through these new rules from Mongoose and I'm back in the 80's where I was first plunged into a dystopian science fiction world, with a dark tongue in cheek feel and I'm already loving it.

The game was originally designed and developed by Greg Costikyan, Dan Gelber and Eric Goldberg, it was first published in 1984 by West End Games (Yes, I'm really that old) it picked up the Origins award for Best Role Playing Game rules set in 84 and was finally inducted into the Hall of Fame in 2007.



So, what is Paranoia? It's a game set in a future dystopian city which is controlled by an artificial intelligence which is referred to as the Computer. There are features within Paranoia that raise it above other games, in that it's far more competitive than other RPG's. Players are encouraged to play for self-interest, by betraying each other rather than playing co-operatively to achieve a goal.

In the past a devastating event occurred, what that event was is classified, though rumour has it that no-one actually knows. Humanity was forced to move

into sealed complexes away from the devastation, the outside world was considered inhospitable for humans. The computer which controls the complex has become paranoid, and the complex is slowly breaking down.

Information, as well as the game rules are restricted by colour coded security clearance. Players are enforcers of the computer's authority, and it's their job to seek out and eliminate any threats to the computer. At the same time players are part of the prohibited underground organisations, which means that the players are actually one of the threats to the computer. They will have secret objectives that could include theft and assignation of other players.

Mongoose Publishing have had the right to the game since 2004. There have been several variations of the game published over the years, and its spawned spin-offs, novels and comics based on the game.

The core set comes with five easy wipe character sheets, a GM book and adventure book with three short missions to get you going. Players start at minimum clearance (red) and will work their way up the clearance levels as they play. Players don't require prior knowledge before playing the three adventures as they're designed for you to learn as you go.

What's in the Core box?

- The players Handbook
- GM Handbook
- Mission Book
- 110 Playing Cards
- Character Cards

It's a perfect way to jump into this insanely funny and twisted world. Most people I've played with over the years have enjoyed the ability to use sabotage each other and the longer a campaign goes on, the crazier it becomes.

The game features a new mechanic with a simple easy to use character generation system. It also has a bluffing card driven combat mechanic built in, along with Computer dice which can have hilariously fatal consequences for the players.



The computer is basically a schizophrenic artificial intelligence that is convinced every year is 214. The computer sees threats everywhere and has killed thousands of citizens. So now it produces inhabitants

in groups of six, which means every person has a collection of six clones. So, when a person dies, they are replaced with another version of themselves.

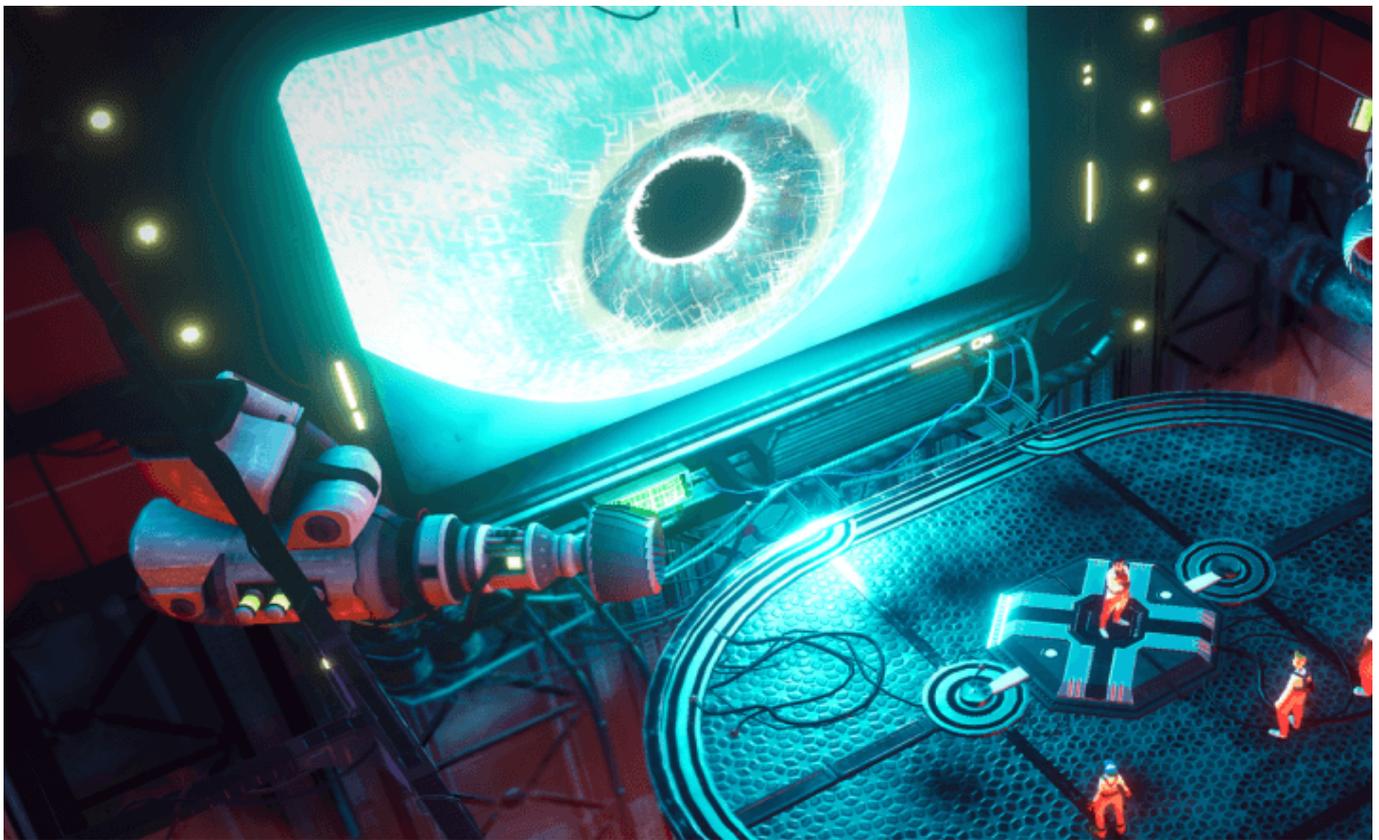
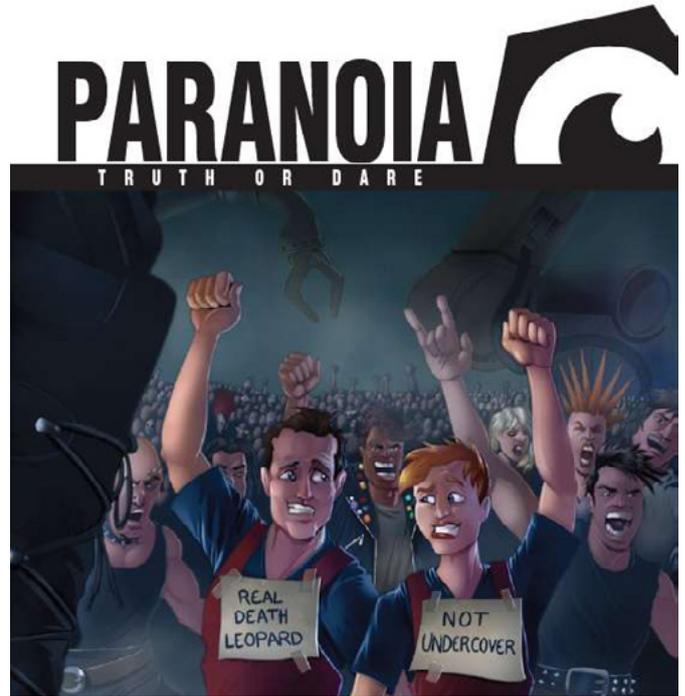
This is one of the best games to play in the RPG market, its dark, twisted and hilariously funny. Once you've played this game you'll definitely want to return to this world as often as possible. If you haven't spent a night trying to undermine and kill your friends, then you haven't played Paranoia. It's the one game you won't regret playing.

I did find the new rules a little strange at first, but once you get use to them, they are quite simple and easy to use. The card system is now one of my favourite aspects of the game.

Paranoia is far more narrative than other role-playing games. Which makes this is a great game for those ho thrive on narrative based games.

One aspect I did find a bit weird at first is that the GM doesn't use dice, dice is for players only. This sounds a little scary at first, but the no dice system does work well.

So, remember citizen it's 214, you have six clones, a laser pistol and the computer is your friend. Remember everything is pretty much considered treasonous.



WHAT COULD GO WRONG?

Fengdu, Ghost City

Fengdu, on the banks of the Yangtze River, is where the devil lives, according to Chinese legend. They say that spirits go to heaven, and evil goes to Fengdu. It used to be a burial area with scores of temples and shrines and a small ancient town. Due to the construction of the 3 Gorges Dam, the ghostly city is underwater. However, a hill and dozens of temples remain.

At the site, people can see statues and frescoes about hell. It is said that two men named Yin and Wang arrived at the place in the time of the Han Dynasty (206 BC to 220 BC). They became Taoist recluses, and it is said that they became immortals. The combination of their surnames, "YinWang," means "King of Hell" or "King of Darkness." Somehow, during the Tang Dynasty (618-907 A.D.) people started to say that the King of hell lived there.

During the Tang Dynasty, a temple was erected on Ming Mountain that depicted life in hell. It displayed demonic images and torture devices, reflecting the idea that good people will be treated well in the after-life and that bad people will be punished by going to hell.

The city consists of buildings, structures, dioramas, and statues related to Diyu and Naraka, concepts from Chinese mythology and Buddhism that signify the underworld or hell. It is modeled to resemble Youdu, the capital of Diyu.

After the building of the Three Gorges Dam and the rising of the water level of the river it became separated from the city of Fengdu, which was rebuilt higher up the mountainside on the south side of the river.



According to legend, Fengdu got its name of Ghost city during the Eastern Han Dynasty when two imperial officials, Yin Changsheng and Wang Fangping, came to Ming mountain to practice Taoism and in the

process became immortals. The combination of their names, Yinwang, means "King of Hell" and that was the beginning of the site's focus on the underworld. Many of the temples and shrines show paintings and sculptures of people being tortured for their sins.



Then the dead must proceed to Ghost-Torturing Pass where they present themselves for judgment before Yama, King of Hell. This is the second test. In this area there are large sculptures of demons.



According to Chinese beliefs, the dead must pass three tests before passing to the next life. First they must pass the 'Bridge of Helplessness'. This stone bridge was built during the Ming Dynasty and is a test for Good and Evil. It has three arches and only the middle one is used for testing people. There are different protocols for crossing the bridge depending on sex, age, marital status. At the bridge demons allow or forbid passage. The good are allowed to pass while the evil will be pushed to the water below. This is now done as a tourist attraction and performers characterised as demons momentarily stop tourists on the bridge but finally allow them across.

The third test is done at the entrance to Tianzi Palace where the dead must stand on a certain stone on one foot for three minutes. According to legend a virtuous person will be able to do it while an evil person will fail and be condemned to hell.

This would make a good location for an RPG, especially something like Cthuhlu.



CHIEFTAIN- BRITISH COLD WAR MAIN BATTLE TANK

JASON HUBBARD

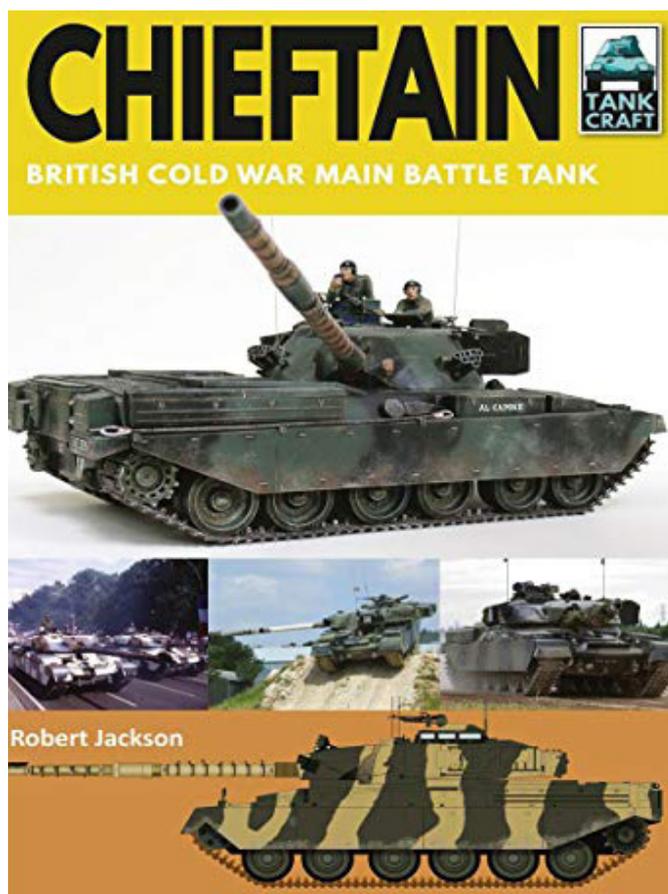
*Author; Robert Jackson
Publisher; Pen and Sword*

LAST issue we introduced you to the Tank Craft series of books published by Pen and Sword, this issue we have another great book from the series to review, though this time it's a Cold War tank rather than one from the second world war.

The tank in question is arguably one of the best MBT's from the Cold War period, the British Chieftain.

The Chieftain was first designed in the 50's and replaced the post war tank which saw action in the Korean conflict the Centurion, another great British tank.

The Chieftain is regarded by many as the best NATO tank that served during the 60's and 70's. Its advanced



armor and 120mm main gun, this made it one of the most formidable tanks during the Cold War. It was originally designed to fight against Russian armor but never fired a shot in anger in Europe. The Chieftain did see action in the Middle East during the Iran-Iraq war as well as serving in the Gulf War (Desert



Storm), on both occasions as part of the Iraqi military. It was exported across the world to countries like India, Kenya and Oman.

As usual these books are a great reference for both modelers and war gamers, it contains a plethora of



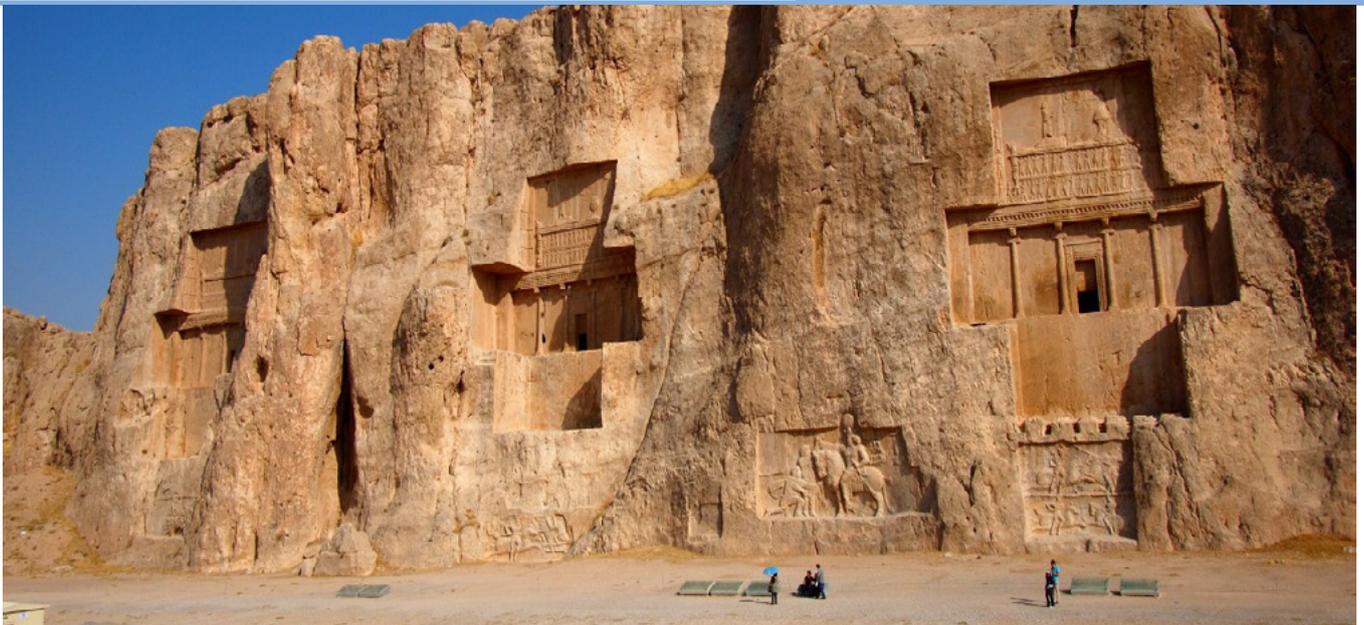
photographs, along with detailed information on the tanks and the regiments that served with the Chieftain.



There is also a section on the variety of modelling kits that are currently available to purchase. Along with information on the development of the tanks, and battlefield performance.

This is a great reference book for anyone considering building a model kit, but its also a great for those wanting to include the MBT in a Cold War army, especially for those wo plan to play Team Yankee.





Persian Empire

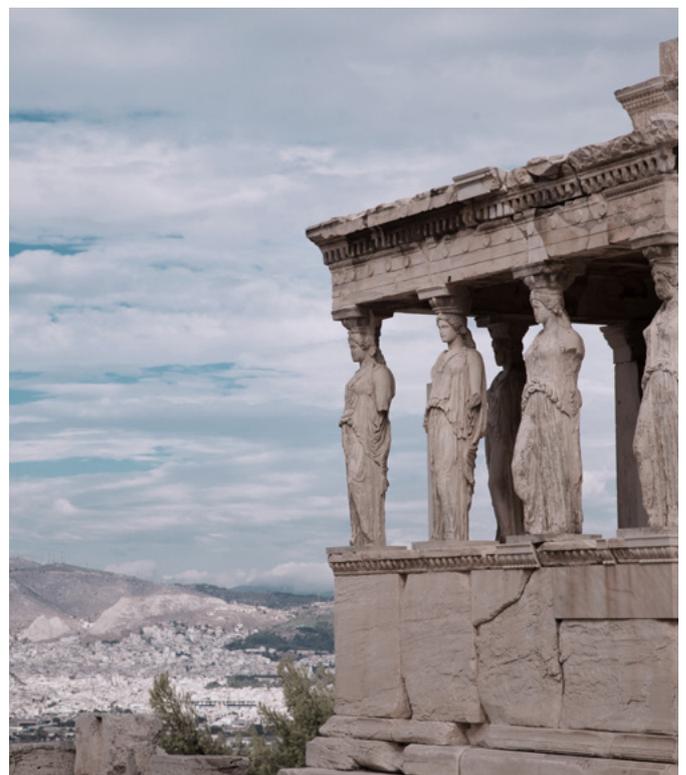
Jason Hubbard

Rome's obsession to conquer Persia dates back to around 55 BC when Crassus needed a victory, and the plunder that would come with that victory, for political ends in Rome. He looked to the Persian empire to provide both. Crassus took a Roman army into Persia near the town of Harran and met with a Persian army under the command of Surena. It was at this battle that the Roman army met a new type of soldier, horse archers and heavily armoured cavalry very similar to medieval knights.

The horse archers armed with laminated bows could loose an accurate shot from 300 yards and it would punch through Roman armour from 150 yards away. Another devastating feat these horse troops could perform, was called the Parthian shot. They could fire the bow from behind and whilst being pursued were able to turn in the saddle and loose accurate shots at their pursuers.

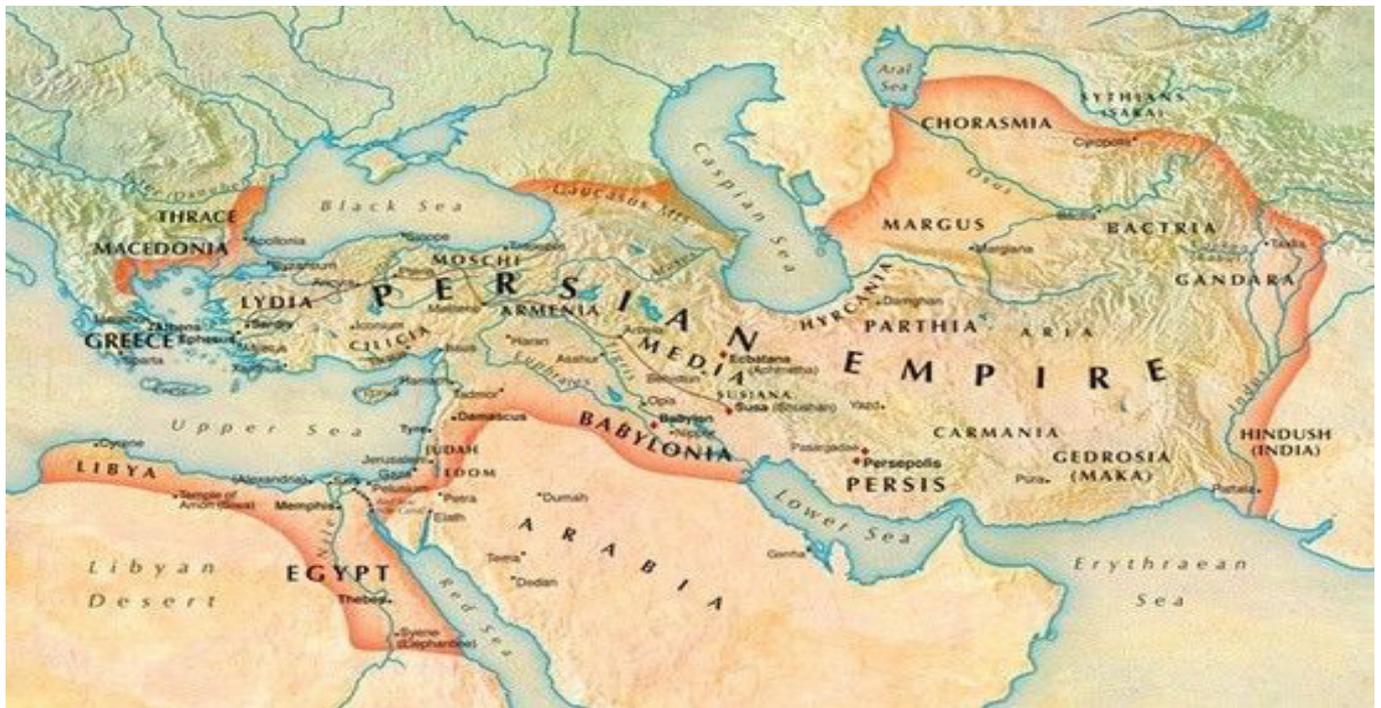
Crassus lost the battle of Harran, along with around 30,000 legionnaires, whilst a further 10,000 were captured. Only around 500 soldiers returned home to Rome.

The captured forces were brought into the Persian military within Central Asia. Chinese records state that two generals encountered a strange army in a city 500 miles east of Margiana. They had a fortified position in the form of a double palisade and were being drilled with large rectangular shields to form a defensive screen. The only soldiers during this period who used these tactics, fortifications and large rectangular shields were the Romans.



Persian Frontier

The frontier with Persia became a constant conflict. Rome's professional army consumed 80% of revenue gained from taxes. The empire had become a military state whereby the army could appoint or dethrone an emperor. It had reached the point where the only way to feed itself was from plunder gained from military action. By the time of Severus Septimius the most lucrative place to conquer was the vast Persian empire.



Severus managed to capture Ctesiphon and gained two new provinces, Osrhoene and Mesopotamia. The amount of gold, silver and commodities gained from that military operation kept the Roman empire's treasury from going bankrupt for a couple of decades.

During the third century the border between the Roman empire and Persia's was in a constant state of conflict and was, from cross-border raids and skirmishes to small-scale military actions.

In 295 AD Rome was repelled in an attack in Ctesiphon, but they captured the Persian king's harem. The capture of the harem was a massive coup, not only did it contain thousands of concubines, but it also housed the entire royal family along with the royal children.

Rome returned the harem for control of the Persian lands in the North West which included Northern Mesopotamia. A treaty was brokered. The defence of the border was becoming a massive full-time job that drained the empire of money annually.

In 312 AD, Constantine came to power in Rome after a bitter civil war. He decided to shift the seat of power to Constantinople away from Rome. Another change he implemented was to make the Roman empire Christian, which led to persecution of Christians in the Persian empire. On the death of Constantine, Shapur II moved to retake the lands Rome had previously taken, so from 337 to 350 Rome and Persia were in a state of war for the land of Mesopotamia.

The ongoing conflict against the Persians during the last two centuries had drained both the Roman economy and military. It placed a constant drain on resources of other frontiers within the Roman empire reducing manpower along the Rhine and Danube. This led to larger incursions by Germanic and Gothic armies. It probably also led to the hiring of Germanic mercenaries in the later stages of the empire and the payment of tributes to the Huns, Goths and Vandals.

At the same time the same was happening to the eastern borders of the Persian empire i.e. the Persian army was also slowly being drained of resources. This led to the Huns on the Kushan frontier being able to move into Persia and across to the Roman empire.

Sassanians

Septimius Severus's campaign against the Persians had weakened the Romans and this had allowed the Sassanian movement to take power. The old feudal style of government that the Persians employed was obliterated by the Sassanians and replaced by a centralised system of government. This was very similar to the Roman system of government.

Another change they made was to develop a professional army. Troops were placed on salaries, which meant that the Roman army was no longer the only professional standing army in the ancient world.

From the Sassanians, Iran was born, and all non-Iranians were considered to be from the Kingdom of Lies, which generally meant anyone from the Roman Empire.



In 231 AD a Roman army was sent to Antioch under the control of the Emperor Alexander Severus. The aim was to try and start negotiations with the Sassanian emperor Ardashir. Ardashir sent four hundred envoys, who were richly dressed and outfitted, to the negotiations in Antioch. The aim of this was to show the Romans the wealth and power that lay within the Sassanian empire, with a subtle message that the Roman army should leave Syria and hand back all territory in the east.

Alexander sent the troops into what became a stalemate. The Romans lost large quantities of soldiers, whilst the Sassanians lost land in Mesopotamia. Alexander was murdered two years later by his own army.



King Shapur

By 220 AD Persia was now 400 years old and it had been in conflict with Rome for most of those 400 years.

Shapur was crowned in 241 AD following the death of his father. Shapur needed and looked for new conquests to cement his coronation. His first military task was to invade the Kushan Empire and in doing so he destroyed the Kanishka dynasty. Once that campaign was completed, he turned his focus on the Romans by pushing deep into Mesopotamia. Once in Mesopotamia he came up against the Roman Emperor Gordian 3rd (238-244 AD).



Gordian was an inexperienced 17 year old and was no real match for Shapur. Gordian was being advised on military matters by the Praetorian Prefect Gaius Timesitheus. Shapur and his army met the Romans west of the Euphrates near the town of Reshiana. Here Shapur received a setback. Gordian also received a setback when Gaius took ill and died from disease leaving Gordian to campaign without him.

Gordian marched his forces to Babylonia. They clashed with Shapur's forces at Misikhe. It was during this battle that Gordian was killed and the Roman force destroyed. Philip the Arab, who had succeeded Gaius as Gordian's military advisor, desperately needed to



return home to Rome now that the Emperor was dead. He was eager to finish the campaign against Shapur so that he could return without delay. He paid Shapur a large sum of gold to effect a peace treaty.

Philip was succeeded by Decius as the new emperor in 251 AD. He died the same year whilst on campaign against the Goths who had inflicted a terrible defeat against the Roman army. This defeat allowed, or prompted, Shapur to begin a new campaign against Rome. He knew that the Roman army was weak because of defeat at the hands of the Goths. Shapur took his troops along the Euphrates into the province of Syria. At Barbalissos the Roman garrisons stationed



there were destroyed, Shapur claimed 60,000 Roman troops were killed, though this is probably a slight exaggeration. This now meant that Shapur had control of Syria and the capitol Antioch. At this period Antioch was one of the largest and most prestigious of the Roman cities within the Empire.

It was because Antioch was such a prestigious and wealthy city that Rome responded immediately by sending troops under the command of Publius Licinius Valerianus (Valerian) to relieve the city. The initial campaign went in favour of the Roman army. They forced Shapur to fall back, though this campaign by Persia was more in keeping with a raid than a serious military campaign.

By 253 AD Valerian managed to win a small victory on the outskirts of Edessa, then bad luck struck in the form of disease and plague breaking out within his army. The disease decimated the army and Valerian was forced to retreat behind the city walls of Edessa. Once inside, Shapur saw an opportunity to exploit and moved to besiege the city. It wasn't long before Valerian offered terms and decided to negotiate in person alongside his senior officers. This was an unusual tactic, and not one Shapur would have contemplated, even though within military and noble circles in Persia there is a great sense of honour and code. Valerian may have also thought he was safe due to this high honour, but the negotiators and Valerian were taken captive.

It was said that Shapur used Valerian as his mounting block when getting onto his horse. Valerian lived another two years. After he died, Shapur had Valerian's skin stripped from his body and stuffed with straw to make him look lifelike. He then placed it on display in a Persian temple.

The ruler of Palmyra, Odaenathus, saw an opportunity to make an alliance with Persia and sent envoys to Shapur suggesting such a move. Shapur sent a

message back stating that Odaenathus, was a vassal and insolent to suggest an alliance. This insult was a mistake, because Odaenathus was an excellent field commander with a small highly mobile force. Odaenathus attacked the Persians. As they were retreating from recent victories laden with plunder, he managed to send them scattering. He then used his power as a Roman magistrate to command the forces of the East. Suddenly Shapur was on the defensive against a Roman army who were commanded by a competent and experienced general. After five years of campaigning Shapur was driven from the Roman provinces he had conquered. Odaenathus even managed to drive his troops to the outskirts of the Persian city of Ctesiphon.

Shapur remained in a wary stand off with Rome. He had lost as many battles as he had won, though he had gained a vast amount of prestige for capturing the Roman Emperor Valerian. Problems were growing along his own borders. Those with India were now presenting problems he could no longer ignore. He was also having to deal with Nomads from further east who were also proving to be troublesome. So his focus on Rome was switched to internal and eastern borders. Shapur continued to reign until 272 AD when he died from natural causes. This was unusual for a Persian monarch.





Palmyra and Queen Zenobia

Palmyra was part of the Roman province Syria Phoenice. It was a very wealthy trading city with its population dedicated to import-export between East and West. Most of the trade between the Mediterranean, Persia, India and China went through the city, which made its inhabitants extremely wealthy. With its wealth they had street colonnades built and the city had a Romano-Greek style and feel. They trained an army of horse archers to protect their investments and provided a constant supply of troops to the Roman army.

Yet the ongoing conflict between Persia and Rome was having a detrimental effect on trade which meant lower levels of wealth. It became so bad that around 250 AD the ruler of Palmyra sent word to Shapur offering to become an ally.

Shapur refused saying he had no allies but subjects. Emperor Valerian offered the ruler of Palmyra, Odaenathus, the governorship of Syria, in return for troops in Valerian's campaign against Shapur. When Valerian was captured, the new governor continued a campaign against Shapur. The new emperor Gallienus named him Supervisor of the East.

In 267 AD the governor was assassinated. His wife claimed the title on behalf of her son and became Queen Zenobia. She was an accomplished hunter and fought alongside her husband against the Persians.

Gallienus decided to announce that the authority of Zenobia would be limited and Palmyra would be become a client state. She decided otherwise and set herself up as an independent state. She even went as far to mint her own coins with the term Augusta, mother of the emperor, and gave herself the title Queen of the East.

Aurelian replaced Gallienus as Emperor and set about bringing those provinces who had rebelled, which included Palmyra, back under military and central control. The Roman army fought two battles against Zenobia and her army, winning on both occasions.

Zenobia was captured and sent back to Rome, with her reign ending in 272 AD. In 273 AD the city of Palmyra was flattened and its inhabitants were either killed or sent into slavery.



IMAGES OF WAR; US COLD WAR TANKS & ARMoured FIGHTING VEHICLES

JASON HUBBARD

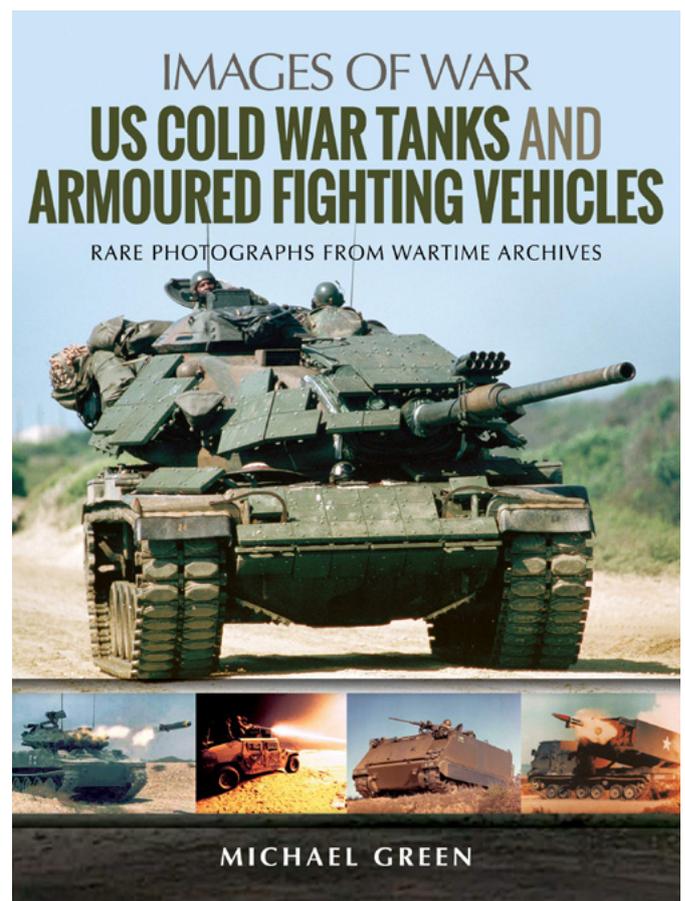
Publisher; Pen & Sword

Author; Michael Green

POST-WW2 the US and the West saw the Soviet Union as the new major threat to world stability. To combat that growing threat the US military developed and deployed a range of Main Battle Tanks and Armoured Fighting Vehicles throughout the Cold War period.

Author Michael Green covers all those vehicles and their variants in great detail. This includes the numerous armoured fighting vehicles that served alongside the tanks in the US military.

Most of the tanks and AFV's in the book would have faced the USSR military had there been another World War in Europe. The author has done a fine job of writ-



ing about not only the vehicles in question, but also the development and production of those vehicles. This is an absorbing read that covers tank development from the end of the Second World War right through to the Gulf War (Desert Storm), as well as covering conflicts in between including Korea and

Vietnam. This is a great volume looking at US armour during the Cold War. The author does a great job of including both the pro's and con's of the vehicles he's discussing, which make for interesting reading.



This is one of those books that will appeal to war gamers, modellers and military history enthusiasts in equal measure. The book contains a wealth of information that will appeal to both the wargamer and historian alike. It's lavishly illustrated throughout, which makes this a great resource for those who are planning to model and paint a US tank from this era. Likewise, the mages will be an invaluable resource for war gamers especially for producing unit variations.

The Cold War was an interesting period for military history, especially for those with an interest in technology, during this period it was a race for the best



technologically advanced military, and the tank was the at the forefront of this technology race. It was also a period of constant conflict somewhere in the world, many of these wars and conflicts were fought by the major powers through proxy. Meaning they were supplying those fighting with military hardware and advice, which means that many of the tanks and vehicles developed by both the US and USSR saw action but



not with the countries that originally developed them. The MBT first came to the fore in World War 2 and has never looked back, it has become the main battlefield armament, becoming more powerful and technologically advanced with each decade post WW2. Michael does an outstanding job of describing this journey



from 1945 through to the modern era. This book is a must for anyone interested in US military during the Cold War period. It's an invaluable resource for those looking to build a US army for war gaming, especially those starting out in games such as Team Yankee.



Finding Influence in Asian TV

Jason Hubbard

I suspect that most gamers find influence on what games to play or scenarios from a number of sources, including books, history, comics and Film/TV. In this short article I'm going to look at finding influence in film and tv for Asian based game ideas. Getting hold of Asian films isn't all that hard, as there has been for many years a regular influx of films from the east readily available for purchase in shops, but for the purpose of this article I'm not going to be looking at DVD's that can be bought. I'm going to be reviewing some of the apps available to view Asian film and TV, at the same time I'll be recommending some of the choice films or TV shows which I think are some of the best ones to view.

The apps I'll be looking at are as follows;

Viki

Netflix

Amazon Prime

Last year there were several TV shows worth watching from China and Korea, one of the best was The Longest day in Chang An, this can be watched on both Viki and Amazon Prime. The TV series is about a former detective turned convicted criminal, who becomes China's last hope to thwart mysterious invaders who threaten the empire's capital city on the day before



the Lantern Festival. This is a historical drama set in the Tang Dynasty, with the features of the 24 TV series. Its action packed, full of suspense, drama and great set design.





On Netflix one of the better series was a Korean historical Zombie drama, called Kingdom. I really enjoyed this first series, and it has been given a 2nd season due out soon. The series is adapted from the webcomic series The Kingdom of the Gods, which was authored by Kim Eun-hee and drawn by Yang Kyung-il. Set in Korea's Joseon period, a few years after the Japanese invasions of Korea (1592-1598).

It tells the story of Crown Prince Lee Chang (Ju Ji-hoon), who becomes embroiled in a coup/political conspiracy and is forced to embark upon a mission to investigate the spread of a mysterious undead plague that has beset the current emperor and the country's southern provinces. This definitely one of the TV shows to catch on Netflix, especially if you're considering an historical but with a supernatural flavour.



Over on Viki and Amazon there are quite a few dramas set during WW2 which are worth watching. The first is Sparrow on Viki, this is a spy drama set in Japanese occupied Shanghai, which revolves around a communist spy called the Sparrow, and Nationalist spies who have infiltrated the Japanese military and police. Set in the 1940s during Shanghai's revolutionary times,



communist agent Chen Shen infiltrates the Japanese' base and adopts the code name "Sparrow". His mission is to obtain the "zero" intel, a secret plan that could destroy China. To do so, he becomes the assistant of Bi Zhongliang, the leader of the Special Operations Team under the Public Security Bureau.

The next recommendation is My Battalion which is available on Amazon, it has two seasons. It is a heroic story of Chinese Army courageously resisted the Japanese Invaders during the World War II. In the year 1938, the Japanese Army went down south to invade Xu Zhou. Liao Guangyi, the Chief Commander of the



56th Corps were forced to retreat.

This tells the story of this famous battalion from their retreat to the final battle which they fought. This is highly recommended for anyone thinking of building a Chinese army for Bolt Action or any other WW2 period rule system.



My final recommendation is My Country is a Korean historical drama set During the transitional period between the end of the Goryeo dynasty and the beginning of the Joseon dynasty, two friends become enemies following a misunderstanding.

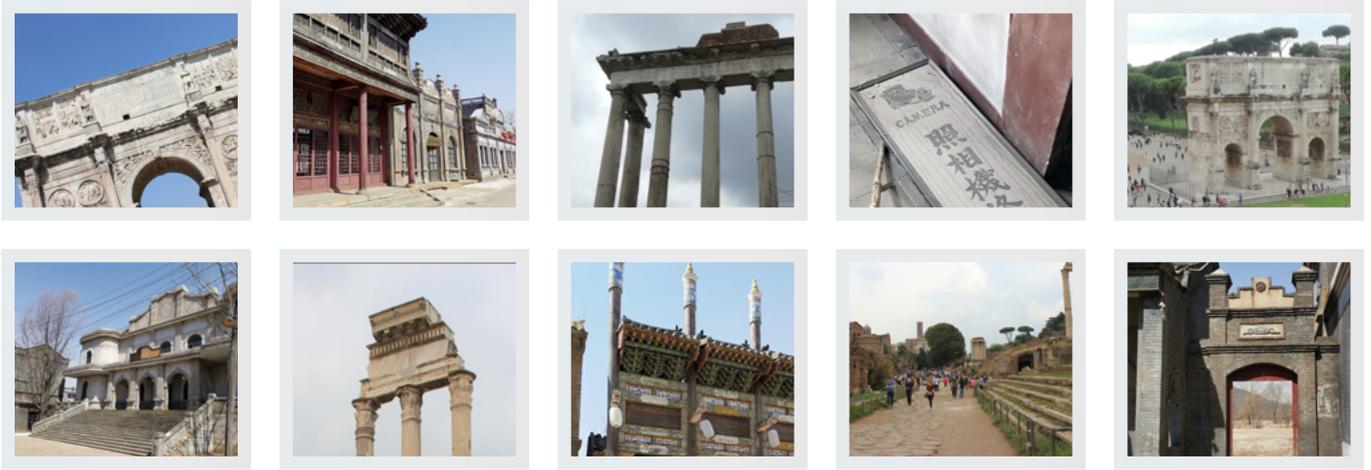


They try to protect their country, and the people they love, their own way. The series follows the bloody coup that started the Joseon Dynasty, centred around a group characters that are caught in the coup. They fight to survive against the turmoil and strife of this period.



There are several more TV shows that are worth catching such as the Candle in the Tomb, set in modern China, about tomb raiding, with ghosts and other supernatural phenomena. I'd recommend Viki as it can be watched for free, if you don't mind the adverts and all of the programmes are subtitled.





Terrain and Army Projects for 2020



So, with the new year just around the corner I've decided to come up with two new large projects for 2020. I'm currently in the process of converting my garage into a hobby and moving out of the small bedroom I currently use as my man cave. This means a lot more space for myself, and I can finally start some terrain projects which I haven't been able to do. It will also mean I can finally build the 4 Ground Tavern I have, as I'll have the space to store it once it's fully built, but that isn't one of the projects I have planned for next year.

Chinese/Asian Country Town

On a recent trip to China I visited a permanent movie set in Shenyang. It's an early 20th Century period town, which is still used for filming. Whilst I was wandering around there was a small film crew filming in one of the buildings.

The set inspired me to build a small provincial town, set in the period 1900-1945. The plan is to build a complete table using the new interlocking Sarissa tiles, along with some building from various companies, some of which would have to be converted to look more Chinese in design.



So, whilst at the movie set, I managed to take as many pictures as possible to use as reference when I returned. I also managed to visit Chengdu which has a the Wide and Narrow street, which has buildings from the Qing dynasty period, though these days they're used a tourist shops, bars and restaurants, and I'm hoping to use some design inspiration from this period within some of the buildings.

The first step is to design some layouts and get an idea of what I plan to do, at the same time I've started to collect materials I'll be incorporating into the build. For instance, I've been grabbing wooden stirring sticks from several well-known coffee shops, as these make great fencing planks, that have a more rustic look and feel to them. I'm planning to have two types of roads within the build, one will be cobblestone for the main town area and rustic dirt tracks outside of the town.

The reason being that the majority of the roads outside of the city would have been dirt tracks, especially in the rural areas.



SPQR/Mortal Gods Hellenistic Project

For several years I've been toying with the idea of gaming an Ancient Greek City States campaign, at one time I was planning to do this in 1/72 scale using Warhammer Historical, then Mortal Gods appeared, and I



considered that in 28mm. I finally bought SPQR because it allowed me to play several armies of that period at a skirmish level which appealed more to me than any other option I had contemplated. So, I grabbed a copy of the rule book from Warlord and made the decision to build a Greek war band from the Hellenistic period, as well as a Republic Roman army.



So, the plan for the project is to build two small armies, one Roman and the other Greek, using a mixture of Warlord, Victrix and Footsore miniatures. I also plan to build terrain for this campaign, and I'll be making use of the Sarissia tiles again. I should be able to double up some of the tiles for both projects, such as river sections.

My plan is to make a small Roman urban section and a rural Greek section/table. Though I'm aiming to be able to mix and match some of them. I already have some terrain such as a Roman Villa, the Temple under construction from Gangs of Rome starter, some Greek





columns and a Roman statue. This will also mean I can play *Gangs of Rome* with this terrain project as well. So originally, I planned for this project to be used for *SPQR*, but it's now going to be used for *Mortal Gods* as well, as I received a copy of the core set for Christmas from my wife. Update Post Xmas, I also received *SPQR* starter set for Christmas, so this project will now be for both *Mortal Gods* and *SPQR*.

My first port of call for this project is to research locations, building and architecture from this period. I'm hoping that a lot of the building will be able to cross over, so they can be used either for a Roman scenario and alternatively in a Greek setting.

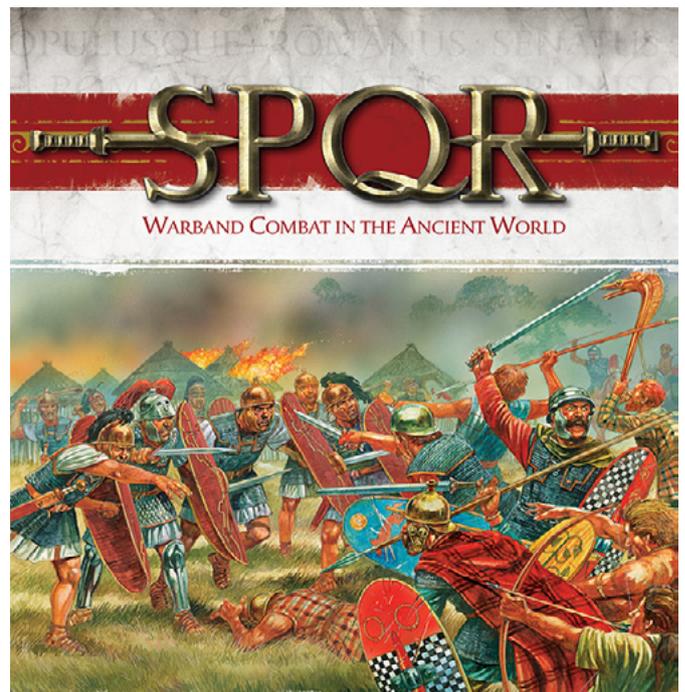
The first board for this project will be a ruins location. I managed to pick up a columns ruin whilst on holiday in Rome that is perfect size for 28mm. I also have two Greek busts which are the same, so I plan to cut one up to use as a head of a fallen statue. The busts cost me £1.80 each on eBay which was a bargain. This will be my starting point over Christmas for this project, it should act as a focal point for the rest of the board.

SPQR starter set;

I was quite impressed with this boxset; the price point makes it excellent value. It contains 70 highly detailed

plastic miniatures from *Warlord*, a 196-page rule book, along with waterslides, dice Hero and unit cards. The two war bands, 17 Republic Romans which includes a hero model, whilst the second war band are Gaul's, consisting of 40 warriors with command, 12 archers and a chieftain.

This really is great value for the price, and an excellent starting point for this new game by *Warlord*.





Mortal Gods

This is another skirmish game, though this time it's set in ancient Greece, though the miniatures in both sets could be used in either game. This starter set is slightly more price wise than SPQR, though my other half picked up a copy during Black Friday week at a similar price point to SPQR.

The box set contains 38 plastic miniatures by Victrix, which includes 16 Hoplites, 8 unarmoured hoplites, 8 peltasts and 6 slingers. These could be used as one large warband or two smaller ones.

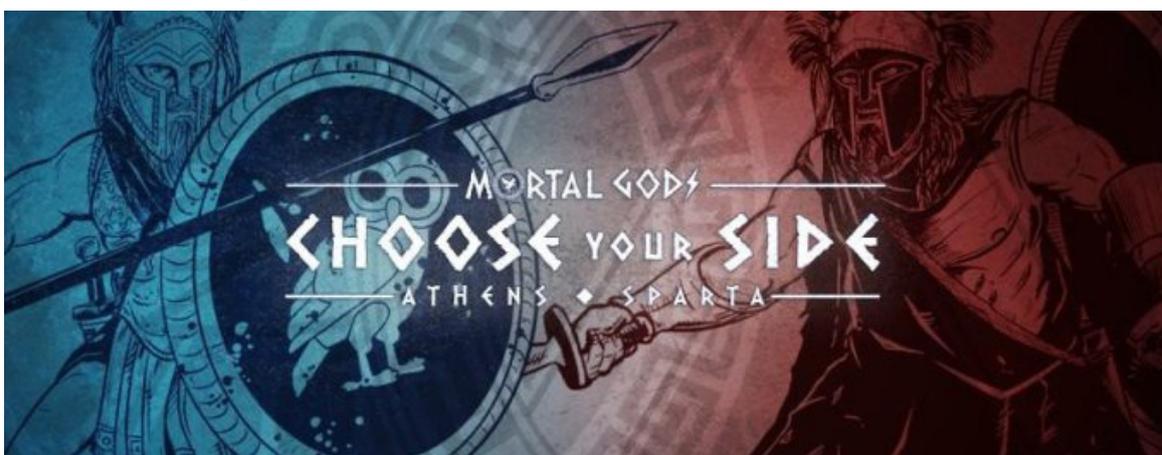
Also included in the starter set is the rule book, 2 reference sheets, dice, measuring sticks and 163 cards,

which includes roster and phalanx cards, along with cards for gifts, injuries and omens.

Both sets are a great intro point to ancient wargaming, both at a reasonable starting point as well. I have always been a big fan of ancient wargaming, but never really wanted to build an Ancient Greek or Roman army large enough to play this genre of wargaming.

Years ago, I did make a start on building an Imperial Roman Army, and planned to use the Warhammer Historical Ancient Battles rule system, a rule set I still believe it's one of the best mass battle rules for historical.

Both these sets will allow me to play this period without having to build large armies to do so.





Mortal Realms Battle Games in the Age of Sigmar

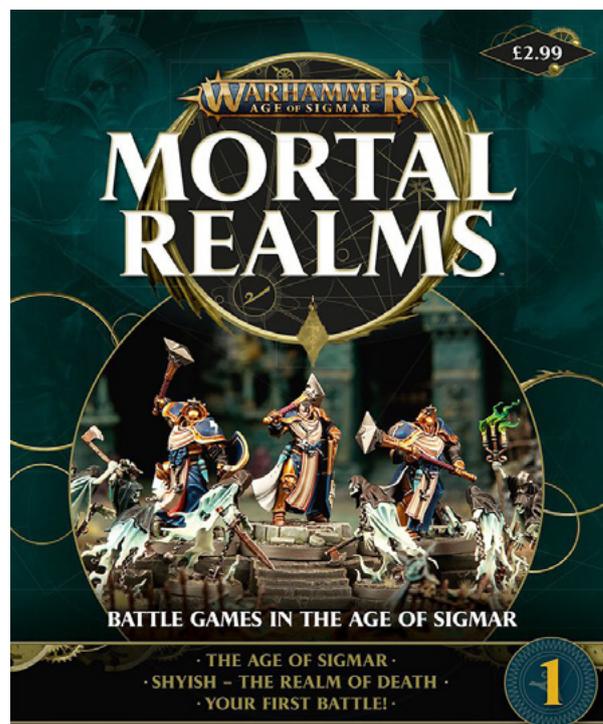
I recently managed to pick up the first copy of the New Hatchette Partworks and Games Workshop publication which will introduce you to the world Warhammer Sigmar. This new series will allow you to collect miniatures, paints with all the information to take them to the tabletop and bring the Age of Sigmar to life.

The first issue provides you with thirteen miniatures, dice, ruler and the first issue of the magazine. The miniatures are three Sequitors from the Sigmar faction and ten Chainrasp Horde. These are easy fit together miniatures, the type provided in the starter sets from Games Workshop.

The collection allows you to build two armies, as well as teaching you how to paint them, along with guiding you through learning to play Age of Sigmar. On top of all this the series will give you in-depth information to the world of Sigmar.

The first issue is great value for money at £2.99, especially when you realise it has a retail value of £35. This is typical of any part work series as it's designed to get you hooked. You also get in the first issue, a plastic movement ruler, double sided A4 battle mat.

This time they've gone to a different approach when compared to the 40K part works, in the first issue they provided models from only one of the factions along with paint, so you had to wait until issue 2 to play a game. This time they've provided miniatures from both sides so you can get playing straight of the bat. The magazine provides some detail of the 8 realms,



along with information on the two forces the Stormcast of Sigmar and the Nighthaunt army of Nagash. As well as further details of the Sequitors and Chainrasps, which are the models provided with this issue.

Future issues will come with the following;

Issue 2 – comes with 4 easy-to-build Banshees, Corax White paint and brush.

Issue 3 – Packaged with 4 easy-to-build Castigators with Gryph-Hound and Retributor Armour paint.



Issue 4 – Comes with 4 easy-to-build Glavewraith Stalkers, Nihilakh Oxide paint and battle mat.

If you subscribe to the series, then you will also receive the following;



- Citadel Modelling Kit (issue 1)
- A Binder (issue 5)
- Citadel Brushes (issue 7)
- Citadel Paint handle (issue 10)
- Water Pot and Palette (issue 12)

This is a great way to start the Sigmar hobby, and you'll save roughly £150 over the whole collection compared with buying through retail from a hobby store. The only downside is due to this being a part work series, a lot of part works have been known to stop before the collection comes to an end. So, people need to be aware of this potentially happening when they subscribe. For hobbyists already playing Sigmar, it's a great way to gain some extra models at a bargain price. Myself will probably grab the second issue, and then after that the occasional issue when I quite fancy the miniature on the magazine.

On top of that if you pay an additional £2 per issue as a subscriber, you'll also receive the following introduction forces;

- Flesh Eater Courts (issue 5)
- Sylvaneth (issue 8)
- Orruk Warclans (issue 13)
- Blades of Khorne (issue 18)



ARMIES OF THE HELLENISTIC STATES 323 BC TO AD 30

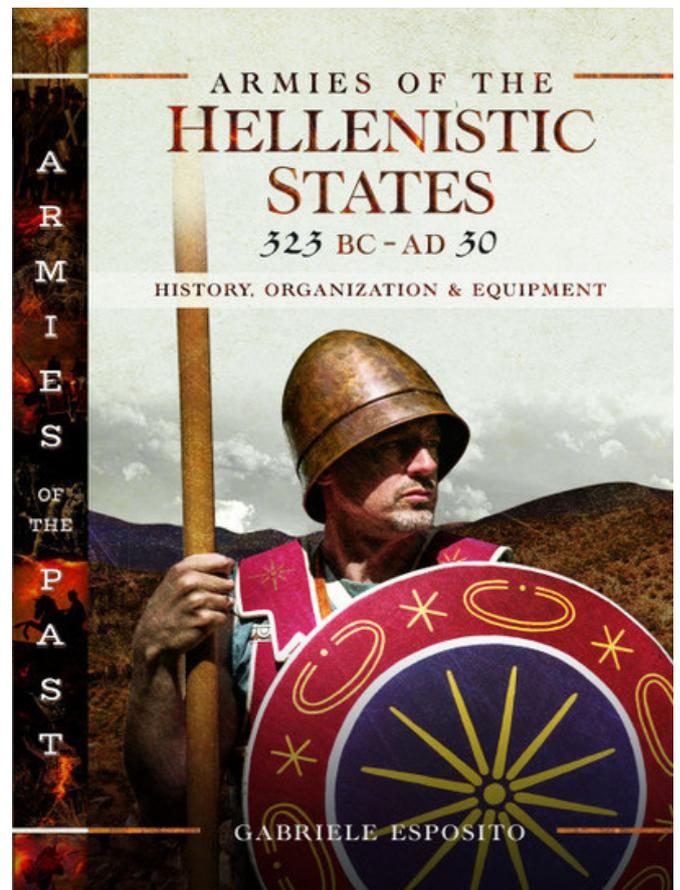
Author: Gabriele Esposito
Publisher: Pen and Sword

REVIEW BY JASON HUBBARD

This book provides a complete and detailed analysis of the organization and equipment employed by the armies of the Hellenistic States. After Alexander the Great's death in 323 BC, his immense Macedonian empire was divided between his ambitious generals, who in turn formed their own monarchies across Eastern Europe, Asia and North Africa.

This work will follow the development of the Hellenistic military forces from the army bequeathed by Alexander the Great to the complex military machines that succumbed one by one in the wars against the expanding Romans.

As decades and centuries progressed, Hellenistic warfare became always more sophisticated: the 'diadochi' (Alexander's successors) could field armies



with thousands of men, chariots, elephants and siege machines; these came from all the territories of the former Macedonian Empire. The book will also show how Hellenistic forces were strongly influenced by Roman models during the last years of independence of their kingdoms. The states analysed are Macedon, Seleucid Empire, Ptolemaic Egypt, Greco-Bactrian

Kingdom, Armenia, Pergamon, Pontus, Cappadocia, Galatia, Bosporan Kingdom, Epirus, Sicily, Achaean League and Aetolian League.

Gabriele Esposito covers 350 years of Hellenistic history in a single book, examining the organisation and equipment used by the soldiers of the Hellenistic states.



When Alexander dies in 323 BC, his empire fragmented and broke up. Separate states formed in the aftermath, and new kingdoms were born right across Alexander's former empire.



The author reveals the various military forces that existed in the wake of Alexander's death right up until the Roman Army made the Phalanx obsolete in combat.

Every time the military forces of the Hellenistic states faced the Roman army in battle they lost. Gabriele writes in a very easy to read style, which makes this a joy to pick up and peruse. It is lavishly illustrated throughout with photographs, diagrams and maps.



The book is broken down into 15 chapters and 155 pages, even though this is quite a slim volume, it's packed with useful information.

Wargamers especially will love this book, as it provides just enough detailed information that doesn't bog the reader down, likewise all the reference photos will be a great resource for those who like to model and paint.



For those looking to study the period this would be an excellent starting point to jump off from.

I've enjoyed reading this particular book as I've toyed with the idea of gaming this period of history for some time. I even picked up some 1/72 ancient Greeks to start a small army but never got around to painting and fielding them in battle.

Reading this has tempted me yet again to build and paint an army, and maybe this time I'll start and finish it.



Castle Gaming – Table Top Hobby Centre

Alex Garbett

Castle Gaming is a Table Top gaming store and Independent retailer in South Yorkshire which is based on the main road between Sheffield and Manchester and offers a warm and welcoming environment to all tabletop gaming enthusiasts.

The Castle Gaming store has a wide selection of Games Workshop products available along with several other manufacturers and continues to expand upon the ranges it can access through trade accounts, offering the club members and its customers discount off RRP ensuring your hobby funds go as far as possible.

The store also offers a clean and bright venue with space for several games to be run at anyone time along with an area for hobby and painting. The opening times are built around its patrons and during the week is opening evenings till late and during these times operates a 'subs' policy which supports the store but also gives people access to unlimited Tea, Coffee and Biscuits.

Castle Gaming originally started as a gaming club for the original core members at a local pub (The Castle) on Thursday evenings as a place where (after the toils of the working day), the club members could meet and have good pub food, which was then followed by whichever tabletop or boardgame was brought up that evening played till late.



Since the initial meetings at the Castle Pub, the core group of gamers has grown and needed a dedicated space so the decision was made by several members to club together and invest in a gaming/retail venue to allow the gaming group to grow and flourish,...and



almost 2 years after its launch and opening the Club and Store continue to grow from strength to strength.

The club regularly hosts its several RPG groups who play a wide variety of games from various versions and rules sets of Dungeons and Dragons, to Vampire the Masquerade, Star Trek Adventures, Call of Cthulhu and many well and lesser known titles but your guaranteed to find something which will appeal to you if you're an Role Player.

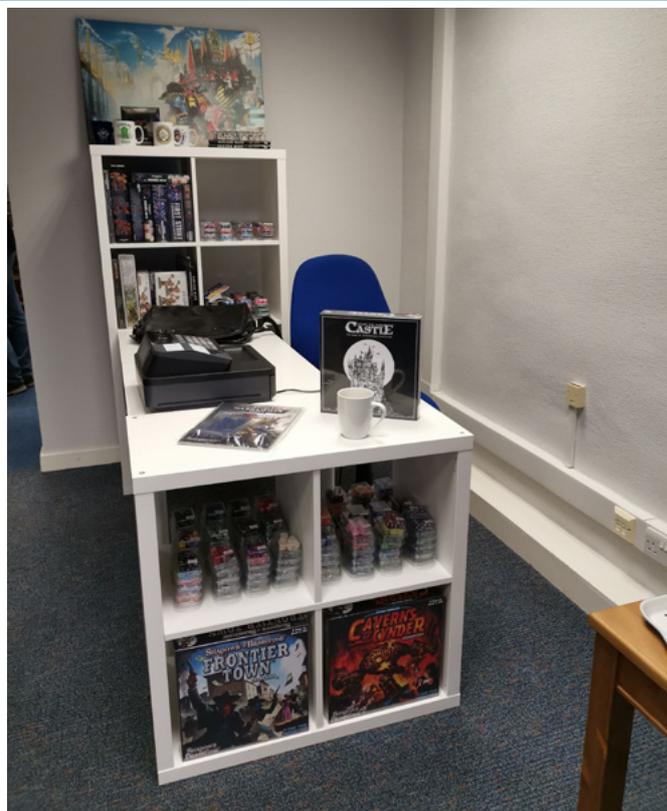


Castle Gaming also has a large catalogue of board-games which are owned by the Club and open to players as part of the 'subs' policy allowing gamers to organise to meet up at the store and pick a game depending on either pre-arranged agreement or based on the mood of the players.



The boardgame library consists of titles such as Twilight Imperium, Spartacus – A Game of Blood and Treachery, Xia – Legends of a Drift System, Fleet Commander, Risk, Monopoly, Cthulhu Wars and many many more.

Finally Castle Gaming caters for table top wargaming in all its forms and games from Warhammer – Age of Sigmar and Warhammer 40,000 to Star Wars Legion and Imperial Assault, Star Wars X-Wing and Armada,



Bolt Action and historical gaming, with the store having lots of suitable terrain and gaming mats allowing for a wide variety of games to be played as singles or as part of a club run campaign.

If there is anything your needing then reach out to the Store staff or other club members to ask a question or seek advice on any of your gaming needs as they are more than happy to help provide support where possible.



463 Manchester Road,
Stocksbridge
Sheffield
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<https://www.facebook.com/CastleGamingUK/>

QIN ARMY

Watchful I Studio

<https://www.watchfulstudio.com/>

JASON HUBBARD

Recently I was sent a selection of miniatures by Watchful I Studios from their Qin Army range. These will be more commonly recognized as Terracotta Warriors, which were an outstanding archaeological find in Xian, China several years ago.

The Qin were known for unifying China and creating the first dynasty. The first emperor Qin Shi Huang is known for creating not only the first dynasty, but also starting the creation of the Great Wall and being buried with the famous Terracotta Warriors.

Qin Shi started the construction of the wall, though it was continued for several hundred years by successive Emperors. As a ruler he was considered a tyrant despite his many achievements, in his second year, he became aware of scholars discussing his arrogance, in temper he had 460 of them buried alive.

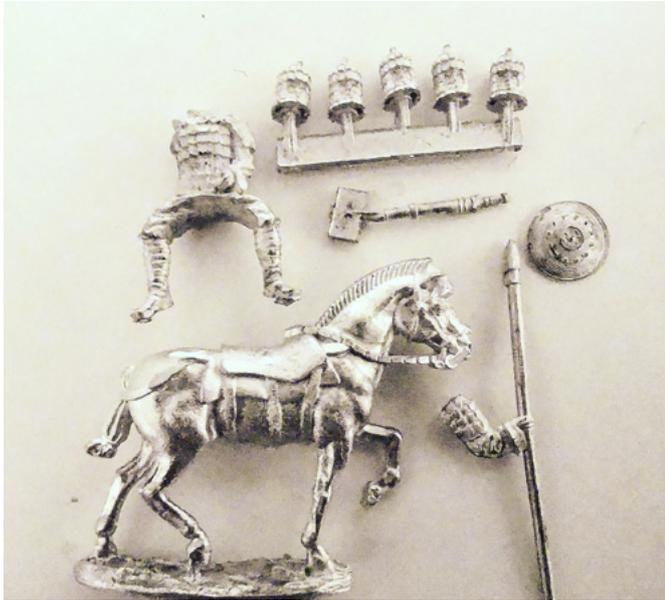
Both myself and Alex were fortunate to visit Xian on a trip to China a few years back, where we managed to visit the provincial museum and the Terracotta Warriors. It was a great experience, and I'd highly recommend visiting if you get the chance.



The first miniature we'll take a look at is the officer. All the bodies are pretty much similar apart from the cavalry. With this model you get a selection of heads to choose from along with optional arms. There is very little in the way of mould lines and flash, which means they're very quick and easy to clean up and prep for undercoating. I plan to make use of the extra heads and arms to make additional officers.



The cavalry is quite nice in the heavy armour, armed with spear, sword and shield. The horse is really nicely sculpted, whilst it's a nice looking mini I prefer my cavalry to have a more dynamic pose like they're charging.



That said they're a very nice miniature, and I'm looking forward to painting them.



Next up are the archers, these are lightly armoured as you'd expect with missile troops. There is a sword arm option for one of your soldiers to act as a unit commander. Again, there is virtually zero cast lines and flash on these miniatures, along with the bow arms there is also banner pole.

The foot infantry are slightly more armoured than the archers, with helmeted heads. Most of the troops are armed with spear and shield, though again there is a sword arm option for commander. These aren't highly dynamic looking troops, but they do look nice all ranked up, which is what they're suited for.



These are really nice miniatures, which have been well sculpted and cast. They're very easy to clean and prep ready for painting, which I plan to do over the festive holidays. These would make a great army for a pulp game, very similar to the Undead army in *The Mummy*; *The Tomb of the Dragon Emperor*.



If you're looking for an alternative historical army than the usual European centric armies that most companies produce. They would also make a great fantasy-based army, especially if you add some Asian mythical creatures to the army. Overall, I really liked this range and I plan to add to them at a later place, once I painted these few models first. My intention is to use them in *Test of Honor* and at some stage an Asian setting for *SPQR*.



LATE IMPERIAL CHINESE ARMIES 1520-1840

Author: Chris Peers

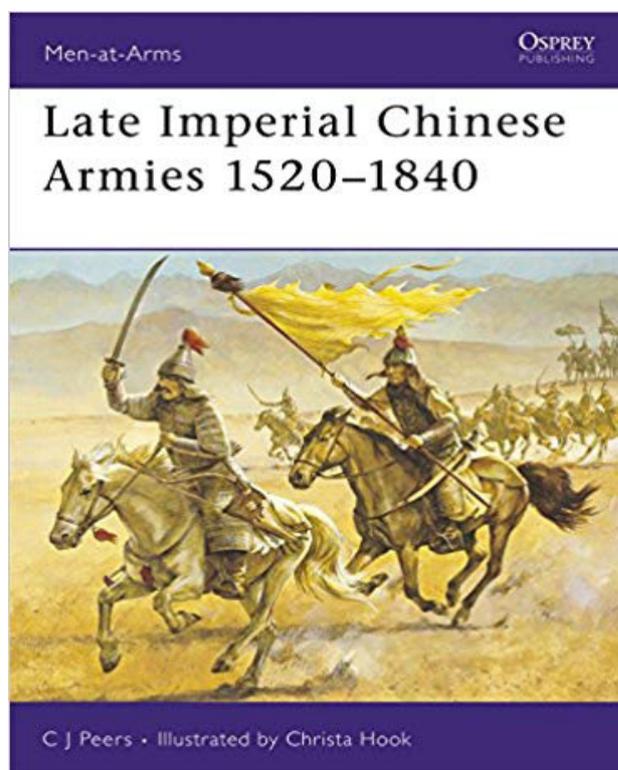
Publisher: Osprey Publishing

REVIEW BY JASON HUBBARD

This is part of Osprey Publishing's Men at Arms series. This book covers information on uniform, insignia and appearance of the Chinese military fighting units during the periods from 1520-1840. It's the 5th and final book by Chris Peers covering Chinese military history from the earliest recorded historical period right through to the early 19th Century.

This book covers the period in Chinese history that saw the first contact with Europeans right through to the unequal treaties that were imposed in China by European Powers. Those treaties opened China to European influence from 1840, even though it was unwanted.

The book starts in the Late Ming period which includes information regarding early Chinese use of artillery. There are also sections on the Great Wall as well as the impact on China by the European traders. The bulk of the book covers the Ch'ing dynasty period up to 1842/3. The Ch'ing was the last royal dynasty of China ending in the early 20th Century.



As with all Osprey books there are several colour plates of various military personnel from varying periods covered in the book.

Anyone interested in this period of Chinese history, then it's well worth picking up a copy. I'm a big fan of the Osprey book series and have several editions covering a wide variety of historical periods and armies. They're a great starting point for anyone considering gaming in a particular period in world history. Osprey have books on armies, campaigns and battles.

Whenever I decide to start a new army or a new period in history to game, I generally always start my research with a, Osprey book.



Solo Play in Arkham Horror: Final Hour

"A reddish glare, too, seemed to filter through the pale undergrowth beyond endless avenues of forest night. Reluctant even to be left alone again, each one of the squatters refused point-blank to advance another inch toward the scene of unholy worship, so Inspector Legrasse and his nineteen colleagues plunged on unguided into black arcades of horror that none of them had ever trod before."

—H. P. Lovecraft, "The Call of Cthulhu"

Another day, another fight to save humanity from the powers of the Mythos. Or so it would seem. As an Arkham investigator, you have learned secrets of this world that would drive others mad, you have stared into the many faces of evil, and you have emerged triumphant time and again, keeping your home and its citizens safe. But not this time. This time, you have arrived too late. The eldritch rite has already been completed and the world around you erupts into chaos. Monsters break through the fabric of reality and—if you do not hurry to reverse the summoning—the end of the world is inevitable.

Arkham Horror: Final Hour is a fully cooperative game that asks investigator to work together to hold back the monstrous horde and uncover the clues that will lead them to undoing the eldritch rite, but you may find yourself in a situation where you are completely, utterly alone. Even then, though, not all hope is lost. Today, we offer you a closer look at the solo play mechanics for Arkham Horror: Final Hour—now available for pre-order at your local retailer or online through our website with free shipping within the continental United States!



Prepare for the Worst

You may have the courage and strength to stand fearless against the terrible might of the Ancient Ones, but the investigators that you embody still need to rely on the strengths and skills of one another. As such, in a single-player game of Arkham Horror: Final Hour, you will control two investigators rather than one, making sure to keep those investigators' decks, items, and health tokens separate.

This version of gameplay provides you with a bit more flexibility and control over the evils you will face as there is no lead investigator, meaning you get to make



all decisions for the two characters you are playing. If an effect specifically refers to the lead investigator, you decide which of the two investigators is the lead investigator for the purposes of that effect, and if an effect resolves “in turn order,” you also get to choose the order in which your two characters resolve it. But make no mistake, the challenges you will face are still monumental and it will take every ounce of cunning you have to stay alive and save your city.

Spring into Action

Unlike a typical game of *Arkham Horror: Final Hour*, in a single-player game priority cards are not dealt to each investigator and you do not maintain a hand of cards. Rather, during the Action Phase you draw five priority cards (as opposed to the usual four), and then immediately choose one of them to place beside the Ancient One sheet. This priority card, and all future cards placed here, will be used when you attempt to

reverse the ritual, giving you an opportunity to guess which symbols you need every round and then save them for later.

Next, you place the remaining four priority cards faceup on the table in a row, ordered from lowest to highest. These are the four priority cards that you will play for the round. Just like a multiplayer game of *Final Hour* tasks you with working with limited information and weighing the importance of your action against the potential needs of your allies, the game’s single-player mode requires you to make tough decisions without the certainty of knowing what lies ahead.

Once the priority cards have been laid out for the round, you reveal the top card of either of your investigator’s action deck and place it on any of the row’s faceup priority cards that does not already have an action card on it. Then, in one of the biggest mechanical changes from multiplayer mode, you immediately resolve the card’s effect. If the action card was placed on one of the two lowest priority cards, you resolve its top effect; if it was placed on one of the two highest, you resolve its bottom effect. This gives you the chance to watch the board evolve, gaining more information to work with as the round progresses. You may choose to have your characters investigate first before



provide vital information that will be key to keeping you alive as you face the terrors of the Mythos alone. This process is repeated until each investigator has resolved two cards. You are free to choose the order of the investigators' actions each round, either resolving both action cards from one investigator and then the other or alternating investigators. No matter what order you choose, each investigator's action cards go to their separate discard piles at the end of the phase. Hopefully you will have found precious clues to help you undo the ritual and return the natural order of the universe before it's too late!

Dark Omens

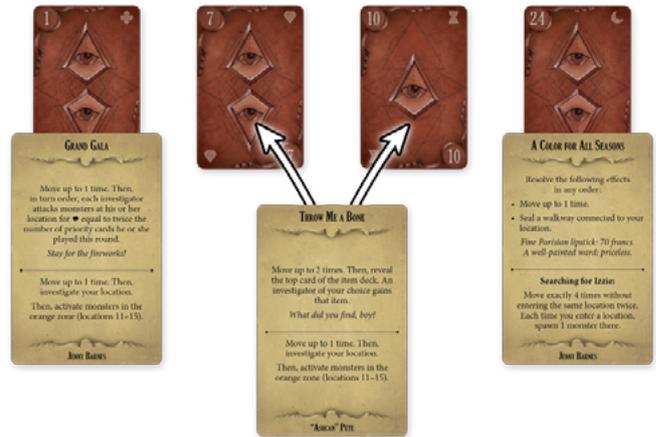
Facing an Ancient One alone may seem daunting, but you have no choice if you wish to save the Earth from their wrath. As with a multiplayer game, during the Reckoning step of the Ancient One phase, you discard the four priority cards used during the Action Phase and resolve the effect on the Ancient One sheet that corresponds to the number of omen icons on those cards.

Now, as you do not have a hand of priority cards to choose from, the control you have over the number of omen icons that appear is limited. You must take care to find balance at the start of the Action Phase when you choose which priority card to set aside next to the Ancient One sheet. If you are torn as to which symbols



you need to reverse the ritual, it may be wise to place the card with the most omen icons aside so they will not return to haunt you later.

After the Reckoning, the Gate step is resolved as normal, with rifts growing and monsters spawning across the board, and the Pass Lead Investigator Token step is skipped. And thus, your dance with death continues until you are ready to undo the hellish rite and single-handedly save the world.



When you are ready to attempt to reverse the ritual, you automatically commit all of the priority cards that were placed next to the Ancient One sheet over the course of the game. This may seem like a distinct disadvantage from multiplayer play where you have the choice to commit cards from your hand at the end of the game, but where a multiplayer game requires matching symbol icons equal to twice the number of investigators, a single player game only requires three. If you can successfully deduce which symbols you need, you will be single-handedly responsible for saving Arkham! But if you fail, you will be the key that leads to its downfall.

The Final Hour

Arkham is in peril and there is nowhere else for you to turn when the fight for the world is at hand. You must defend your city, even if it costs you your life or your sanity. Prepare to face the final hour and stand fearless against the powers of the Mythos!





CLASSIC VIDEO GAMES CELEBRATED WITH THE FIRST STAMP ISSUE

Royal Mail today reveals a set of 12 stamps that celebrate the UK's contribution to video games. The new set traces the roots of the UK's games industry to the very early 1980s and includes four stamps that chart the evolution of the iconic Tomb Raider® game.

The Tomb Raider® franchise has sold over 74 million copies worldwide. The franchise's popularity has exploded into a series of blockbuster films based on the original Tomb Raider® game and 2013 reboot. Its protagonist Lara Croft has been a contemporary global icon for over two decades. The most recent release in the world-famous franchise, Shadow of the Tomb Raider™, is the remarkable conclusion to Lara Croft's origin story.

Since her first appearance in 1996 in the original Tomb Raider® from Core® Design, Lara Croft has trekked more than 25 countries and revolutionised the way the gaming community perceives lead characters in video games. Lara is an intrepid, empowered adventurer who must rely on her skills and intelligence not only to unravel ancient mysteries but also to survive in the most treacherous environments.

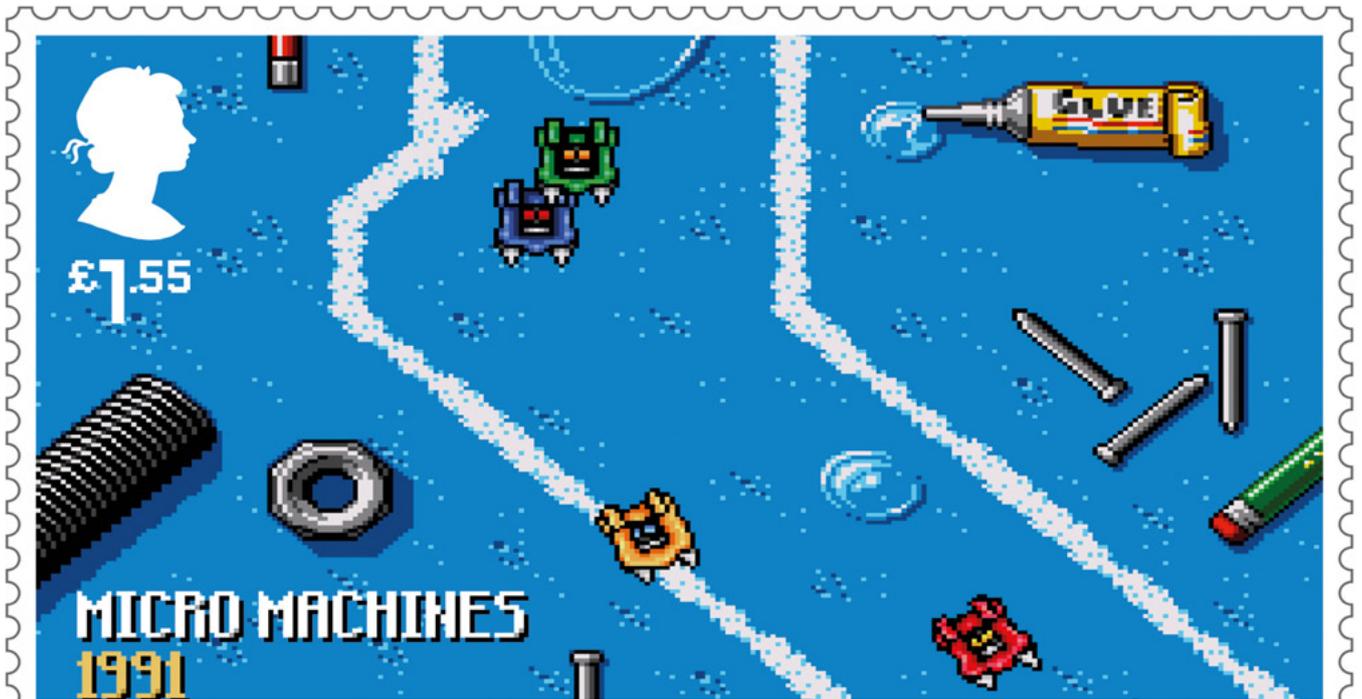
Eight further games complete the set: Elite; Dizzy; Populous; Lemmings; Micro Machines; Sensible Soccer; WipeOut and Worms.

Elite (1984) - was a pioneering space-trading game originally made for BBC Micro and Acorn Electron. Made by Cambridge based duo, David Braben and



Ian Bell, the game is legendary and arguably changed the face of computer gaming. Using a tiny amount of memory, this was the first genuine 3D game where players navigated a spaceship through galaxies. It is regularly listed among the most important video games ever created.

Dizzy (1987) - was devised and created by the Oliver twins and published by Codemasters. It went on to become one of the most successful British game franchises of the era. Originally created for the Amstrad CPC, it quickly converted to ZX Spectrum, Commodore 64 and other computers and consoles. The game's main character is an adventuring egg that runs



and tumbles around a fantasy world solving puzzles by collecting interesting objects.

Populous (1989) – was the first civilisation building game and one of the most successful games for PC ever produced. A real-time strategy game, it has won



following. It was listed as one of the 10 most important video games of all time by a committee of US games experts.



numerous awards and has been voted among one of the most important games of all time. It was created by Bullfrog Productions.

Lemmings(1991) – was created by Dundee based DMA, and was one of the best received games of the 1990s. The objective is to save lemmings, and apply abilities to individuals to aid their escape.

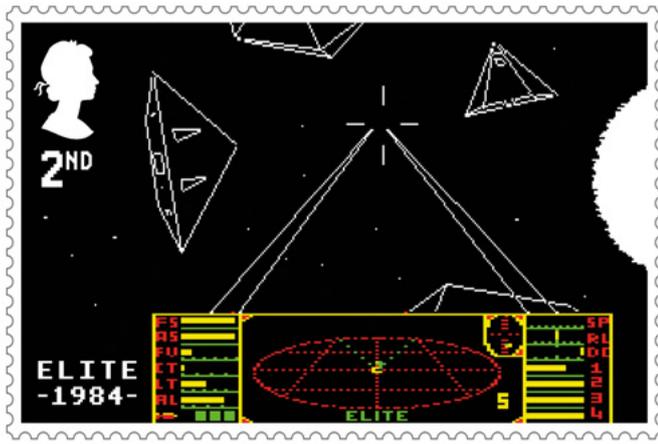
Micro Machines (1991) – a ground-breaking race game developed by Codemasters, where players race miniature toy vehicles. Influential and immensely popular; the game is regarded as a classic.

Sensible Soccer (1992) – is considered by many to be the father of digital football games, and still retains a

WipeOut (1995) – was developed in Liverpool by Sony's Psygnosis studio. WipeOut was a revolutionary futuristic racing game for the new PlayStation that became a cult hit. It featured original music by Orbital and The Chemical Brothers.

Worms (1995) – was published by Team 17 and featured cartoon-style warfare between worms. The series went on to become an international success story, helping Wakefield-based, Team 17, to become a leading international games publisher.





Philip Parker, Royal Mail said: "The UK has been at the forefront of the video games industry for decades. In the 1980s and 90s young designers grappled with coding on the new microcomputers and set the template for the industry with iconic games. We celebrate some of their landmark creations on stamps."

Dr Jo Twist, OBE, CEO of Ukie, said: "This collection celebrates a selection of the great British video games that have helped define both the national and global



development scene over decades. Video games are a key part of our cultural footprint and we're pleased to see their contribution recognised in such memorable style."



The full set of 12 stamps, available in a Presentation Pack, retails at £14.25.

The stamps and a range of collectible products are available to pre-order now at www.royalmail.com/videogames





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