



irregular

Autumn Issue 2022

magazine

Void 2.0

Qing Conflicts

*Chinese Boxers
Painting Die-cast cars*

*Maximillian 1934
Army Painter*

Plus Reviews, and much, much more



13

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4 Editorial

A round up of the latest happenings in the gaming world

5 News

Some new items

12 Decisive Battles of the Civil War

A book review of English Civil War Battles

13 Void

We take a look at the Sci-Fi game by Seb-Games

17 Qing Dynasty Conflicts

An overview of the conflicts in the last 100 years of the Qing Dynasty

21 Chinese Boxers

The 28mm miniatures by Wargames Atlantic

23 Viking vs Frankish Warrior

A quick look at the book from Osprey

25 Maximillian 1934

The explosive vehicle combat game set in an alternative 1930s

28 Essential Histories

Review of two books, Chinese Civil War and the Jacobite Rebellion

30 Army Painter RPG Character Paint

A new paint set from Army Painter

32 Painting Die-Cast Toy Cars

A tutorial on painting toy cars for wargames

37 Wargaming Campaigns & Essentials

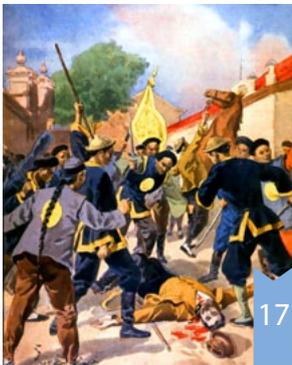
A look at the two books by Henry Hyde

39 Irregular Wars

A look at the rule system for playing colonial battles

41 Sino-Japanese War

A review of the new book from Osprey



17



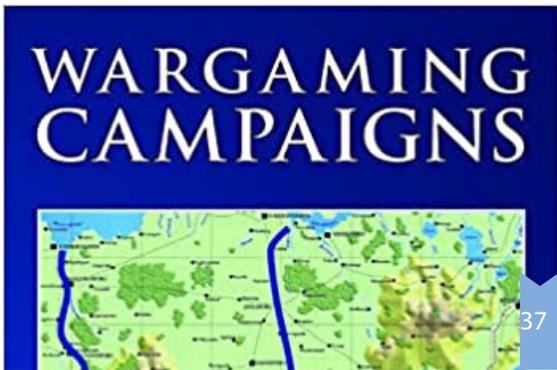
21



25



32



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Autumn Issue 2022

Editorial

Jason Hubbard

Welcome back to another issue of Irregular Magazine.

Just as the world starts to look like it's getting back to normal, we still have an ongoing war in Europe between Ukraine and Russia, there's a growing economic crisis causing issues globally.

Then the Queen sadly passed away, and the UK came to a standstill as the populace grieved for a woman that had been a constant in most people's lives.

In the world of tabletop gaming things are slowly returning to normal, shows are now back up and running, Company release schedules have returned to normal. There's a new Star Wars TV show on Disney, plus we have a new Games of Thrones Prequel series as well as a show set in the world of Middle Earth, plenty to keep you entertained.

In this issue we take a look at game from the 90's that's still going strong called Void. For anyone looking for an alternative to playing 40K, then you should definitely check this out. We also take a peek at the Chinese Boxers from Wargame Atlantic and to go alongside this we look at the numerous conflicts these miniatures could be used in.

There are also articles on painting die-cast cars for games like Maximilian 1934 and Gaslands, as well as the usual book reviews, gaming news and a plethora of other great articles to keep you amused. Unfortunately there isn't an Editor's Challenge article this month as I've been a little slack, so next issue it will be back. So sit back read and enjoy

Well that's all folks.....see you next time, and stay safe.

Jason



Embark on a chilling journey with Ticket to Ride: Ghost Train



Days of Wonder announced Ticket to Ride: Ghost Train, a new introduction to the Ticket to Ride series.

Easy to learn and quick to play, Ticket to Ride: Ghost Train is a chilling introduction to the Ticket to Ride series. In this haunting edition of the classic Ticket to Ride First Journey, parents and kids collect Parade Float cards to claim routes on the map and try to visit different locations in this hair-raising town.



From the Mad Scientist's Lab to the Gingerbread House and on to the Lonely Barn, players will have to make connections between locations on the map. Will they succeed in getting the Trick or Treat bonus along the way? Get ready because going from the Dark Forest region to the Seashore region can be a little eerie in this ghostly atmosphere.

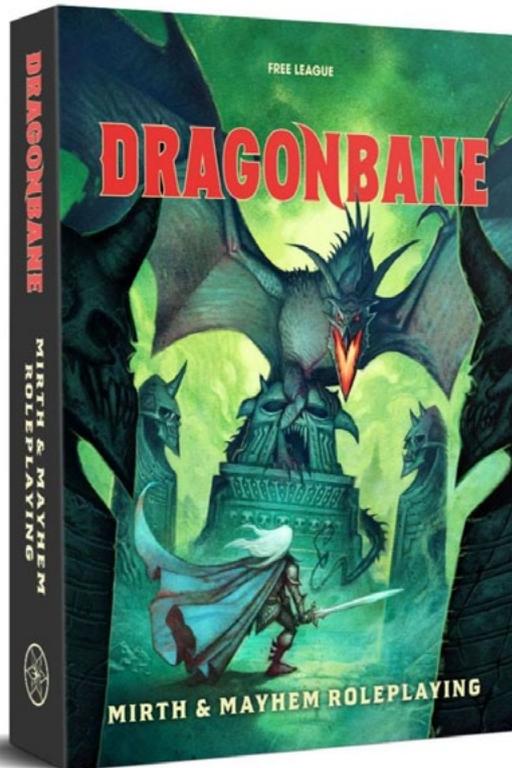
"There's nothing scary about this ghost. So don't be afraid. This is the perfect introduction to Ticket to Ride for younger players. Treat yourself!" says Alan R. Moon, designer of the game.



Ticket to Ride: Ghost Train is a standalone game designed for 2 to 4 players and plays in 15 to 30 minutes. It includes 1 Game Board, 80 Plastic Haunted Carriages, 72 Parade Float Cards

33 Ticket Cards, 4 Trick or Treat Bonus Cards and 1 Jackpot card. Ticket to Ride: Ghost Train is expected to be available in September in Europe and North America at a suggested retail price of £29.99

DragonBane RPG



The highly anticipated fantasy RPG was funded in just 4 minutes on Kickstarter and the new edition has already raised more than \$500k.

The Game

Dragonbane is a classic fantasy RPG full of magic, monsters, and adventure. The mythology revolves around the eternal struggle between dragons and demons. The ruins of fallen kingdoms, that once worshipped either of these rival godlike creatures, beckon brave adventurers with the lure of hidden treasures.



Dragonbane is not a setting-heavy game, but the core game set describes the Misty Vale, a hidden mountain valley. The new edition is designed from the ground up to facilitate fast-paced fantasy adventures, with very little prep time and adventures that are a breeze to run.



Do not, however, mistake it for an easy game. It will present formidable challenges for all adventurers. We call this playstyle "mirth and mayhem roleplaying" – great for long campaigns, but also perfect for a one-shot.

The Game Creators

Dragonbane has art by acclaimed illustrator Johan Egerkrans (Vaesen – Nordic Horror Roleplaying) and game design by the award-winning team behind Forbidden Lands, ALIEN The Roleplaying Game, Tales From the Loop RPG, Mutant: Year Zero, and the upcoming Blade Runner RPG.

The team of contributing writers include the elite of the Swedish tabletop RPG industry as well as acclaimed historical fiction author Niklas Natt och Dag (1793 The Wolf and the Watchman).

Kickstarter-trailer

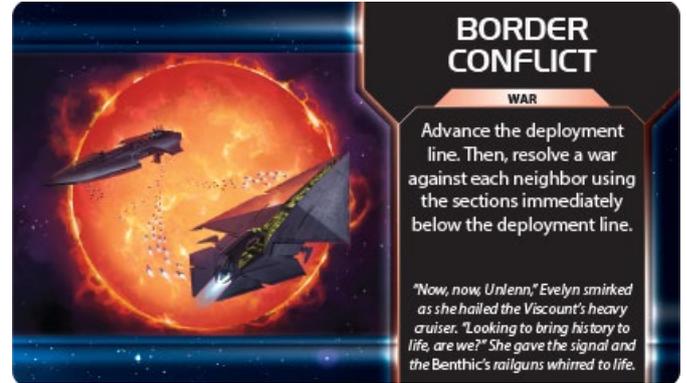
<https://www.youtube.com/watch?v=IndcmdiaJZs>

McFarlane Toys Receives 2021 Top-Selling Action Figure Award



Now, they look upon the stars and see an opportunity—a chance to reclaim what was lost. A chance to redefine galactic civilization. A chance to leave their mark upon the stars.

Twilight Inscriptio, an epic roll-and-write game for one to eight players, offers an experience unlike anything Fantasy Flight Games has done before.



With a limited pool of resources at your disposal, you'll need to carefully manage Navigation, Expansion, Industry, and Warfare as you amass victory points and earn your right to the throne on Mecatol Rex.

The Lazax Empire has burned to ash, rejected by its subjects. The aftermath was tragedy and petty conflict in equal measure, a time of loss and exhaustion. In the ensuing Dark Years, the factions of the galaxy retreated and recovered their strength.

Will your faction become the new rulers of the galaxy? Or will your fledgling empire fade into obscurity? Anything can happen in this strategic, infinitely-replayable game!

You can pick up your own copy of the Twilight Inscriptio (TIN01) at your local retailer or online through our webstore today!*



IRONSWORN: STARFORGED



Modiphius Entertainment and renowned tabletop RPG creator Shawn Tomkin are bringing expansive trans-galactic adventures to retail later this year with the upcoming release of Ironsworn: Starforged. Previously only available from the original Kickstarter or as a digital download, Modiphius Entertainment is partnering with Shawn Tomkin to bring the highly regarded spacefaring RPG to retail in a special Deluxe Edition hardcover version, Reference Guide, and Asset Deck that will bring the experience to life in vibrant color.

In Ironsworn: Starforged, you are a spaceborne hero sworn to undertake perilous quests. You will explore uncharted space, unravel the secrets of a mysterious galaxy, and build bonds with those you meet in your travels. Most importantly, you will swear ironclad vows and see them fulfilled — no matter the cost.

Starforged is the standalone, sci-fi evolution of the Ironsworn tabletop roleplaying game. Experience with Ironsworn is not required to play. Starforged builds on Ironsworn's award-winning innovations (including its famed solo play!) to chart a path into an exciting new frontier.

Starforged supports three play modes:

- **Guided:** One or more players take the role of their characters, while a guide (game master) moderates the session.
- **Co-Op:** You and one or more friends play to overcome challenges and complete quests. No guide is required.

- **Solo:** You portray a lone character driven to fulfill vows in a dangerous galaxy.

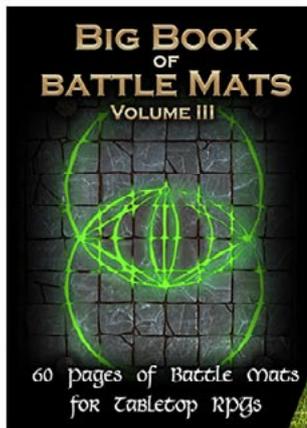
Starforged includes:

- Story-driven mechanics to put your character at the center of their quest-driven adventures
- Tools to help you quickly build a setting, create your character, and set off into a universe of perils and opportunities
- Creative prompts to eliminate game prep and push your adventures forward — with or without a guide/GM
- System-agnostic generators for on-the-fly discoveries of spaceborne locations, planets, settlements, people, creatures, starships, foreboding derelicts, ancient alien vaults, and more
- Extensive advice, examples, and options for exploring the story of your characters and their fateful vows

"Starforged joins a growing line of truly innovative tabletop games," said Modiphius CCO Chris Birch. "By featuring co-op and solo-friendly play, I believe these games are the forerunners of big changes in how we approach and enjoy tabletop RPGs."

Starforged is designed and developed by Shawn Tomkin, the original creator of the highly regarded fantasy RPG Ironsworn, and is richly illustrated by lead artist Joshua Meehan and others. It is co-published by indie publisher Absolute Tabletop and distributed by Modiphius.

All new Giant Battle Maps in a handy book coming in October!

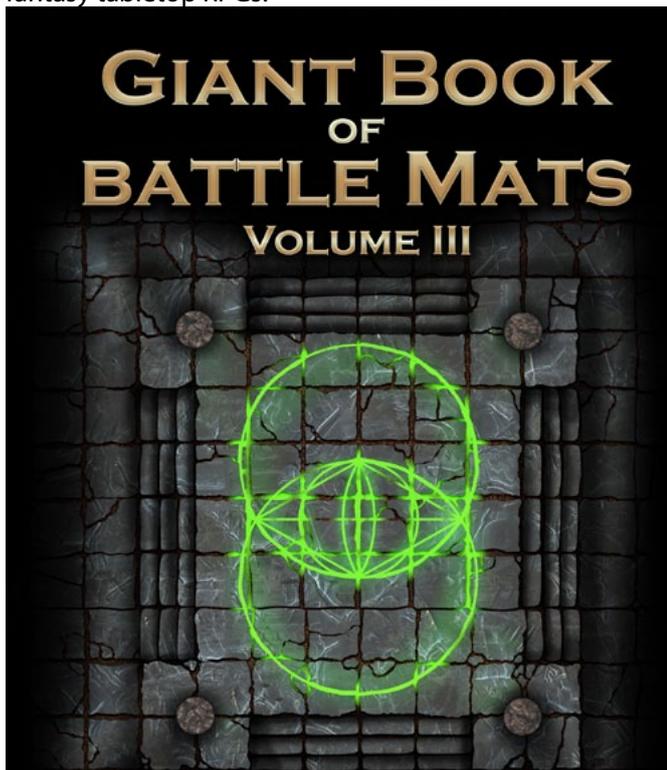


**Loke
Battle
Mats**



Loke Battle Mats are delighted to announce the upcoming release of the Giant Book of Battle Mats Volume 3, which will be available from local hobby stores, online retailers and directly from Loke Battle Mats.

A must have for DMs & GMs, this newest addition to Loke Battle Mats' award winning range features all new maps and even more essential encounter themes for fantasy tabletop RPGs!



This huge tome of wet/dry erase compatible maps is fully 5E compatible. Featuring adaptable, versatile and reusable maps, and plain grids to draw your own, there is a map for any encounter at your fingertips!

This handy book opens flat to create huge maps, or can fold fully in half for smaller encounters, or to create a surprise to players as the other half of the map can be revealed mid-encounter! The clever design works around the spine so no squares are wasted, so every inch of the book is battle ready.

From airships to town docks, sewers to cemeteries and dungeon halls to deep mines, this is a must have book for all DMs and GMs! It will save drawing maps pre and mid game, and guarantee immersive encounters for your campaign.

So all you have to do is open the map book and roll initiative!

The Giant Book of Battle Mats Volume 3 is coming in October to your local hobby gaming store, favourite online retailer or direct from Loke Battle Mats.

Ruins of the Lost Realm – First Expansion for The One Ring



Are you an adventurer who longs to explore the lone-lands of Eriador? Then rejoice, for today Free League Publishing has announced The One Ring™: Ruins of the Lost Realm and revealed that it is coming this fall.



It is the first expansion for the award-winning The One Ring™ RPG, the official tabletop roleplaying game based on the works of J.R.R. Tolkien.

In the westlands of Eriador, between the Misty Mountains and the Mountains of Lune, the Hobbits found both Men and Elves. Indeed, a remnant still dwelt



there of the Dúnedain, the kings of Men that came over the Sea out of Westnesse; but they were dwindling fast and the lands of their North Kingdom were falling far and wide into waste. A region often described as deserted becomes a crucible for adventure.



Wondrous exploration awaits in the world of The Lord of the Rings™.

The One Ring™: Ruins of the Lost Realm

You are entering the Lone-lands of Eriador. It is here that the One Ring lies, a seed of the past that will one day lead the world to open war against the returning Shadow. The Enemy is moving, and smoke issues once more from Mount Doom, in the land of Mordor...

The upcoming expansion includes:

Chapter 1: Fog Over Eriador offers a description of the regions that once were part of the kingdom of Arnor, with a focus on the city of Tharbad.

Chapter 2: A Gathering Storm provides the Loremaster with a set of narrative elements aimed at building a possible future for the land of Eriador as a whole, including the description of many looming threats, Loremaster characters and their agendas.

Chapter 3: Landmarks adds twelve sites of interest in the style of the one presented in the core volume. These locations depict both 'historical' sites mentioned in The Lord of the Rings™ or The Hobbit™, and others that have been created specifically for the game.

Starfinder: Pirates of Skydock



Will you become the newest pirate to set sail among the stars?

In Pirates of Skydock, players compete to be the one to successfully pull off one of the greatest heists of all time.



You've got your crew, know the right folks, and even have a line on a potential financial backer who might grease the right palms to set you on the path to becoming a top-rate pirate.

You're just missing one thing: a ship.

Lucky for you, you happen to know there's a top-of-the-line vessel with all the newest tech sitting in dock just waiting for an enterprising individual to take it out among the stars.

Of course, if you know that, others do too, and there can only be one captain.

Players take turns moving around the ship to complete objectives and gain the support they need to be recognized as the new captain.

Over the course of the game, players build & upgrade their characters to suit their style of play, whilst fighting / avoiding the ever increasing numbers of guards that begin to fill the rooms.

When the ship launches, one of the players will emerge victorious, provided, of course, the ship doesn't go into lockdown first!



Decisive Battles of the English Civil War

Author: Malcom Wanklyn

Publisher: Pen and Sword

Review by Jason Hubbard

In this stimulating and original investigation of the decisive battles of the English Civil War, Malcolm Wanklyn reassesses what actually happened on the battlefield and as a result sheds new light on the causes of the eventual defeat of Charles I.

Taking each major battle in turn - Edgehill, Newbury I, Cheriton, Marston Moor, Newbury II, Naseby, and Preston - he looks critically at contemporary accounts and at historians' narratives, explores the surviving battlegrounds and retells the story of each battle from a new perspective. His lucid, closely argued analysis questions traditional assumptions about each battle and the course of the war itself.

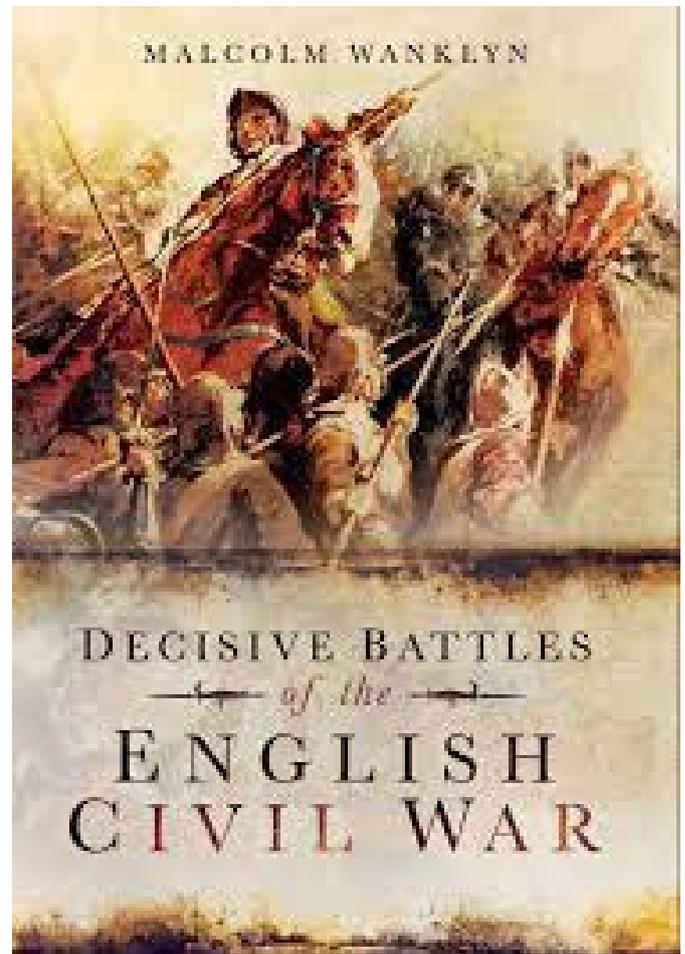
The author takes seven major battles and provides new information about each of the battlefields, along with other archaeological sites that includes woodland, killing grounds, as well as lanes, paths and some buildings.

This is a well-researched book; the author is extremely familiar with the vast number of written sources. The author does assume that the reader is familiar with the battles, but this is a great re-examination of that engagements that raises some great questions, whilst providing some new insights.

The author provides what is actually known about each battle, along with what's not known, this is achieved through context, landscape along with the known sources of each battle and a narrative account of each engagement.

This is a very compelling read, which provides some great new insights, it's very reader friendly. It provides a fresh new outlook on the major battles of the civil war. Yet what does let this book down is sparing number of maps, it would have helped the narrative if there had been more maps to provide a better understanding.

This book is a definite read for any wargamer looking to start playing a campaign set during the English Civil War. It provides a good, detailed account of each of these battles, that re-creating them will be a lot easier.



For the historian this provides a great read with a new insightful look on the battlefields of the civil war. At times the narrative can be a little difficult to read, the book could do with more useful illustrated maps, but this is a must have on the bookshelf especially if you're currently playing ECW wargames or plan to start a new campaign.

Overall, despite the few faults this is an excellent read and I thoroughly enjoyed reading it.

Void Wargame

by Jason Hubbard

VOID is an exciting miniature tabletop battle system for 2 or more players. The game is set in a universe where the human home worlds of Viridia, Ironglass and Prime battle for colonies in the farthest reach of the galaxy. A fourth power, VASA, is the policing body of panhumanic space. It protects the interstellar space lanes and attempts to arbitrate between the ambitious and imperialistic home worlds. With the recent emergence of the alien Koralon race it remains to be seen whether humanity can put aside its petty rivalries and avoid falling victim to this new threat.



VOID is a fast-paced skirmish game, with the emphasis placed on enjoyable free flowing game play. It uses a unit-by-unit activation system that encourages strategic use of supporting troops and prevents the game from becoming mired in hour-long turns.

The game mechanics are clear and concise, allowing you to fight games ranging from very small skirmishes with only a few miniatures, to massive battles using hundreds of miniatures. Simple enough for beginners, the game system also has subtle depths that will provide a satisfying challenge for the experienced player.



The VOID rulebook contains all the rules of play, an armory section and army lists for the four human armies: Viridians, Junkers, Syntha and VASA, as well as the mysterious alien race, the Koralon.

A miniature line covering all five armies supports VOID. The models are manufactured in lead-free white metal and polyester resin. The range includes basic troops for the armies, support figures and characters, and larger kits such as the Tiger APC, a huge four-legged walking vehicle.



Void was first produced in the late 90's by I-Kore, it was designed to be an alternative to 40K by Games Workshop. I-kore had the license until the early 2000's when Urban Mammoth took over the game. Eventually the games came into the hands of the current owner Seb-Games.

The rules are really well written and are still perfectly good today making use of D10s. The factions are quite interesting, they're designed using more sci-fi tropes than real world cliches.



Whilst the main rule book is quite slim, it is well laid out and organized. Which makes it quite easy to flick through the book if required during a game. The book includes a short section on each of the factions to give you a flavor of them. The actual army books are on the Seb-Games web page at a very reasonable price of £5 plus delivery. Which means you can purchase the books for all the factions for roughly the same price as one army codex of a more popular game.



Void utilizes a turn-based system that'll be very familiar to many wargamers, each side will roll for initiative with the winner deciding if they go first or allow the opponent to do so. Each player will take turn activating a unit until all units on the table have done so. As soon as a unit is activated, they're given an order, these are carried out during the turn sequence, Move, Hold, shoot and assault.





Most of these are pretty straight forward, move is either normal movement or a rush which is double. Shooting is basically does what it says on the tin. If a player decides to hold then that unit will end it's turn. Rush will allow a unit to charge into melee.

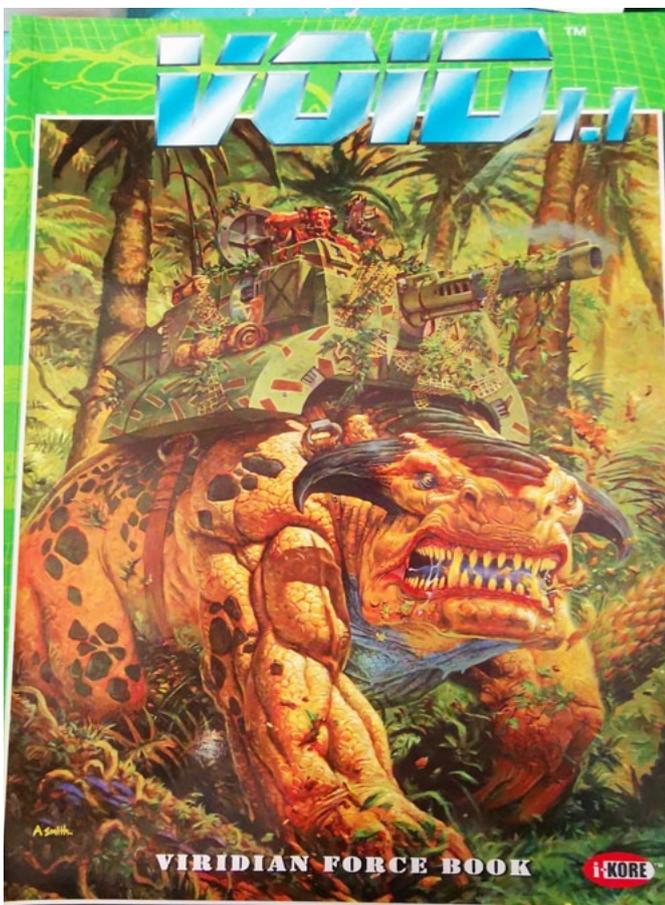
Void 2.0 – Squad Tactics

Squad Tactics is a skirmish level version of Void 1.1. It's a squad level wargame that's a supplement to the main game. It allows you to play fast small games. Each player will command a small of squad of troops to carry out small missions such as infiltration missions, ambushes, recon or small engagements.



So, when you purchase a copy of Squad Tactics, you'll receive the following.

- VOID Squad Tactics rulebook
- 4 Viridian Marines
- 1 Viridian Marine Sergeant
- 1 Viridian Shock Marine
- 4 Junkers Legionaries
- 1 Junkers Decurion
- 1 Junkers Exo-suit
- 2 D10 dice
- FREE copy of VOID 1.1 Rulebook (Gamebox ed.)





The rules are quick and easy to pick up. This is a great way to get started with Void, it introduces you to the setting and game with you getting bogged down trying to build an army immediately.

The miniatures are really nice with that old school feel, plus being metal is bonus for me. I like modern plastics, but you can't beat a nicely sculpted and cast metal miniature. I've been looking for an alternative Sc-Fi game to 40K and this fits the bill perfectly. It has everything you could want in a sci-fi wargame, a good solid set of rules, great looking miniatures which also includes vehicles all at a great price that won't break the bank. With everything going on tin the world economically a reasonably priced wargame is a bonus.



I've already ordered the army books for the two factions that come in the Squad Tactics set, with plan to build up a Viridian army initially. I also plan to order the other two faction books as well. I really like the Viridian Marines, the sculpts appealed to me a lot. I like the idea of building an army around them, a Marine force. They reminded me of characters from 80's action movies, such as Predator or Commando.



So, if you're tired of playing a particular popular sci-fi wargame, because you don't like the rules, or it's become too expensive to play or start then I'd recommend jumping into Void. It has a really cheap entry point as Squad Tactics is currently £35, the faction books are £5 each and the miniatures are reasonably priced as well. Overall, it's definitely worth considering, and if you begin your Void journey with Squad Tactics you can slowly build up your army as you go.





Qing Dynasty Conflicts 1800-1911

The Qing Dynasty was founded with the collapse of the Ming dynasty in 1644. The Qing came from the northwest and referred to themselves as Manchus. The language and culture were completely distinct from the Han Chinese population

The final 100 years of the Qing Dynasty was filled with conflicts and rebellions including three wars with the British Empire, one of which the Boxer Rebellion also included other major nations. All these conflicts led to the fall of the Qing Dynasty and the eventual rise of the Communist Revolution.

By the start of 1800, the Qing Dynasty was starting fall apart, the growth in population meant resources became scarce, there wasn't enough paid employment to support everyone. The rise in poverty amongst the general population led to a series of rebellions. The weaknesses of the ruling elite meant that they started to be pushed around by foreign powers, which led to conflicts and treaties that further harmed the dynasty.

The Qing Dynasty would eventually fall due the political corruption that was endemic amongst the ruling elite, a series of rebellions by the peasant population and general incompetence by the government. There were external influences, but these outside factors were only able to place added pressure on the Qing because of it's internal problems.

White Lotus Rebellion 1796-1804

The White Lotus Rebellion was an anti-Qing uprising that occurred during the Qing dynasty.

It broke out among impoverished settlers in the mountainous region that separates Sichuan province from Hubei and Shaanxi provinces. It apparently began as a tax protest led by the White Lotus Society, a secret religious society that forecasted the advent of the Buddha Maitreya, advocated the restoration of



the Ming dynasty, and promised personal salvation to its followers. At first, the Qing government, under the control of Heshen, sent inadequate and inefficient imperial forces to suppress the ill-organized rebels.



On assuming effective power in 1799, however, the Jiaqing Emperor (r. 1796-1820) overthrew Heshen's clique and gave support to the efforts of the more vigorous Qing commanders as a way of restoring discipline and morale.

A systematic program of pacification followed in which the populace was resettled in hundreds of stockaded villages and organized into a militia by the name of tuanlian. In its last stage, the Qing suppression policy combined pursuit and extermination of rebel guerrilla bands with a program of amnesty for deserters. Although the Qing finally crushed the rebellion, the myth of the military invincibility of the Manchus was shattered, perhaps contributing to the greater frequency of rebellions in the 19th century. Eight Trigrams uprising of 1813

The Eight Trigrams uprising of 1813 broke out in China under the Qing dynasty. The rebellion was started by some elements of the millenarian Tianli Sect or Heavenly Principal Sect, which was a branch of the White Lotus Sect. Led by Lin Qing and Li Wencheng, the revolt occurred in the Zhili, Shandong, and Henan provinces of China.

In 1812, the leaders of the Eight Trigram Sect (Bagua jiao) also known as the Sect of Heavenly Order (Tianli jiao) announced that leader Li Wencheng was a 'true lord of the Ming' and declared 1813 as the year for rebellion, while Lin Qing declared himself the reincarnation of Maitreya, the prophesied future Buddha in Buddhism, using banners with the inscription "En-

trusted by Heaven to Prepare the Way", a reference to the popular novel Water Margin. They considered him sent by the Eternal Unborn Mother of esoteric Chinese religions, to remove the Qing dynasty whom they regarded as having lost the Mandate of Heaven to rule.

The First Opium War 1839-42

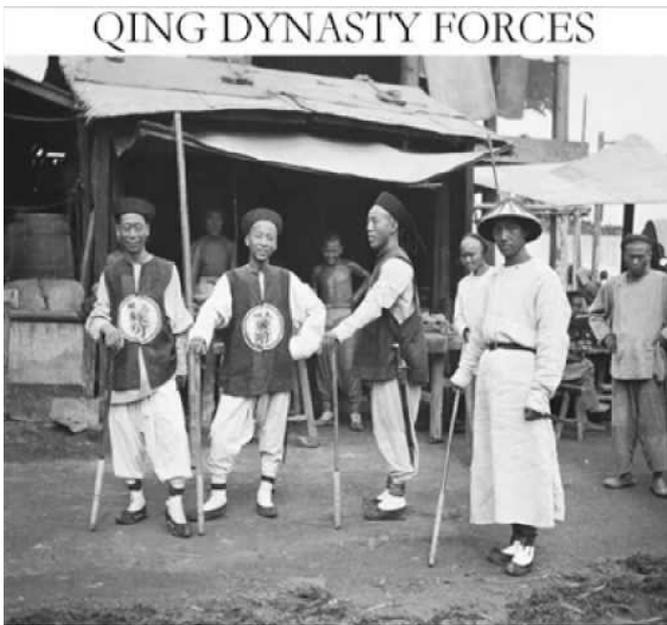
The First Opium War also known as the Opium War, or the Anglo-Sino War was a series of military engagements fought between Britain and the Qing dynasty between 1839 and 1842. The immediate issue was the Chinese seizure of private opium stocks at Canton to stop the banned opium trade and threatening the death penalty for future offenders.

The British government insisted on the principles of free trade and equal diplomatic recognition among nations and backed the merchants' demands. The British navy defeated the Chinese using technologically superior ships and weapons, and the British then imposed a treaty that granted territory to Britain and opened trade with China. Twentieth century nationalists considered 1839 the start of a century of humiliation, and many historians considered it the beginning of modern Chinese history.



The Taiping Rebellion 1850-64

The Taiping Rebellion (1850–1864), usually known in Chinese after the name of the Taiping Heavenly Kingdom proclaimed by the rebels, was a rebellion in southern China inspired by a Hakka named Hong Xiuquan, who had claimed that he was the brother of Jesus Christ. Most sources put the total deaths at about 20 million, although some claim tolls as high as 50 million. Altogether, “some historians have estimated that the combination of natural disasters combined with the political insurrections may have cost on the order of 200 million Chinese lives between 1850–1865.” The figure is unlikely, as it is approximately half the estimated population of China in 1851.



The Nian Rebellion 1851 – 1868

The Nian Rebellion was a large armed uprising that took place in northern China. The rebellion failed to topple the Qing dynasty but caused immense economic devastation and loss of life that became one of the major long-term factors in the collapse of the Qing regime.

The Second Opium War 1856-1860

The Second Opium War, also known as the Second Anglo-Sino War, the Second China War, the Arrow War, or the Anglo-French expedition to China, was a war, lasting from 1856 to 1860, which pitted the British Empire and the French Empire against the Qing dynasty of China.

It was the second major conflict in the Opium Wars, which were fought over the right to import opium to China and resulted in a second defeat for the Qing

dynasty. It caused many Chinese officials to believe that conflicts with the Western powers were no longer traditional wars, but part of a looming national crisis.

The Du Wenxiu Rebellion, or Panthay Rebellion 1856–72

The Du Wenxiu Rebellion, was a separatist movement of Muslim Hui in western Yunnan, led by Du Wenxiu. Du claimed the title of Qa'id Jami al-Muslimin (“Leader of the Community of Muslims”). He was known in English as the Sultan of Dali upon the city’s capture. It became the base for the rebels, who declared themselves “Pingnan”. The rebels besieged the city of Kunming four times (1857, 1861, 1863, and 1868) and briefly held the city during the third attempt. Later, as Qing forces began to gain the upper hand against the rebellion, the rebels sent a letter to Queen Victoria, asking the British for formal recognition and for military assistance; the British demurred.

The rebellion was eventually suppressed by Qing troops, who killed and posthumously decapitated Du. The brutal suppression led to many Hui people fleeing to neighbouring countries bordering Yunnan. Surviving Huis escaped to Burma, Thailand and Laos, forming the basis of a minority Chinese Hui population in those nations. Hundreds of thousands of Hui people were massacred or died in these purges.

The First Sino-Japanese War 1894 – 1895

This was a conflict between China and Japan primarily over influence in Korea. After more than six months of unbroken successes by Japanese land and naval forces and the loss of the port of Weihaiwei, the Qing government sued for peace in February 1895.



This conflict highlights the Dynasty's failure to modernise their military, it also led to the rise of the Japanese Empire, the slow fall of the Qing influence. This was the start of Japan's dominance of Asia, the influence and power in the region started to shift from China to Japan. The loss of Korea caused an outrage in China and gave rise to revolutionaries such as Sun Yat Sen.



Boxer Rebellion 1899-1901

The Boxer Rebellion occurred between 1900 and ended in September 1901. The rebellion was mainly contained to Northern China, and the most notable event of the rebellion was the siege of the International Legation in Beijing.

The uprising originally started as an attempt to destroy the Qing government and drive out west-

ern influence. Members of the Chinese government managed to persuade the leadership of the Boxer movement that their struggle wasn't against the Qing Dynasty but foreigners, and that they should focus their attacks on the foreigners.



1911 Revolution

The 1911 Revolution, also known as the Xinhai Revolution, ended China's last imperial dynasty, the Manchuled Qing dynasty, and led to the establishment of the Republic of China. The revolution was the culmination of a decade of agitation, revolts, and uprisings. Its success marked the collapse of the Chinese monarchy, the end of 2,132 years of imperial rule in China and 276 years of the Qing dynasty, and the beginning of China's early republican era.



The last hundred years of the Qing Dynasty provides plenty of options for wargaming, from peasant uprisings through to major conflicts with the British, Japanese and other major western nations. The period can be played in a number of scales, but the recent plastic Chinese Boxers in 28mm by Wargames Atlantic are perfect for most of the conflicts between 1800-1911.

Chinese Boxers

Producer: Wargames Atlantic

Scale: 28mm

The Wargames Atlantic Boxers set is a box of 30 multi-part 28mm scale hard plastic figures.

China 1899. A populist movement secretly supported by the Empress Dowager has risen to expel all foreigners from Chinese soil. Called the Yihequan (Fists of Harmony and Justice) but "Boxers" by foreigners because their members practiced martial arts, the group attacked both foreign residents of China and Chinese who had converted to Christianity.

The uprising culminated in the siege of Peking (Beijing) with the small forces of the foreign Legations surrounded and besieged. A relief column was quickly cobbled together by the Eight Nation Alliance made up of Britain, France, Germany, Japan, Russia, Austro-Hungary, Italy, and the United States. After brutal fighting the Legation Quarter was liberated in August 1900.



Review by Jason Hubbard

WARGAMES ATLANTIC **IMPERIAL CONQUESTS**
BATTLES IN THE AGE OF EMPIRES 1815-1914



30 MULTI-PART
HARD PLASTIC
28MM FIGURES

BOXERS

This set allows you to build up to 30 warriors with options to create the famed Kansu (Gansu) Braves and Tigermen.

These are a set of grey plastic 28mm miniatures with a variety of options that allows you to build 30 individuals.





They're extremely well sculpted, as I said before with a plethora of options including firearms, which are suitable for any conflicts post 1860. This set will require some assembly with plastic glue and will of course require painting. As usual with Wargames Atlantic miniatures no bases are included, so you'll need to buy additional bases if required.

This set can be used between 1800 right through to the Warlord period, though you won't be able to use the firearms prior to 1860. Though you could easily make use of musket options from the Wargames Atlantic Afghan Warriors set. Likewise, you could utilise the heads from the Chinese boxers and combine them with WW1 Germans from WA to create Warlord through to Early WW2 Chinese military.



Also, just to note, for any armies before 1896, you won't be able to use the Mauser C96 Broom handle pistol, you'll have to find a suitable replacement.

Besides the firearm options there are plenty of melee weapons to choose from that includes polearms, spears, swords and other weapons such as butterfly knives and Chinese chef's knife commonly known as a cleaver.

There wasn't much flash on any of the sprues apart from a couple of the heads did have some thin bits that were easily removed with a sharp craft knife. There are some mould lines on the sprue parts, including the bodies though these are also easily removed with a sharp knife.



This is a great kit for building a Qing army from the last century of Chinese dynastic rule, it'll allow to cover every conflict the Chinese fought in including the several rebellions and uprisings from 1800-1911. Some have said they're suitable right up to WW2 but that's not correct, post the Sino-Japanese war China started to reform the military, by introducing modern tactics and equipment. By the Warlord period most military in China were at least modernised to WW1 standard equipment.

Most Warlord period armies were issues fairly modern standard uniforms, with bolt action rifles. So if you want to build a Warlord period army I would recommend kit bashing using this set along with WW1 Germans, for later period pre-1941 you could add additional weapons from other European military. For instance, China was given the licence to develop a LMG similar to the Bren gun and they were produced in the thousands.

This is a great kit and is highly versatile especially when combined with other sets produced by Wargames Atlantic, such Afghan Warriors, WW1 Germans and Napoleonic period miniatures. This would allow you to build an army from anywhere between 1800 through to around 1925 and beyond.

The set on its own will allow you to build units suitable for most of the last 100 years of Qing rule, that includes the Opium Wars, various rebellions including the Boxer Uprising and the Sino-Japanese war. For me this is one of the best miniature kits released this year, its versatility is one of the reasons for this huge claim. It also allows you game a large period of history without many changes to the army.

Hunnic Warrior Vs Late Roman Cavalryman

Author: Murray Dahm

Publisher: Osprey Publishing

Review by Jason Hubbard

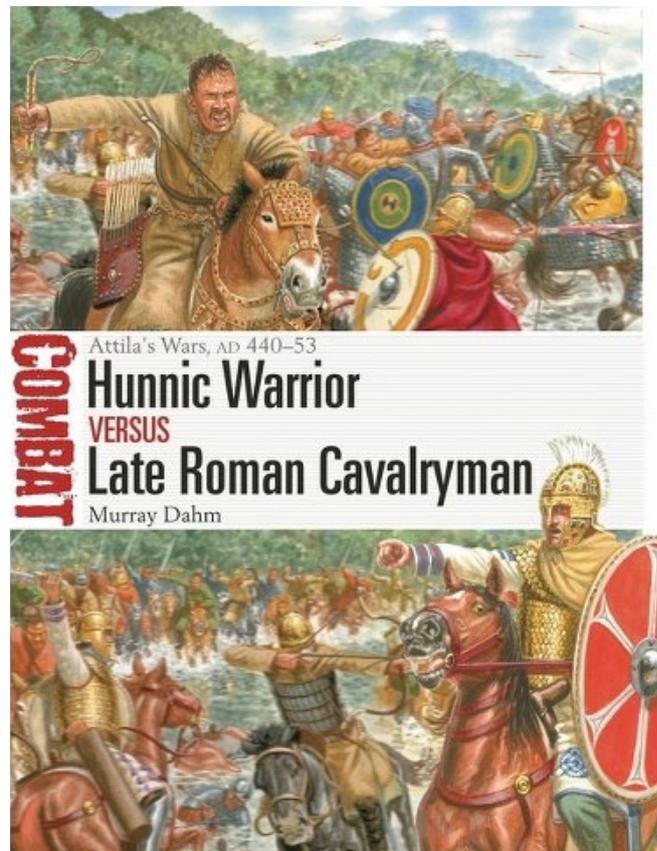
Roman and Hunnic fighting men are assessed and compared in this fully illustrated study of Attila's bid to conquer Europe in the 5th century AD.

The Huns burst on to the page of western European history in the 4th century AD. Fighting mostly on horseback, the Huns employed sophisticated tactics that harnessed the formidable power of their bows; they also gained a reputation for their fighting prowess at close quarters.

Facing the Huns, the Roman Army fielded a variety of cavalry types, from heavily armed and armoured *clibanarii* and *cataphractii* to horse archers and missile cavalry. Many of these troops were recruited from client peoples or cultures, including the Huns themselves.

After carving out a polyglot empire in eastern and central Europe, the Huns repeatedly invaded Roman territory, besieging the city of Naissus in 443. With Constantinople itself threatened, the Romans agreed to pay a huge indemnity.

In 447, Attila re-entered Roman territory, confronting the Romans at the battle of the Utus in Bulgaria. The Huns besieged Constantinople but were unable to take the city. In 451, after Hunnic forces invaded the Western Roman Empire, an army led by the Roman general Aetius pursued the invaders, bringing the Huns to battle at the Catalaunian Plains.



Featuring specially commissioned artwork and maps, this study examines the origins, fighting methods and reputation of the two sides' cavalry forces, with particular reference to the siege of Naissus, the battle of the Utus and the climactic encounter at the Catalaunian Plains.

Another great volume in this series, and one I was looking forward to reading especially as I'm diving into SAGA: Age of Invasions with a Late Roman army in 28mm. This book provides a good overview of the two forces that fought against each other during the Late Roman period. I found it also provided some very useful information for developing a cam



COMBAT

Francia 799-911
Viking Warrior
VERSUS
Frankish Warrior
Noah Tetzner



This study documents the evolving trial of strength between the Vikings and the Franks under Charlemagne and his successors.

Through a careful synthesis of primary sources, expert analysis and the archaeological record, the author invites the reader to visualize the fighting men who fought one another in Francia and offers a balanced assessment of their successes and failures over decades of warfare during the Viking Age.

This is a great volume looking at two fighting forces of the Dark Age period, the problem any author has when writing about this particular area of history is the lack of surviving records. Much of the actual detail about the fighting is pretty scarce, and somewhat flowery or just missing the facts regarding fighting style and know how. Yet saying that the author has done a good job of providing enough useful information from the surviving sources and archaeological evidence. The book is illustrated throughout with maps, period artwork and more recent illustrations throughout which provides another level of detail.

This is a great book that'll appeal to most gamers who play games set in this period, especially those who play SAGA. These are two volumes that most wargamers should consider getting, along with any others from this series of books.

You can't really go wrong with an Osprey book if you're a wargamer, they provide just enough useful background information to get you going in any historical period, without it going into too more depth.

Viking Warrior Vs Frankish Warrior

Author: Noah Tetzner

Publisher: Osprey Publishing

Fully illustrated, this absorbing study assesses the warriors fighting on both sides during the Vikings' attacks on the Frankish realm in the 9th century, as raiding escalated into full-scale siege warfare.

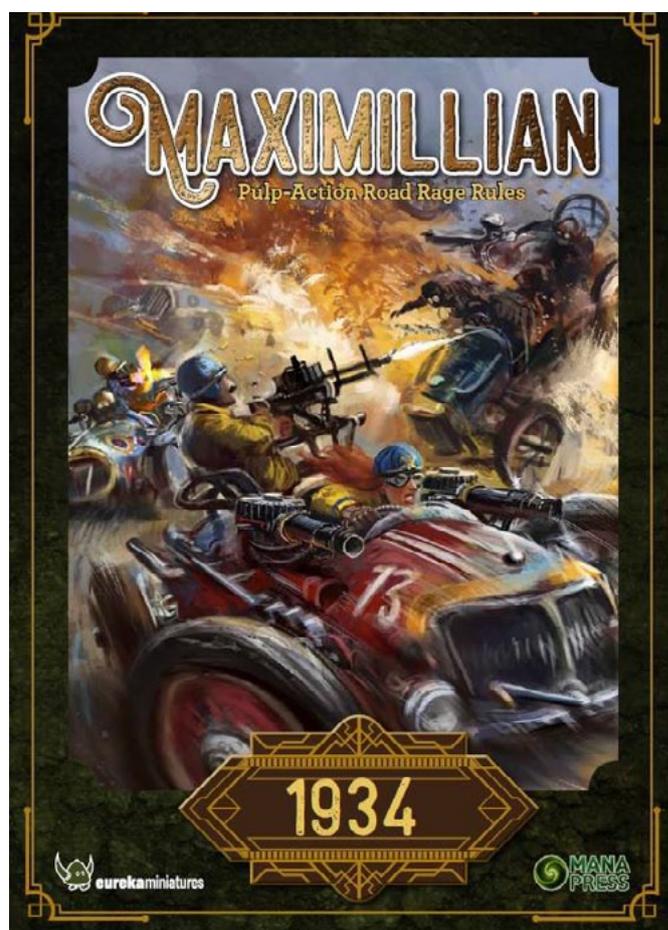
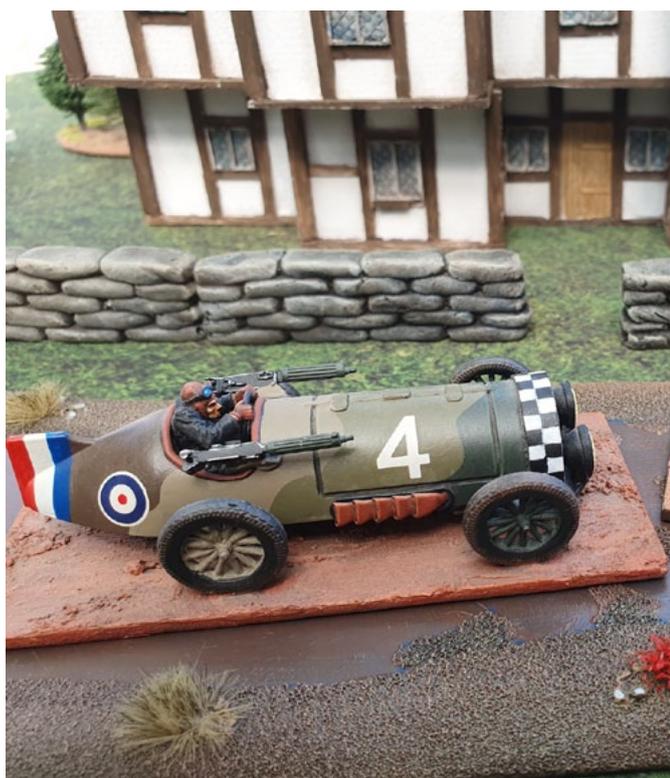
On the eve of the 9th century, Vikings first raided the Frankish Empire on the coast of what is now western France. Although this attack ended in disaster for the Scandinavians, Charlemagne reportedly wept, not in fear of his own life, but for the ensuing bloodshed brought upon his successors. Mobile parties of highly skilled Viking warriors would continue to raid Francia for decades; as these attacking contingents grew more numerous, they began to assail powerful centres, besieging Paris in 845 and again in 885. To combat the Viking threat, Frankish kings mustered scores of infantrymen, then subsequently transitioned to cavalry-based forces in the 9th century. The dynamic nature of Viking activity in Francia meant that numbers and mobility would determine the fate of Charlemagne's Holy Roman Empire.

Maximillian 1934

by Jason Hubbard

So, what is Maximillian 1934? It's basically 1930's Car racing with machine guns, think Gaslands but pre-WW2. Maximillian is a tabletop vehicle combat game set in a dystopian 1930s World. Players battle with heavily armed cars and bikes amid the roar of engines powered by alcohol and aviation fuel!

Power-slide and corner your way around the table and/or terrain, by using a special cornering template. Driving skill, the size and handling of a vehicle, and vehicle's speed influence success or failure in a turn or maneuver. This is a set of vehicular racing rules, with the added bonus of weapons. Players design a vehicle to race, slap some machine guns on, make some enhancements to the engine and get set to floor it around a racecourse, whilst trying to blast your opponent off the road/track. There is a core rule book and an expansion currently available.



The core rules are set in an alternative Europe, that suffered more as a result of WW1 and the pandemic. The background hasn't been fleshed out a great deal in the core rule book, which is why picking up the expansion *The Grande Tour* is a good idea. The races generally take place in the countryside, it's more like early rally car racing.

The book runs out at 56 pages, with plenty of photographs and illustrations throughout, as well as vehicle blueprints. The book is available in PDF and printed formats, though it can be quite hard to find a printed copy.



The rules are really simple to pick up, this game won't have you rubbing your forehead in frustration. They are easy to grasp, and you'll just need a truck load of d6's to play the game. The key mechanic is to roll a FATE roll and a FORTUNE roll. The outcome will determine if you pull off a slick move or flip your customised race car into a scrapheap.

Basically, Fate means 'things go belly up,' whilst Fortune will mean, "great, we've survived and pulled off a cool move."

The expansion book *The Grande Tour* adds new rules, a campaign system.

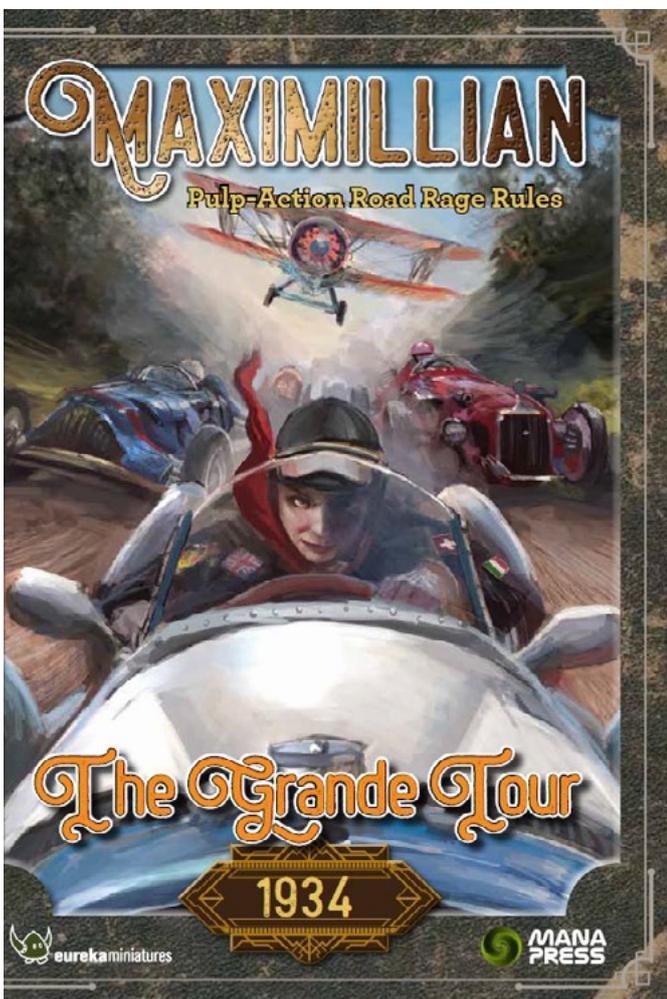


The *Grande Tour* book kicks off with some background fluff of this alternative Europe the game is set in. It's a world where WW1 and the Flu pandemic had a far greater effect on Europe than it did in our reality.

The first section/chapter provides a plethora of new rules that are optional or are specific to the background. There are now rules for motorbikes, handheld weapons such as pistols, along with armed bystanders, yes, those folk you're driving past can now take pot shots at you.

There is the new monowheel vehicle, a bizarre one-wheeled motorbike, as well as half-tracks and plenty of examples of converted vehicles. On top of that there are strange additions you can add to your vehicle such as wheel scythes just like Boadicea added to her chariot.

There is a section for new options for use in the game, the biggest one is the addition of aircraft, which includes bi-planes and mono fixed winged aircraft. This includes rules for designing and using them in game, so now you can bomb your opponents from above, as if blasting them with some machine guns from your sports car wasn't enough.





There is a campaign system included in the book, this will allow players to create teams, compete in a race season, attract sponsors along with pre- and post-race events to upskill and progress your team.

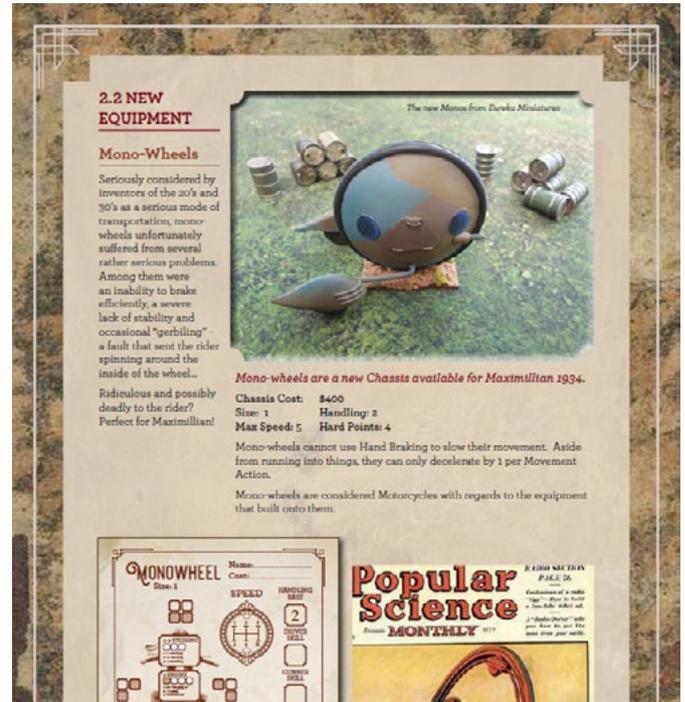
There is also some background on several European countries to compete against each other in. Each country has its own track and a scenario to play which includes maps and other useful information.

There are several vehicles to purchase for the game from Eureka Miniatures, or you can kit bash a die-cast vehicle from Lledo or Corgi, though I found that the Corgi cars have a tendency to be on the large size. Another miniature manufacturer worth looking at is 1st Corp, as it has a plethora of suitable vehicles, including motorbikes with added machine guns.

One recommendation is the motorbike and side car, as you can add an armed passenger on the back of the bike then slap some machine guns on the side car. Company B also does a range of vehicles and accessories that will work for Maximillian 1934. Basically, any 28mm vehicle from the 1920's to 1930's will do, just chuck some weapons on them and away you go.



This is one of those games that has a huge amount of potential, as well as an abundance of fun. The great aspect is the potential for kit bashing toy cars. The game appeals to me because I really like the period of history the game set in.



I can see myself playing campaigns set in other parts of the world, such as Asia or Africa with added dangers that can be found in those continents, such as charging rhinos in the African Savannah. If you like pulp gaming, then this a definite must have game.

So, get your vehicle ready and we'll see you out there on the roads, driver! Tallyho!



Essential Histories

The Jacobite Rebellion 1745-46

Author: Gregory Fremont Barnes

Publisher: Osprey Publishing

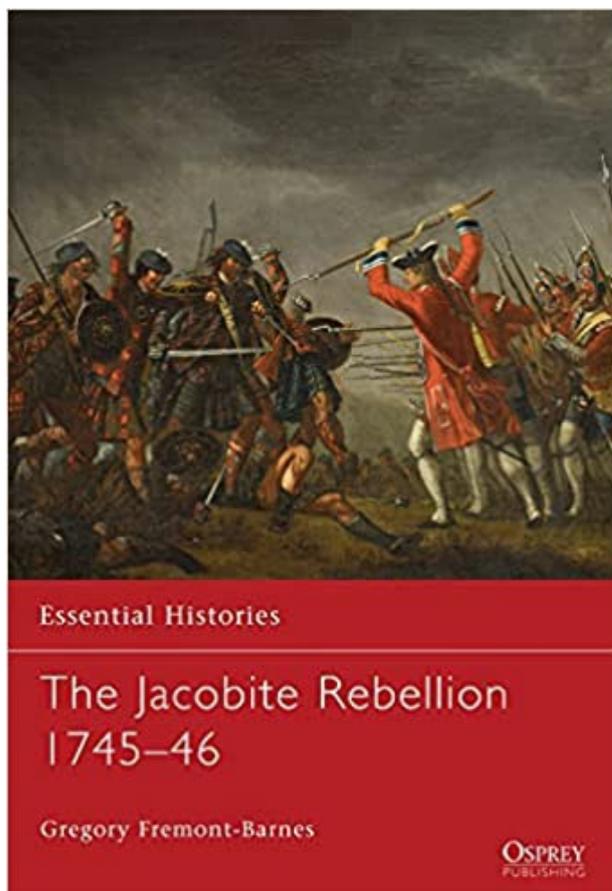
Review by Jason Hubbard

The Jacobite Rebellion was the final attempt of the House of Stuart to re-establish itself on the British throne and it saw the death throes of the independent martial prowess of the Highland clans. No event in British history has been more heavily romanticized, but Gregory Fremont-Barnes succeeds in stripping away the myths to reveal the key events of this crucial period.

From questions of dynastic succession to religious dominance, the events leading to the Rebellion are carefully explained and analyzed, drawing upon a host of primary research. From the landing of Bonnie Prince Charlie to the battle of Culloden, this book offers a complete overview of the Rebellion, complete with detailed maps and beautiful period illustrations.

Like all the books from this series they're slim volumes at just under 100 pages, but they're well written with an excellent number of illustrations throughout, and this edition is no exception to that. This is a great volume for a basic background on the conflict and the Jacobite Rebellion in general. It provides an unbiased look at a conflict that was quite brutal at times, with both sides committing some pretty atrocious acts.

It's a good bite sized book on the Rebellion, that's perfect for the wargamer looking for some useful background information. This is a conflict I hadn't read about, and most of my info came from film s like Rob Roy starring Liam Neeson, and it was never on my radar wargaming wise, but it is now on the possible project in the near future, probably at 15 or 20mm.



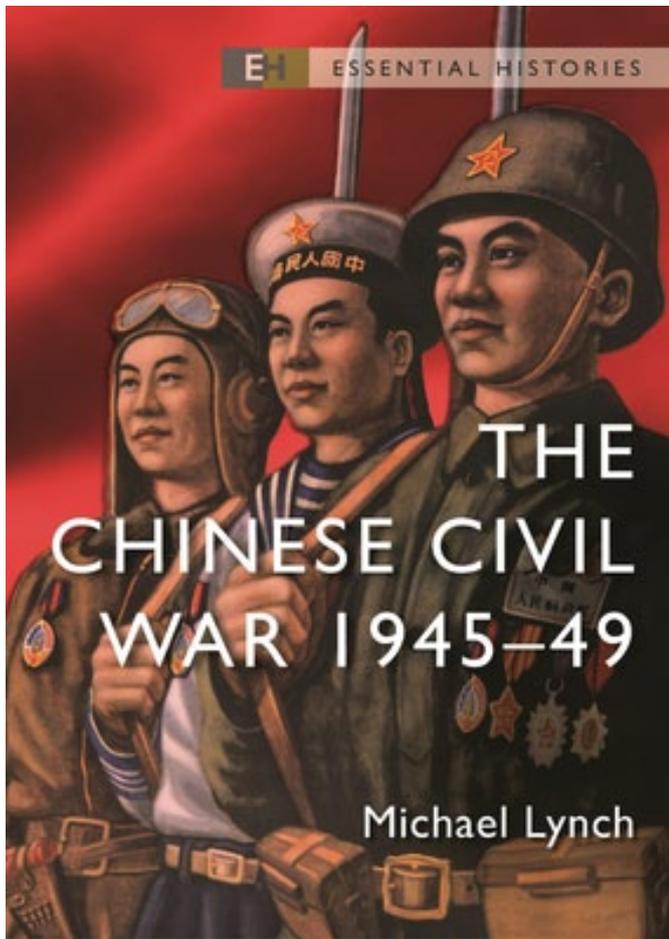
The Chinese Civil War 1945-49

Author: Michael Lynch

Publisher: Osprey Publishing

Out of the ashes of Imperial China arose two new contenders to lead a reformed nation: the Chinese Nationalist Party, the Kuomintang, and the Chinese Communist Party.

In 1927, the inevitable clash between these two political parties led to a bitter civil war that would last for 23 years, through World War II and into the Cold War period.



The brutal struggle finally concluded when Communist forces captured Nanjing, capital of the Nationalist Republic of China, irrevocably altering the course of China's future. Dr Michael Lynch sheds light on this cruel civil war that ultimately led to the establishment of the People's Republic of China.

This is a well-researched and written overview of the conflict, this is a perfect volume for a wargamer looking for background information, for someone wanting more in-depth info then this is an excellent starting point.

The author starts with an overview of the events that led up to this war, that includes some of the fighting between the two sides that occurred prior to the invasion of China by Japan. So, with the surrender of Japan, both sides came to aggression as neither side wanted to compromise.



The nationalists and Communists started fighting in the 1930's and the invasion by Japan just stalled the bitter conflict. This is one of important conflicts of the 20th Century as the outcome shaped what China would become. The book is well illustrated throughout, especially with good quality maps.

It's a very easy read, with plenty of information for the wargamer, it's just enough to get your teeth into and develop a campaign to play. I really like this series of books, they're a great addition for wargamers to have on their shelves.



This potentially a good campaign to play out on the tabletop, if you have for instance US & British WW2 vehicles or Russian then it's easy to pick up. Communist infantry are easy to get as you could use Warlord Chinese for the Korean War. For Nationalists you're going to have to convert British, US and German plastics to build a force.

GAMEMASTER: CHARACTER PAINT SET

Producer; Army Painter
Release date; November 2022



This is a great entry into painting minis, whether you're planning to play RPG's or eventually wargames. This set will provide you with everything you need to get started including your first plastic miniatures to paint. D&D has become very popular recently due to TV shows such as Stranger Things, so this is a great starter set for those new to miniature role playing.

What's in the box

- 5x FREE snap-fit miniatures
- 19 x 12 ml Warpaints™ including a 12 ml Brush-on Primer (20 in total)
- Essential paint set for every role-playing adventure
- Includes a Starter Brush

So, we'll start by looking at the miniatures in the box. So, the miniatures that are provided in the box are the classic RPG character types, a cleric (dwarf), rogue (human), a warlock or wizard (Tiefling) and a ranger (Elf). These are the basic figures you need to start delving into your first dungeon or they could also be used as a small warband for a fantasy skirmish game.

The miniature that stood out for me was the rogue it's very reminiscent of an old Games Workshop Mordheim miniature, Aenur Sword of Twilight.

The figures are single piece or snap-fit hard plastic, they will need some clipping off the sprue and clean up, basically removing some mould lines. This can be easily done using a sharp craft knife. It does say snap fit, but I still glued mine together, mainly out of habit but it's not necessary to do so.



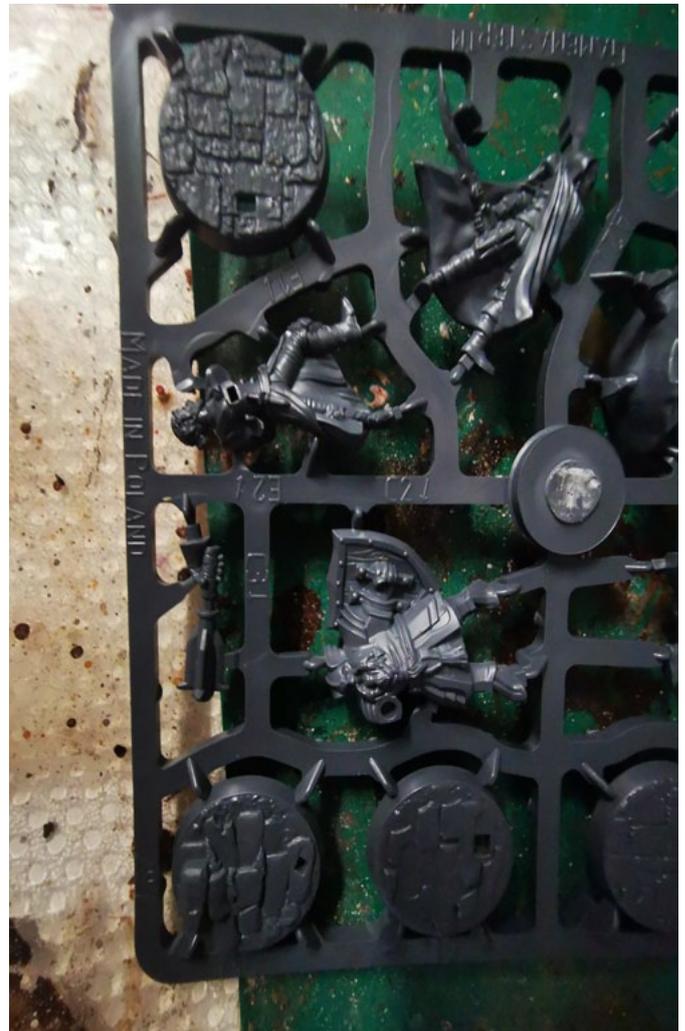
There are twenty 21ml paint pots, one of which is a primer, as the plastic miniatures will require priming first. This goes on very smoothly and gives really good coverage. I painted up the dwarf first. Then there is a selection of nineteen colours that includes two metallics.



There are also two washes, a flesh wash and shading or as it's actually called Shadow wash. These are great for quickly shading a miniature without spending a long time building up from a dark colour to a high light. It's a great way to quickly paint several miniatures if you're building army or a dungeon full of monsters.



This will leave you with fifteen acrylic colours, two of which are black and white. There is a good mix of colours that includes primes, flesh tones and a few others to get you going. This is a good starting point, and there several other sets by Army Painter that you can add for a larger palette at a later date. I expect at some point AP will follow this set up with a dungeon monster paint set.



I used the set to paint up the Dwarf Cleric, though after painting the armour silver I decided to go over that with a red speed paint to give his armour a metallic red look. Speed paints are similar to a wash but are a colour rather than a shade. I would suggest that is another paint series by Army Painter that's worth checking out.

Overall, I was very impressed with the paints they went on really smoothly and as always with AP paint products great value. It's definitely a great starting point for anyone who's not painted miniatures before. You do get a paint brush with the set, but I'd recommend getting a set of brushes either from Army Painter or elsewhere. The brush included is best kept for using washes with, rather than painting.





Painting Die-cast Vehicles for wargaming

Jason Hubbard

There are several reasons why you might consider picking up a die-cast car or two for wargaming. It might be for a game like Gaslands, adding some vehicle terrain for moderns or like me picking up some cars from the Lledo Cars of Yesteryear range for use in Maximillian 1934.



So, we're going to take a look at how to repaint them, as most die cast cars though already painted tend to be shiny or look out of place against everything else on the table. Now there are a few ways to re-paint them.

The quickest is put a thin coat of Matt Varnish, to dull down the shine. Then once that dries to add some wash, and weathering powders over the vehicle. This will do an adequate job, enough for them not to stand out on the table as being out of place.

The other method or methods requires a lot more work. The first I'll quickly talk about is not a method I do myself as it more involved of the two. The first thing to do is take the car apart, there are generally



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The other method or methods requires a lot more work. The first I'll quickly talk about is not a method I do myself as it more involved of the two. The first thing to do is take the car apart, there are generally two lugs under neath that will need to be clipped. Once this is done the vehicle will come apart.



Once this has been completed, you'll need to mask of the windows if you don't plan to paint over them. I normally paint over the windows, rather than mask them off. If you need to add any kit bash parts such as guns or armor to the vehicle now's the time to super-glue them on.



Once apart take the metal body and sand/strip the paint off back down to the bare metal. The next step once the paint is removed will be to undercoat just like you do with any other miniature. I would also under coat at this stage the plastic interior.

Then all you need to do is paint the metal and plastic parts. Once that's done and you're satisfied with the end result it's time to glue the car back together using superglue.



Once apart take the metal body and sand/strip the paint off back down to the bare metal. The next step once the paint is removed will be to undercoat just like you do with any other miniature. I would also under coat at this stage the plastic interior.



Then all you need to do is paint the metal and plastic parts. Once that's done and you're satisfied with the end result it's time to glue the car back together using superglue.



So, the way I generally re-paint is a slightly less in-depth way, first of all you won't need to take the vehicle apart.

The first stage is to sand the paint down, now you can sand it all the way back to the bare metal or enough to rough the original paint work up enough so that your acrylic paint has a texture to grip to better. If there are any graphics or artwork on the vehicle, you'll need to try and sand this away as it may show through any paint you place on top.



Once this has been completed, you'll need to mask of the windows if you don't plan to paint over them. I normally paint over the windows, rather than mask them off. If you need to add any kit bash parts such as guns or armor to the vehicle now's the time to superglue them on.

Now after the glue has dried, it's time to under coat, exactly as you would with a traditional metal model, let this dry and paint up your vehicle in any colour or style you want.

Once you finished painting the vehicle it's time to add washes and weathering powders if required. Otherwise, it's time to slap some varnish on the vehicle, start with gloss varnish as this is stronger than matt, once dry add a coat of matt to take the shine off.

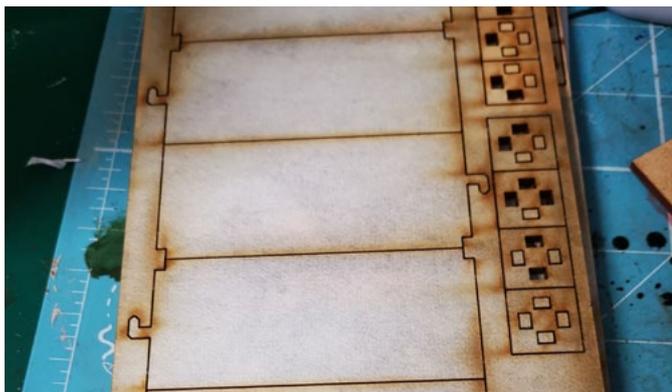




Pre-Painted New WW2 Terrain From Micro Art Studio

The folks behind Micro Arts Studio have outdone themselves yet again, this time with some great looking pre-painted World War Two terrain. These have specifically been designed for European towns, villages and cities. Primarily they for games set during WW2 but could easily be used for any time between 1900-1945.

They're scaled for 28mm wargames and made from HDF. There are several buildings ranging from houses to a garage, a restaurant and even a church. It's possible to build a small village, or part of a town/city with the buildings from the range.



Each building comes pre-painted both exterior and interior, the roofs are removeable allowing for gaming inside. Due to them being pre-painted they are a little more expensive than normal MDF terrain. Plus, it saves time getting them on to the table by not having to paint them yourself. All of these come flat packed like most modern terrain kits.

These are suitable for games such as Bolt Action, as well as more skirmish-based gaming especially when you consider the ability to play inside and outside of the buildings. You can place squads in the building giving you much better cover as well as more realistic firing positions.

The quality of the pre-paint is excellent and features everything from brickwork, corrugated steel roofs, tiled roofs, wallpaper & even some nice advertisements on the sides of the buildings and billboards.

Each building comes in several sheets of HDF, and there is a protective covering over the sheets, this is to protect the pre-paint. The first thing to do is to remove this, but this needs to be done carefully as removing it too fast and there is potential to scratch the pre-paint print. Also, you need to be careful removing the elements from the sheets, as some parts are quite delicate and easy to break.



Overall, these are a great set and an excellent addition to the plethora of terrain options in the hobby market. What makes these extra special are the fact you won't need to paint them, once built you can get them straight on to the table and playing a lot faster than if you need to paint them yourself.



There are twelve buildings or kits including walls including a church and restaurant. They're quite easy to build, but I'd recommend using a fast-drying wood glue. I wouldn't use super glue as this can damage the pre-painted/printed textures. So far, I've managed to build the walls set and the large brick shed. They were very easy to build, the instructions were easy to follow. I also discovered that you could use Contrast paint on the textures without covering them up. I painted the doors on the brick shed with a brown contrast paint, as I felt the original colour was a little grey looking.



The review copies I received were part of a test run, and the commercial versions will be less prone to chipping. I did like the fact that these kits included an illustrated construction guide, which many unpainted MDF kits on the



Henry Hyde's Wargaming Compendium & Wargaming Campaigns

Author: Henry Hyde

Publisher: Pen & Sword

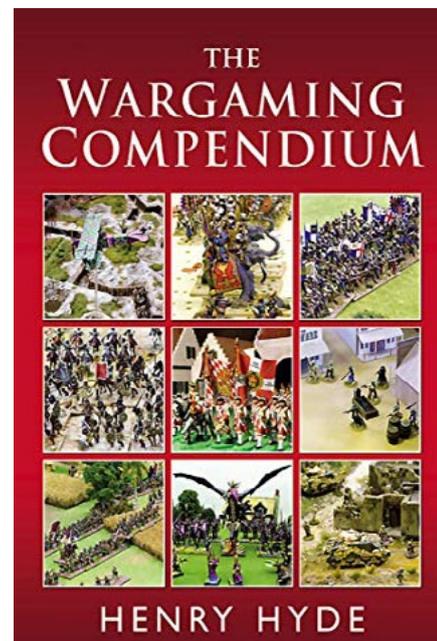
Review by Jason Hubbard

Most wargamers will recognize the name Henry Hyde, he's a stalwart of the wargaming world. He's a prolific writer, with an almost cyclopedic knowledge on wargaming. We're going to look at two of his publications, the Wargaming Compendium which has been out a few years now and the more recently published Wargaming Campaigns.

Wargaming Compendium

Wargaming is a fascinating, engrossing and exciting pastime that encompasses a wide range of different talents. In the course of pursuing his hobby, the average wargamer uses the skills of artist, designer, sculptor, illustrator, historian, librarian, researcher, mathematician and creative writer, as well as the more obvious ones of general, admiral or air marshal for large games, or perhaps lieutenant, commodore or squadron leader for skirmishes. Not only is wargaming a pursuit which calls upon many skills, but it also covers many aspects of combat, spanning the history of our planet. With science fiction gaming, we plunge into imagined worlds many thousands of years into the future and a fantasy gamer, of course, deals with eons of imagined history, as anyone who has read *The Lord of the Rings* will know.

A wargamer may find himself recreating an encounter between a handful of adversaries one day, or a massed battle involving perhaps hundreds of miniature troops the next. Moreover, it is possible to play wargames that recreate warfare on land, on sea, in the air or, in the case of science fiction, even in outer space. This book aims to demonstrate the wonderfully varied hobby of wargaming with miniatures, looking at the broad scope of what it has to offer as well as detailed explanations of how to get involved, including comprehensive rules for gladiator combat, Wild West skirmishes and the horse and musket era, as well as lots of advice for anyone new to wargaming. Whether you're a complete newcomer to the hobby, or a veteran of many years, you'll find plenty in *The Wargaming Compendium* to entertain and inspire you.



This book is a great buy for both someone who is either new to wargaming or a grognard like me, it's absolutely packed with great useful information. The book does tend to focus heavily on historical gaming, though the author does touch on fantasy and Science fiction genres as well. Henry provides a short overview of most the Historical periods that are popular within the community.

The author also covers terrain making, along with painting and basing miniatures to re-fight those battles of old. This section is well written and provides an introduction to this aspect of the hobby. I would recommend further reading/research via the web and site like YouTube for useful painting tutorials to expand your painting skills.

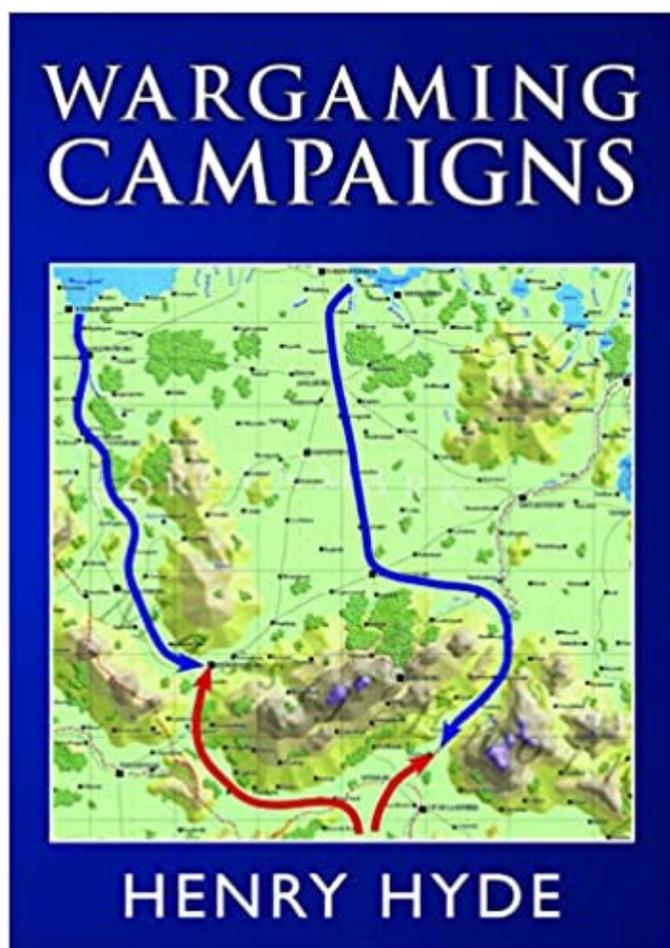
One great aspect of this book are the plethora of wargame rules that are included, all of these are pretty simple to learn yet will provide a great way into the hobby. There is a set of gladiatorial combat rules for ancient Rom right through to set of skirmish rules for the Wild West so you can recreate all those western movies on the tabletop.

They're all easy to follow and are great for some simple wargaming action. There is also a simple easy to use campaign system included with the book, and it's a great intro to campaign gaming.

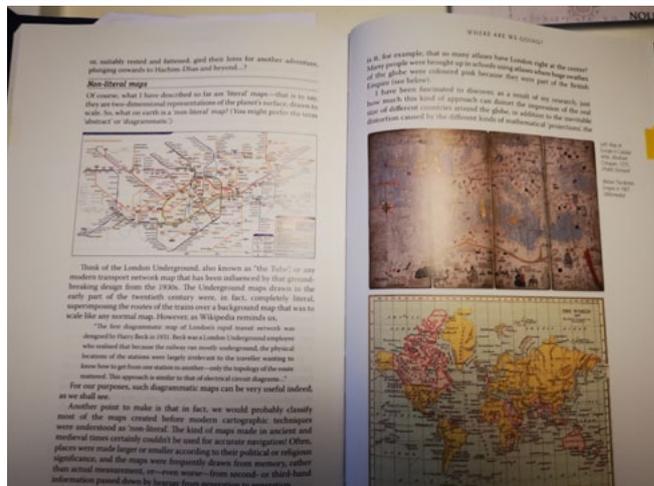
The author has also included an overview of some of the more useful resources out there such as websites and printed material. There is also information on where to purchase miniatures, which is very useful for those new to the hobby.

This is a great book and at over 500 pages it's massive volume, in fact I'm pretty sure if you whacked the book around your opponent's head, you'd knock them out cold (I should point out this is probably something you shouldn't test out).

Wargaming Campaigns



Most miniature wargames take the form of simulating a single battle with the opponents either winning or losing and that's that until the next game. Such games can be a fun test of tactical skill, but it can be even more rewarding if they form part of a wider campaign. In a campaign, the players commanding the forces have to make the decisions at the strategic level that determine the context of any battles that occur. The outcome of these battles will, in turn, have strategic consequences for the ongoing campaign.



Although campaigns can be very rewarding, many wargamers are deterred by the need to produce maps and devise mechanisms for strategic movement, Intelligence, logistics, recruiting reinforcements, keeping track of casualties etc. Henry Hyde's excellent book greatly eases this task with masses of sound advice, concrete suggestions and even a full set of campaign rules useful for any period up to AD 1900. Whatever historical or fantasy setting you prefer, Henry shows that even simple campaigns can add extra fun to your gaming.

The wargaming compendium has been followed up by another immense volume of tabletop battling goodness. Just like its predecessor it's a beast of a book running in at a massive 528 pages. This is literally the bible of campaign gaming; the author has rammed enough information in this one volume that'll pretty much answer almost every possible question a gamer may have on the subject.

Henry explores that various possible ways in which you could run a campaign and looks at how these different types will play out. Henry also looks at using imaginary countries and armies in wargames, which includes creating maps and how useful they are especially for campaigns. The book is packed with ideas that any wargamer will find useful regardless of whether they're a beginner or an old sweat in the world of tabletop gaming.

Both of these books should be on the shelf of any wargamer, no matter your experience there is a plethora of useful information to get your teeth into. It's absolutely rammed with potential ideas for you to get inspired into recreating battles from history, a fantastical realm or the darkest depths of space.

Either one of them is worth picking up but I would suggest that most folk should really grab both of them. Though if you get both books, you'll need a very sturdy shelf as both of these are behemoths of a book, they're heavy enough to use as weight training aids.

Irregular Wars: Conflict at the Worlds End

Author: Nicholas Wright
Publisher: Vexillia Limited

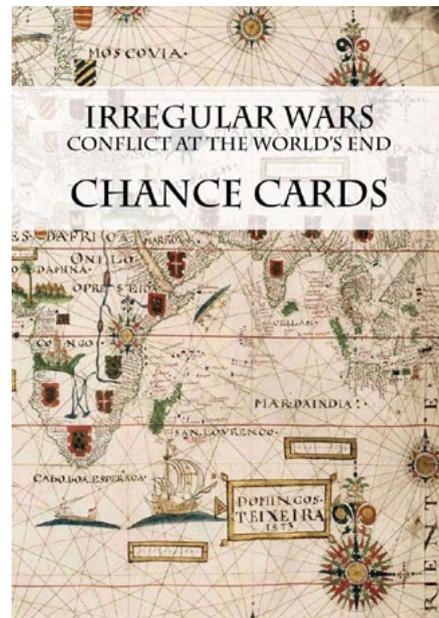
Review by Jason Hubbard

Irregular Wars: Conflict at the World's End provides a fun and easy, fast-play, set of rules for engagements on the fringe of the European world – Ireland, the Americas, the East Indies and the vast steppes of Central Asia. The lands discovered by European explorers seeking easy access to the trading wealth of the Indies exposed untold avenues for expansion.

The sixteenth and seventeenth centuries saw successive waves of self-aggrandising traders, raiders, conquerors and colonists leave Europe for new lands beyond the sea. Some pursued the freedom to practice persecuted religions or the opportunity to convert the heathens, others sought raw resources in the form of gold, furs or exotic spices or plants, like nutmeg or tobacco.

The game is designed for engagements between two forces of from 500 to 2,500 fighting men per side. Each player represents a leading conquistador, noble, governor, daimyo, chief, cacique or petty monarch.

These leaders are given the umbrella title of 'lords'. The key to success in Irregular Wars is the lord's ability to harness the enthusiasm of volunteer or militia soldiers which, together with the effective use of terrain, counts for more than sheer numbers alone. The uncertain nature of army recruitment and variable level of centralised command and control make the rules ideal for small scale, localised and asymmetrical warfare.



The game could quite easily be expanded to cover earlier or later conflicts anywhere in the world prior to the establishment of reliable and professional armies. This second edition of Irregular Wars continues the fun and fast approach of the original rules. More background information and explanations are provided, and the phase sequence has been streamlined.

Additional changes throughout the rules make the randomised aspects of the game more realistic... in a random sort of way.

This edition includes army lists for 48 different sixteenth and seventeenth century armies belonging to the major European colonial powers and the indigenous populations of Ireland, the Americas, East Indies and Eurasian Steppe.

The author has written a set of rules that are very accessible for those new to historical wargaming.



They're really easy to pick up and start playing, yet they have enough depth to interest more experienced gamers.



The rule system is based around company level fighting, rather than a more individual level of skirmish gaming. They're pretty open in regard to scale, so you could pretty much use them with most scales, though I'd recommend from 15mm up to 28mm. For those on a budget this is a great rule set because of the variety of scales that could be played with these rules.

My plan is to use 1/72 (20mm) and 28mm. I plan to play a campaign in 28mm set in China either during the Boxer Rebellion or the collapse of the Ming Dynasty. I'm also tempted to use this rule set for the Japanese Invasion of Korea 1592-98.



The book boasts a plethora of army lists which allow most gamers to build anything from a small warband or force up to a larger army. The games are quick but with enough depth to give you a good flavour of historical gaming. At £12 on Amazon it's a great value ruleset, which is a perfect introduction to gaming historical wargames.



The rules come with a campaign system which is quite easy and simple to use, especially for those who've never played out a campaign before. There are some sample campaigns to use which includes one set in Elizabethan Ulster, Northern Ireland.

One nice touch to these rules is the disease and mishaps chart, you basically roll on this chart to see if any of your units are missing or down with a disease at the start of a game. It's even possible that one or more of your units don't show up to fight, which provides a nice element of uncertainty. This was quite common in the past or sometimes a section of the army under a lord may wait to see how a battle may swing before committing troops, and this may not be on the side he originally pledged his soldiers to.

I would definitely recommend this rule set, firstly it's at a really good price, secondly the rules are easy to learn and provide a good in-depth game. The third main point is the breadth of historical periods the rule set can be used for, anywhere from the 15th to 18th Centuries, pretty much anywhere in the world during these years. This means that for most gamers they can play a plethora of periods, armies and campaigns set in a wide variety of locations. All this at a really low entry price, teamed up with a wide choice of scales, it's a great gateway rule set for someone new to historical or a more experienced player.

Armies of the first Sino Japanese war 1894-95

Author: Gabriele Esposito

Publisher: Osprey Publishing

Review by Jason Hubbard

Describes how newly modernized Japan waged war against China in its first overseas campaign, marking its rapid transition into Asia's leading military power only 30 years after emerging from centuries of feudalism.

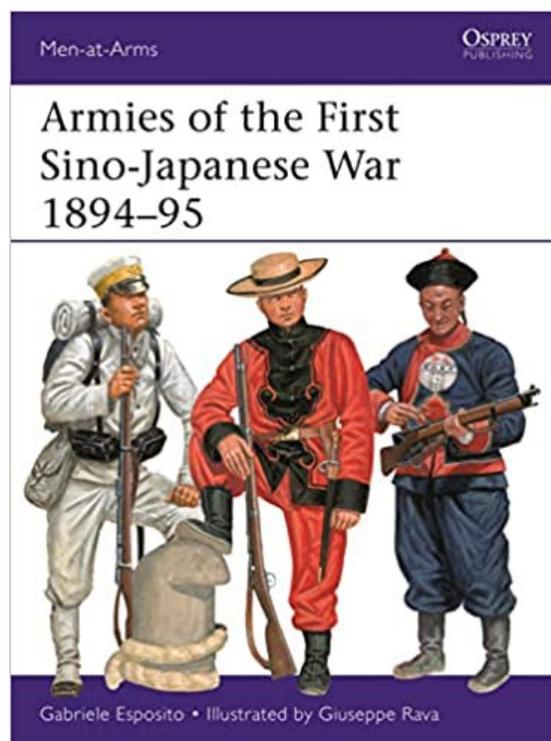
After the Meiji restoration of the Japanese imperial regime in 1868–77, modernization along Western lines of Japan's industry, communications and land and naval forces advanced with remarkable speed and, by the 1890s, the rejuvenated nation was ready to flex its muscles overseas. The obvious opponent was the huge but medieval Chinese Empire, and the obvious arena for war was Korea, a nearby Chinese protectorate that Japan had long coveted. (A secondary campaign would be fought on Formosa/Taiwan, an autonomous Chinese island protectorate.)

In this study, author Gabriele Esposito describes the blood-thirsty course of the Japanese campaign in China, using colour illustrations and photos to showcase the organization, equipment and appearance of the various Chinese forces (China had no true national army), the Imperial Japanese Army and Navy, and, for the first time in English, the Korean and Formosan participants.

Japan's victory left it confident enough to challenge Imperial Russia and, nine years later, it defeated it at the Battle of Tsushima where two-thirds of the Russian fleet was destroyed by the Japanese Navy. This victory confirmed Japan's place as Asia's leading military power, soon to become a realistic rival to the West.

As usual with this series the book is well written and very well researched by an author who is well versed with the subject matter. As you come to expect with books by Osprey it's very well illustrated throughout which includes full colour plates of the soldiers involved in the conflict. This is one of those conflicts that probably neglected by the wargaming community, yet it's quite an interesting one to cover. This is the conflict that saw the rise of a new empire and the death throws of an old one.

The conflict saw the decline of the Qing Dynasty and would set China on the road to Communism, and modern country we see today. It would also set the groundwork for Japan's rise and Pacific conflict of World War 2.



So based on those points alone this is definitely a conflict wargamers should look. It's quite easy with the new plastic Chinese Boxers by Wargame Atlantic to build a Qing period army in 28mm.

The volume provides enough information for the wargamer to start and carry out a campaign set within this war. The author covers the military forces involved in the conflict, organisation, equipment and tactics. What makes this an interesting campaign as there are 4 factions/countries involved in the conflict, which provides the wargamer with some good choice. The forces are a mixture of modern trained and equipped through to those that wouldn't look out of place on the medieval battlefield.

So, if you're looking for an interesting conflict to get your teeth into then this is a good one, and this book is an essential volume to have on the shelf. If you want to really dive into the subject, then this is a good starting point before jumping in a book that's much more in-depth.



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Next Issue out December 2022