



irregular

Autumn Issue 2018

magazine

Titanicus

Zombiecars

Kill Team

Middle-Earth Battles

Plus; Editors' Challenge, Reviews and Much More



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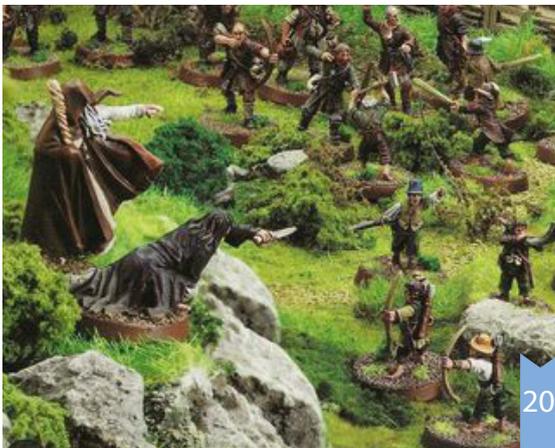
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Autumn Issue 2018

Editorial

Jason Hubbard

Welcome to the Autumn issue of Irregular Magazine for 2018, this has become a bit of Games workshop special. This has simply because of the plethora of great releases in the last few month. It's been a great period if you're a fan of GW, everything from Kill Team through to Adeptus Titanicus has been released this summer. Kill Team was the game that got me excited, to the point of painting a Space Marine Kill Team. Which are the first Space Marines I've painted in the last seven years. The last Marines I painted were the Terminators from Space Hulk for a friend way back in the summer of 2011.

Adeptus Titanicus was the release that got Alex really excited, and when I say excited I mean really excited. So check out his massive Titanicus article in this issue.

The other big GW release that caught my imagination was the new edition of Lord of the Rings, now named Battles in Middle Earth. I've always loved this rule system, and the miniatures are great. With the new rules came a new starter box, and I'm really looking forward to future miniature releases.

We're in the run up to Christmas, and there still more to come from Games Workshop and other companies all looking to release new products before the big day. Just as I'm writing this another big release from GW called SpeedFreaks was announced for pre-order. Well that's all from me, enjoy the magazine, and we'll be back to normal service next issue covering a wide range of games.

That's all folks.....see you next time.

NEWS

IRREGULAR TEAM

HERE'S NEAGAN



Reputation is everything as you experience the untold story of how Negan and the Savivors cleared the Sanctuary.

Mantic Games is pleased to announce it is working with Skybound Entertainment to publish a board game inspired by The Walking Dead standalone series Here's Negan. Comic book fans will have the opportunity to play through a portion of Negan's background that's never been seen before.

In Here's Negan the board game, each player takes on the role of one of Negan's ambitious lieutenants. To win the favor of their despotic leader, Sherry, Dwight, Laura, John and Tara must help clear the 'Sanctuary' of deadly Walkers. Danger lurks around every corner, however it's not always the Walkers that pose the biggest threat...

Work together to clear the claustrophobic corridors of the abandoned factory, but that's only part of the mission. You must also do whatever it takes to gain Negan's respect and players 'win' by earning the most 'Reputation Points'. Impress Negan and reap the rewards. Fail and face Lucille's wrath.

Here's Negan is a co-operative yet competitive board game for up to five players. 12 scenarios tell the story of how Negan cleared the 'Sanctuary' and went on to become the tyrannical leader of the Savivors. It comes with 19 incredibly detailed, pre-assembled plastic miniatures, 16 double-sided game tiles, plus all the dice and tokens required to play.

"The Walking Dead: All Out War Miniatures Game is our most successful retail product ever and we're delighted to be working with Skybound Entertainment to explore this untold chapter of Negan's history," said Ronnie Renton, CEO Mantic Games. "Here's Negan is a totally unique game that sees players working together but also gives them the opportunity to screw over their teammates to impress Negan. It's co-operative and competitive so you'll need to watch your back!" Here's Negan will launch direct to retail this November and you can pre-order online.

www.manticgames.com

BRUSH WITH DEATH

THE OFFICIAL MANTIC PAINTING COMPETITION

Brush with Death - the official Mantic painting competition - is back and it's better than ever.

Launching today ahead of the Autumn Mantic Open Day on the 10th of November, you have more than 2 months to get your award-winning entry painted. The closing date for entries will be Saturday the 3rd November to allow the judges 1 week to go through the entries. The winners will then be announced by Ronnie Renton at the Open Day!

Tickets still available here; <http://www.manticgames.com/mantic-shop/events-and-tickets/product/autumn-open-day-2018-single.html>

This is the start of a twice a year event, each coinciding with a Mantic Open day.

How to enter:

All submissions should be photographed at least 3 times, from different angles and emailed to brushwith-death@manticgames.com

Make sure your pictures are well lit and sharp – so we can see your amazing paintjobs. There are plenty of guides online to help you when it comes to photographing your minis. You can also choose to send in or drop off at HQ in Nottingham too.

We received some feedback that previous iterations of the competition were too complicated, so Brush with Death will now simply be split over 4 categories. All categories are for ANY GENRE. There are no restrictions for our Fantasy, Sci-Fi or licensed ranges.

Single Figure

Single figure from the Mantic range. There is no size restriction on the figure or the base size, so your miniature can be on a plinth or display base. The figure can be anything from a Goblin Wiz to a Tree Herder... but remember that bigger is not always strictly better!

Unit, Squad, Team or Warband

A minimum of five miniatures from the Mantic range, displayed on the appropriate base sizes for the game the miniatures are used in. Figures may be mounted on a single display base, be multi-based or individually based. The unit must be able to function within the game it is from.



Diorama

At least two figures from the Mantic range, of any genre, mounted on a base no larger than 300mm in diameter. There is no height restriction.

Army

At least 1,000 points army from either the Mantica or Warpath universes. Must be 100% Mantic Miniatures and must be a usable army.

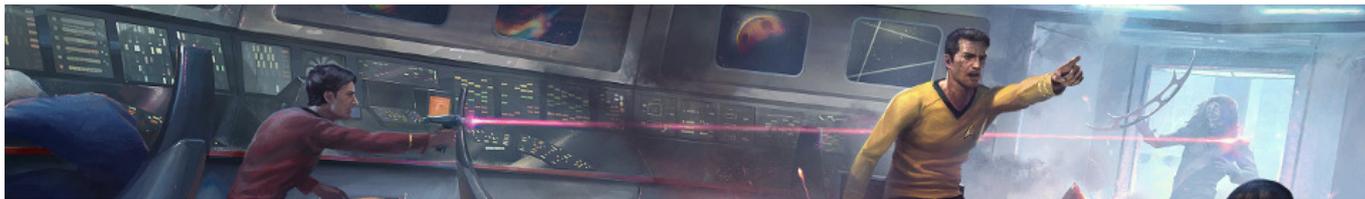
And here is what you will win:

We have teamed up with Artis Opus who have been making waves in the industry with their new range of incredible Kolinsky Sable brushes. Our very own Hellboy: The Board Game and Here's Negan The Board Game miniatures were painted by Angel Giraldez using these fantastic brushes. The winner of each category will receive an engraved collectors' box with 4 brushes and brush soap.

Each category winner will also receive £100 Mantic online-store credit per category winner!

For full rules and conditions for entry, make sure you read the Mantic blog.

STAR TREK ADVENTURES: OPERATIONS DIVISION



ENnie award-winning Star Trek Adventures' latest role-playing game supplement can be pre-ordered from Modiphius Entertainment and friendly local game stores today, for release in November.

The Operations Division supplemental rulebook provides gamemasters and players with a wealth of new material for characters and campaigns that focus on security and engineering. It covers material on the Starfleet Corps of Engineers, Starfleet Intelligence, and even the elusive Section 31, with new character options and NPCs. Players will also find a diverse selection of technology with which to equip their characters, as well as details on larger systems. It also contains new rules for miniatures combat, developed from the 2d20 System rules for a skirmish game using the range of Star Trek Adventures miniatures and game tiles.



Customers who pre-order the book will be eligible to receive a PDF copy immediately, either through Modiphius.net or through emailing a proof of purchase to support@modiphius.com.

The PDF Collection from DriveThruRPG.com contains all released core books and supplements, and will include the operations supplement from today.

Earlier this year, Star Trek Adventures won three ENnies for Best Rules, Best Miniatures Product, and Best Production Values, and has enjoyed critical acclaim and a thriving player base. The Operations Division supplemental rulebook is the second in a trio of game supplements that focus on the three divisions of Starfleet: command, operations, and sciences. The Sciences Division supplemental rulebook will be released in the new year, and will combine with the command and operations book covers to form a triptych.

www.modiphius.net



SIERRA WEST- BOARD AND DICE GAMES



In the late 1840s, thousands of pioneers headed West to seek new opportunities and riches. Many of these brave souls travelled by wagon over the Sierra Nevada mountain range into what would soon become the Golden State of California. In the game of Sierra West, you become an expedition leader who must guide a party of these rough-and-ready pioneers onward—using a balance of strategy and tactics on each turn. During setup, the players choose a mountain variant deck to build a mountain of overlapping cards above the main board. Each variant comes with special cards and parts that are combined with the game's basic components. This mixture adds strong thematic content, alternate paths to victory, and interesting twists on the core mechanics.



The first included mountain variant decks are titled:
49er Gold Rush
Apple Hill
Bandits & Badges
Boats & Banjos

Playing the Game:

At the start of each turn you'll draw three cards and arrange them into your custom-cut player board—exposing and concealing a selection of the action icons

shown on them. This process will allow you to create unique paths (action sequences) for your pioneer figures to follow (from left to right). Common actions include: exploring the mountain, deck building, gaining resources, and increasing your scoring potential.

Additional actions are brought into the game by the mountain variant decks—such as gold mining, fishing, and busting outlaws—to name a few. As you complete your pioneers' movements, you'll have access to the worker placement spaces on your cards and board, where you can trade in resources for scoring tokens, or manipulate your deck, etc.

As the game continues—and the mountain is explored—new and exciting things are discovered: Each piece of the mountain is either an action card (that can be gained to improve your deck), or a special card that is added to a face-up row below the main board (extending a variant-themed feature—as in a gold mine, orchard, or river). This row brings new opportunities and challenges to all of the players—upping the ante till the final round!

Sierra West can be set up and played in under an hour, often leaving people with the desire to immediately play it again with one of the other mountain variant decks.

ASSASSINS CREED BOARD GAME

The independent board game studio Triton Noir, created by Thibaud de la Touanne in Montreal, unveils the title of its next project: Assassin's Creed®: Brotherhood of Venice. Following the successful V-Commandos (the first coop game developed by Triton Noir), it will be based on a qualitative gameplay and supported by a Kickstarter campaign starting on November 13th. A table top game imagined... just for the fans! In partnership with Ubisoft Montreal, Triton Noir has created both the narrative content and the components of Assassin's Creed: Brotherhood of Venice. The Triton Noir team behind the game has previously worked on Ubisoft projects including Assassin's Creed® branded ventures, thus ensuring that the DNA of the famous franchise will be respected.

In addition to their knowledge of the Assassin's Creed universe, Triton Noir's mastery of coop and stealth mechanisms after creating V-Commandos has led Thibaud de la Touanne to imagine "the best table top game to convince the fans, both those who are in love with Ubisoft's franchise and the tactical infiltration board games enthusiasts".

For the Brotherhood, it's time for Renaissance in Venice

"Players will have their new historical moment... in Venice, 1509, where they will be able to build up their HQ and develop the skills of their Assassins through a more than 20-memory campaign that will focus on stealth", the table top game studio says. Meetings with old acquaintances are then to be expected – Leonardo da Vinci, Lucrezia Borgia and of course, the famous Ezio Auditore!



BROTHERHOOD OF VENICE



Many surprises will also be unveiled during the Kickstarter campaign, and Assassin's Creed fans will discover some pleasant references to the franchise. Coop + minis = high quality

With a team made up of some of the best sculptors in the world, who have worked on some major board game projects, Triton Noir now moves up a gear, creating various qualitative miniatures that will represent the iconic characters of the franchise as well as new ones, including many Assassins.

Just like V-Commandos and its two expansions, Assassin's Creed: Brotherhood of Venice will be playable in solo or by several players, and cooperation will remain at the heart of the gameplay, with mechanisms that have been play tested by the community for months now.

Independently developed by Triton Noir for a year and a half, Assassin's Creed: Brotherhood of Venice is meant to be financially supported by the community. Its Kickstarter campaign will begin on November 13th, 2018.



LEVEL 7 [OMEGA PROTOCOL]

Privateer Press has announced that it will soon launch a Kickstarter campaign based on player-demand for a second edition of its popular out-of-print game LEVEL 7 [OMEGA PROTOCOL]. OMEGA PROTOCOL is a tactical miniatures-based board game for 2-6 players set in a secret government facility that has been overrun by an alien menace that threatens the existence of all humanity.

The Kickstarter campaign for the new edition will give backers the opportunity to acquire not only the updated game but also bonus contents and even a copy of the game's sequel, EXTREME PREJUDICE.

The campaign will launch October 15 and run through October 31. Privateer Press expects to ship the game and its bonus contents in June 2019.

"Ever since OMEGA PROTOCOL sold out in 2016, we've received numerous and frequent inquiries about when it might come back," says Privateer Press' owner and Chief Creative Officer Matt Wilson. "But we can't gauge an accurate demand on a reprint through traditional channels, and speculating on a new print run for a product of this size is too risky, so we're turning to Kickstarter as a tool to determine the true demand and whether or not there is enough to warrant a second edition."

Bonus contents will include a brand-new miniature, new game cards, new room tiles, and more. Backers who already own a copy of the original OMEGA PROTOCOL will be able to acquire these bonus contents as a separate tier while backers who are first-time players will be able to acquire the second edition of the game as well as the bonus contents in a different tier.

The LEVEL 7 [OMEGA PROTOCOL] Kickstarter campaign can be found beginning October 15 at kickstarter.com.

<http://privateerpress.com/>

PATHFINDER BATTLES: KINGMAKER



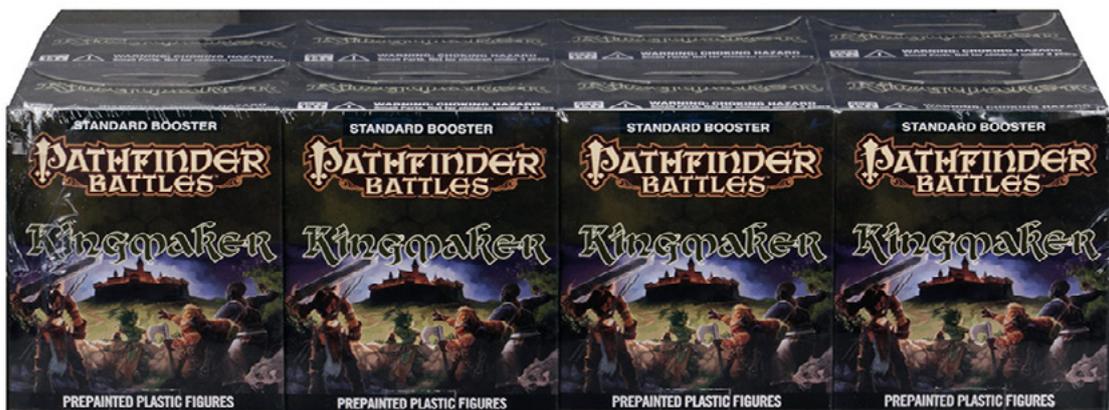
Pathfinder Battles: Kingmaker is the latest 45-figure set release in the award-winning Pathfinder Battles line of miniatures from Paizo Inc. and WizKids!

Kingmaker miniatures come in two product configurations, the Standard Booster and the Standard 8 Ct. Booster Brick.

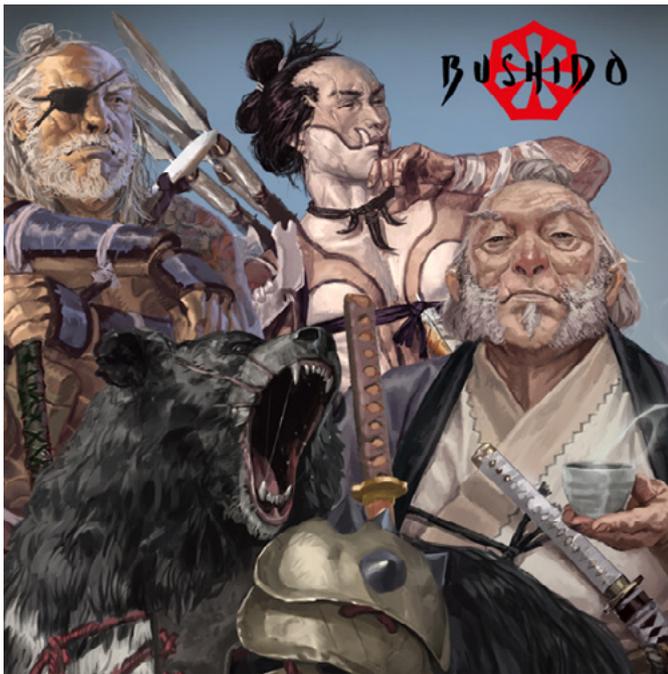


Kingmaker follows the lead of popular Pathfinder Battles sets like Jungle of Despair to provide a legion of high-utility monsters and heroes suitable for any fantasy role-playing campaign. From the disciplined Oni Mage to the deadly Soul Gorgor and a special visit from Jaethal an Elf Inquisitor with a dark reputation. Make sure to keep an eye out for the rare “dungeon dressing” inserts that add realism and fun to your fantasy gaming, Kingmaker is packed with the adversaries your game is looking for.

- **FOUR FIGURE BOOSTERS!** Pathfinder Battles: Kingmaker Standard Boosters contain 1 Large figure and 3 Medium or Small figures
- Pathfinder Battles: Kingmaker Standard Bricks contain 8 Standard Boosters (32 figures per brick)



BUSHIDO PAINTING COMPETITION



Painting Competition

It's been awhile since GCT Studios ran a competition and as Autumn makes way for Winter and the cold nights draw in they thought it would be great to offer an added incentive to get some paint on your Bushido models. GCT will be having a painting competition for the duration of October and November. They will be judging on painting quality, style and overall visual appeal of the images but they'd love to see a range of different abilities, to encourage novice painters they've also added the Luck of the Kami prize so one person will win a prize at random, got to be in it to win it and all that.



There will be two categories:

1. 50pt Warband

An image of your tournament ready Bushido Warband, on terrain or not it's up to you.

2. Anything else

This can be any Bushido model or models you want.

Prizes

Overall winner - £100

Other category winner - £50

2nd place in each category - £20

Luck of the Kami - £10

Rules

- Submit your images to: odinmentlak@gmail.com

- A maximum of four images per entrant.

- Images titled with your name and category i.e. img1_John Smith_1 or img3_John Smith_2

- All prizes will be provided in store credit to be redeemed on the GCT Studios Website.

- Only Bushido models will be accepted.

- Last entries will be accepted on 30th November.

Good luck to all

<https://gctstudios.com/>

BECOME A FERENGI MERCHANT IN STAR TREK



WizKids is excited to announce that Star Trek: Galactic Enterprises, the newest creation from the mind of veteran game designer Christophe Boelinger, is now available in North American game stores!

Boarding the Deep Space 9 station as Ferengi merchants, players must buy and sell their wares, trying to create a monopoly on particular items in order to achieve the rank of First Clerk (Ferengi Rule of Acquisition No. 18: A Ferengi without profit is no Ferengi at all). If other Ferengi acquire those items for sale, however, players must negotiate to cooperate with each other or

potentially maximize their own profits by not sticking to their deals (Ferengi Rule of Acquisition No. 48: The bigger the smile, the sharper the knife).

Do you have the lobes for business? Then channel your inner razor-toothed gree-worm (Ferengi Rule of Acquisition No. 203) and pick up Star Trek: Galactic Enterprises at your Friendly Local Game Store or online.

For more information, visit: <https://wizkids.com/star-trek-galactic-enterprises/>



WIZKIDS: NEW LICENSING PARTNERSHIP WITH WWE®



WizKids, the leader in high-quality pre-painted miniatures and established board games, today announced a new multi-year licensing partnership with WWE, with plans to bring the organization's iconic Superstars to the tabletop with successful gaming platforms HeroClix and Dice Masters as well as branded board games.

HeroClix is the #1 selling collectible miniatures game in the world where players will now be able to form their dream team of WWE Superstars to engage their opponents in tabletop combat.

"We're pleased to introduce this new genre to the WizKids portfolio," said Justin Ziran, president of WizKids. "We're especially thrilled to bring fan favorite Superstars from the WWE family to the beloved HeroClix and Dice Masters platforms."



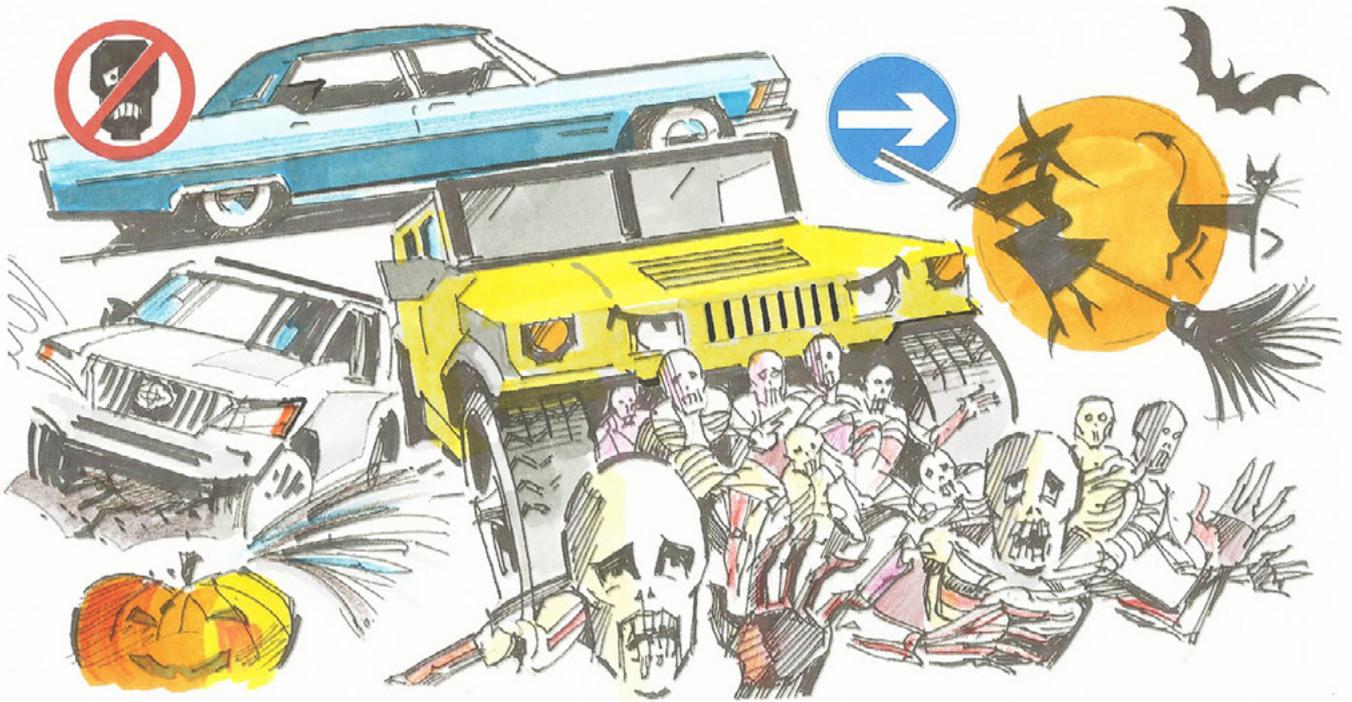
Dice Masters is an award-winning and critically acclaimed dice game. For the first-time ever, players will be able to build a team of their favorite WWE Superstars to roll combos and knock out the opposition.

The partnership will bring the likeness of popular WWE Superstars, including John Cena®, The Rock®, Charlotte Flair®, Roman Reigns® and The Undertaker®, in addition to WWE Hall of Famers such as "Stone Cold" Steve Austin® and Trish Stratus™ to several gaming platforms, including Dice Masters, HeroClix and Boxed Strategy Games.

Product will be available in the U.S., Canada, Mexico, Australia and Europe. The first release is slated to hit shelves in 2019.

FIVE CARS TO SURVIVE A ZOMBIE APOCALYPSE

CARGURUS



Halloween is here. That means thoughts will have turned to which cars are best to survive a zombie apocalypse. After all, whose wouldn't?

CarGurus, the online automotive marketplace, has used its automotive expertise and put together the definitive list of the five used cars fit to fight off a zombie invasion.

Hummer H1

First instinct would be to choose the biggest, heaviest thing on the road. Enter the Hummer H1. It's about as big and heavy as it gets – and with its bluff front end and absolute go-anywhere ability, it's perfect not just for ploughing its way through a hostile crowd of zombies, but also for crossing any mountains or rivers that might lay between human kind and safety. Go for a station wagon, and there's room to spare for essentials, too.



Toyota Land Cruiser

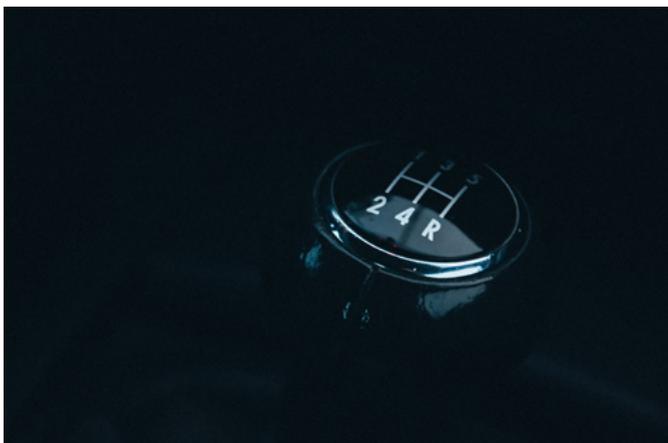
The thing about the Hummer is that reliability isn't guaranteed. The Toyota Land Cruiser, on the other hand, has that base covered – it's renowned across the world for its utter unburstability. The latest model is as strong as an ox, and comes with a few luxuries that'll make life on the run from marauding packs of brain-eaters a little more comfortable. It still has more than enough off-road ability to ensure that when the tarmac runs out, it won't get stuck.



Cadillac Fleetwood Sixty Special Brougham

Go-anywhere ability isn't the be-all-and-end-all, though. A long bonnet is the perfect weapon for taking out zombies. And bonnets don't come much longer than that of the Cadillac Fleetwood Sixty Special Brougham – which, at 5.9 metres, was one of the longest cars ever made.

That means plenty of crumple zone, both front and rear – because if zombie films are anything to go by, at some point the driver is going to have to do a reverse J-turn to escape, scattering the undead in the process. What's more, the Fleetwood's many toys and wafty ride will enable frightened drivers to flee in appropriately luxurious surroundings.



Zenvo ST1

But perhaps running down zombies is the wrong tactic. After all, they're probably not as squishy as the movies make out – so perhaps the best bet is scaring them off instead. In which case, the Zenvo ST1 should do the trick. Its angry nose is terrifying enough to give even the most blood-hungry zombie pause.

And its 1,104bhp twin-charged 7.0-litre V8 engine means the car will be gone before the zombies have had a chance to recover. What's more, the ST1 caught fire while being tested on Top Gear – so if the worst comes to the worst there's a chunk of flaming bodywork to beat the zombies back with.





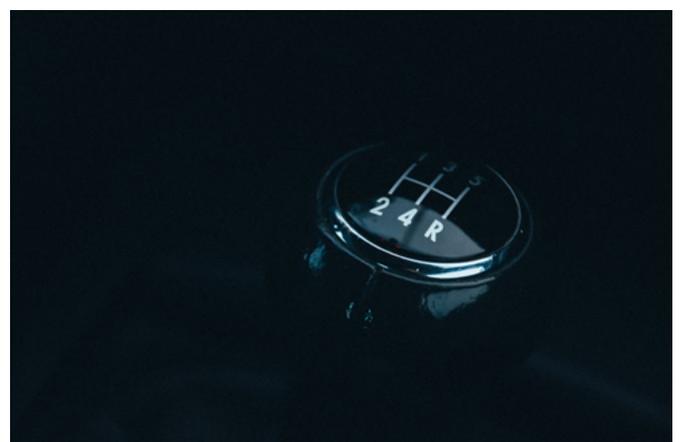
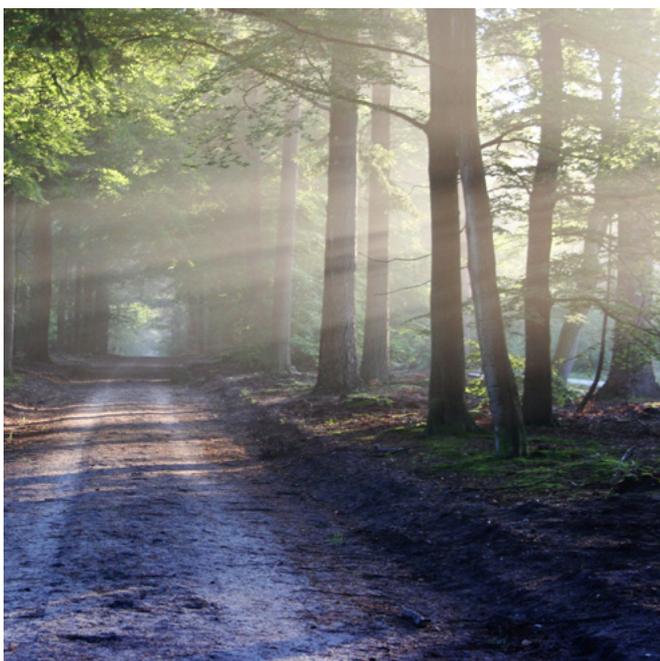
Ford Mondeo Estate

Perhaps the most cunning tactic, however, is to hide in plain sight. Find the nearest Mondeo Estate – preferably an older model so that it’s all the more inconspicuous – then sling a sleeping bag in the back and hole up inside for a couple of days? Even the most alert undead probably won’t pay it any heed – and once they’ve all lost interest and shuffled off elsewhere, creep quietly out of town under cover of darkness.

Not convinced by CarGurus suggestions? Have you got better suggestions?

Don’t forget as long as its got four wheels and actually moves, it beats walking during the zombie apocalypse.

www.cargurus.co.uk



RETURN TO MIDDLE EARTH

BATTLES IN MIDDLE EARTH

JASON HUBBARD



One Ring to rule them all, One Ring to find them, One Ring to bring them all, and in the darkness bind them

The new release for the Lord of the Rings Battle Strategy game, now renamed as Middle Earth Strategy Battle Game, with a new starter set is Battle of Pelennor Fields.

There are no new miniatures in the box apart from Theoden, King of Rohan, both on horseback and foot. Both models come with helmeted and unhelmeted head options. The army for good is made up of 12 warriors of Rohan, 12 Riders of Rohan and 20 warriors of the undead. Whereas the evil force consists of the Witch King of Angmar on fell beast, a Mordor Troll and 36 orcs. The set also includes an unabridged 206-page hard back version of the rule book, along with dice, rulers and tokens required to play the game.

A lot of people had assumed that Lord of the Rings and the Hobbit game systems were dead in the water and relegated to the gaming bin. There has always

been a loyal player base for the game, but since the Hobbit films finished it seemed to many that Games Workshop had neglected the system.

Forge World has now taken control of the system, going forward there will be new releases. Also, there will be in branded boxes rather than the plain white ones currently be use for new releases.

The first incarnation of the game was called Fellowship of the Ring, there have been over the years various editions of the rule system, with slightly different names. A lot of the miniatures are the same plastic miniatures that were originally released with the first edition of the rules, which are now 17 years old, and though are still great sculpts they're starting to show their age.

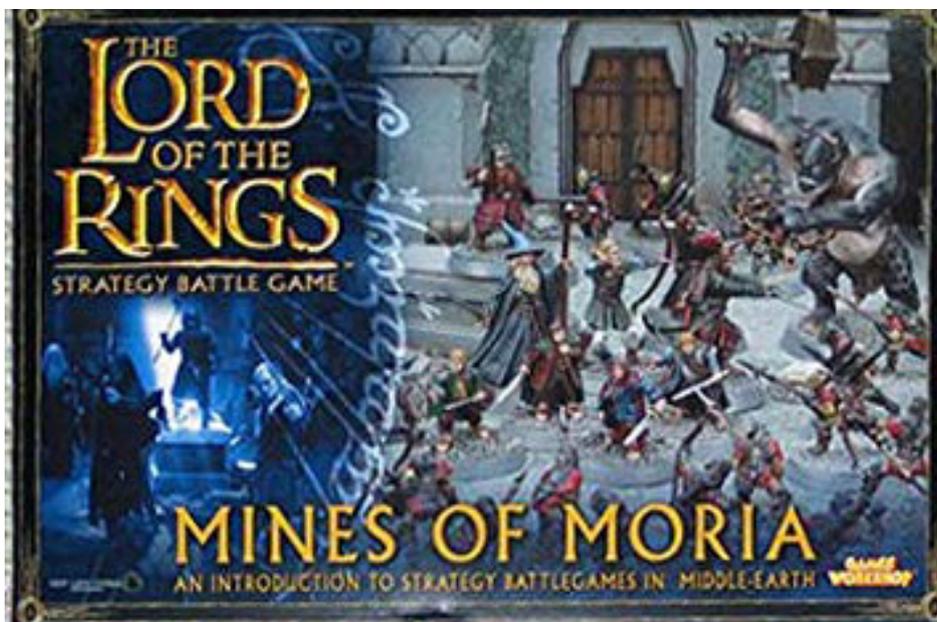
The miniatures are regarded as true scale whereas Sigmar and 40K are classed as Heroic scale. The main issue with many of the miniatures in the range is the age of the sculpts. If this new updated version of the game is to thrive, it desperately needs new sculpts being produced.

The game was first released in 2001 to coincide with the release of the feature films. I have to say Lord of the Rings is still one of my favourite films. Games Workshop subsequently released a new starter set with each new film release. These would include new miniatures, and additional rules to expand the system. After the first starter sets, they released a wave of supplemental books that expanded the world of Middle Earth beyond the films, with titles such as Shadow and the Flame.



Then in 2005 they consolidated all the rules into one rule book, and released a new starter set, Mines of Moria, which included a mini version of the rules book. 2009 saw the release of the expansion book War of the Ring, which allowed players to expand their armies and play large scale battles from the Tolkien Universe. This was a big change to the system, and in my opinion it was not a great one. Prior to this release the game was essentially a skirmish game, this book now allowed players to play mass battles. Players could use movement trays like other mass battle systems such as Warhammer Fantasy.

With the release of the Hobbit movies the system was revamped and updated under the title The Hobbit; an Unexpected Journey. A new rule book was released, and further products were released with each of the three new films.



Both Lord of the Rings and the Hobbits have now been combined, updated and streamlined under the title as Middle Earth Strategy Battle Game. A new rule book, along starter set and an Armies of the Lord of the Rings has been released. An army book for the Hobbit will be a future release.



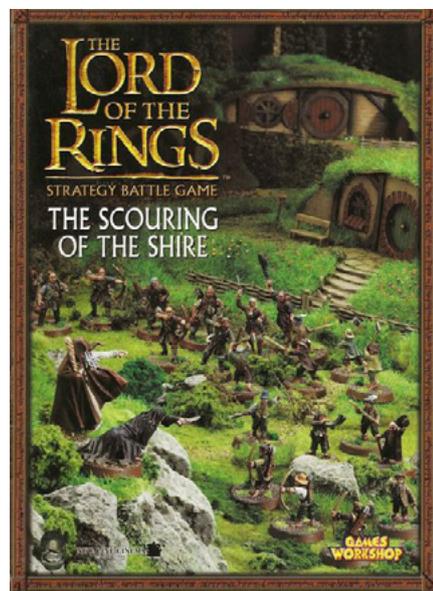
They've improved the games balance, with some of the magical powers diminished so that epic heroes and monsters can't be neutralised as easily. Special strikes have been tweaked, making every weapon a little more favourable. Forge World has also pushed thematic play more, so that players will want to recreate scenes from both the films and books.



There are plans to release new miniatures going forward and have already announced a new Gandalf on horseback with Pippin, along with a new source book, Gondor at War.



I've always been a fan of the LotR rules system, and in fact I've always believed that this has always been one of Games Workshops best rules system. Its always been a great game to encourage thematic and narrative play. Though it's been the miniatures that attracted me to the game initially, I've always preferred true scale over heroic. I think one of the main reasons I've been drawn to this game is because of my love of the books by Tolkien along with the world of Middle Earth, growing up I used to play the original RPG set in Middle Earth by Iron Crown Enterprises. The Hobbit was the first fantasy novels I read as a kid, so I have a warm spot for the game. I'm glad it's getting a revamp and a re-birth. I'm looking forward to seeing all the new miniatures that Forge World plan to release.







ED'S CHALLENGE

JASON HUBBARD



Slowly reducing the grey army

Since the last issue I've been trying to clear a number of half-finished projects that have been cluttering up my painting desk. I'm one of those people who are easily distracted by new shiny, for instance with the release of the 40K part works magazine I started painting Space Marines for Kill Team. So, I have several unfinished miniatures for various projects and games sat there gathering dust. It's gotten to the point that I was starting to run out of space on the desk top, so I made a firm decision to get as many finished as possible.

Some of the items sat on my desk half-finished were several 20mm WW2 tanks destined for Bolt Action gaming, in both WW2 and the Korean War. I painted these to look very battle worn as I don't like my armour to look like it's just rolled off the parade ground.





I also managed to get my first two Burrows and Badgers miniatures finished. I really enjoyed painting these as they were really fun to paint, though the Hare archer is from Reaper Miniatures.

Terrain

I also decided to produce some modular terrain pieces for both fantasy and modern gaming. These were made using the following materials.

To make these I'm using several items.

- PVA glue
- Hot glue gun
- Bird cage grit (Wilkinsons) approximately £1-2
- Small stones, same as those used in an aquarium (Wilko)
- Small Painting Canvases in a pack of 6 (The Works) £2-3
- Black or Grey undercoat
- Selection of terrain left over from various companies.
- Flock and tufts, these can be bought from several outlets including Army Painter and Games Workshop. Though I'd recommend checking out Ebay first.
- Acrylic paint – selection of varying colours

Stage 1; Using a small painting canvas I glued building sections to the base.



Stage 2; I then made up a mixture of PVA and bird grit, which was then painted on to the board.



Stage 3; This was then under coated black





Stage 4: I now painted the entire terrain piece, using various techniques that included dry brushing.



Stage 5: Finally, I added static grass and tufts. The final result is quite effective considering it's quite a simple task to build these terrain pieces.

Middle Earth Miniatures

I have a number of half-finished LotR miniatures, so I started these recently, mainly because I plan to get back into playing LotR or as it's now known as Battles in Middle Earth. Most of the part finished miniatures



are forces of good, and the hero characters from the films. I have a unit of Harad, that need finishing off. I decided to paint this unit in the colours associated with their home lands, and the desert. So far, they're looking OK, I plan to get them finished asap. I have quite an extensive collection of minis from the LotR range and barely any from the Hobbit films, though I do plan to rectify that at some point in the future.



Walking Dead

I've barely made any progress on the walkers I started a few months ago and really do need to get these finished before Christmas, as I plan to play a lot of games of this going into 2019, especially now I've introduced Coco to the game.



Board Game Miniatures

This is the area which has pretty much ground to a halt recently, I've not finished the characters from Super Dungeon Explore, which I had planned to get

completed by the Summer, but that went the way of the Dodo.



I also scratch built a section of Chinese Nationalist infantry using a combination of Japanese bodies (Warlord), German and British equipment, along with heads from Fireforge Mongol range of plastics. Using these kits works but I'd much prefer a dedicated kit for Chinese troops. If I was to build Communist troops I'd use Russian bodies mixed with various bits of kits from Japanese, British and German sprues.

Bolt Action

As I mentioned earlier I managed to paint up some of the 20mm armor. I also painted up a squad of British SAS for the Desert War in 28mm. They're from the artisan range of WW2 miniatures and quite characterful.





ADEPTUS TITANICUS

Alex Garbett

The ground shook as the might foot falls of the Titan boomed with each gigantic step it took across the battlefield, then the Titan levelled its Sunfury Plasma Annihilator at the enemy war engine and like a second sun appearing the white hotwhite-hot plasma built up and erupted like a star from the Warlord Titan and slammed into its opposite number.'

Small Scale Titan Action Is back with the release of Adeptus Titanicus Horus Heresy....and Wow...just WOW!

Games Workshop is absolutely on fire at the moment with one amazing release after another. When you look at the last few months and with the releases of Warhammer - Age of Sigmar 2.0, Kill Team and now a re-imagined Adeptus Titanicus with utterly jaw dropping models I don't think anyone can deny that we are in a fantastic period for Games Workshop.

To say I've been waiting for this since Games Workshop announced the setting up of a Specialist Games division is an understatement. I have been following the snippets and droplets of news over the course of 2017 into 2018 with the big reveal at Warhammer Fest this year and the debut of the new Warlord Titan, Reaver Titan and Imperial Knights amongst the rulebook, fantastic modular terrain and 3D Forge World Gaming tables to support the game.

Words cannot really describe how awesome the models are of recent from the design team at Games Workshop, which using CAD (computer Aided Design) are offering nothing like we have ever seen from anywhere else within the Gaming industry. The new models offer a crispness of design yet extremely dynamic poses and ease of build you can tell the design team have really mastered the art of CAD when producing miniatures.

Adeptus Titanicus takes the CAD work the design studio has been doing and in my mind takes this up 3 levels, especially when you consider how the designers have managed to capture all the major details from the full scale Citadel and Forge World models of the Imperial Knights and Titans along with the complexity and story of how each was made originally as a master model, then turned this into a new 1/200 version without losing it seems any of the detail or design is simply mind blowing.

When Games Workshop released Bloodbowl back a few years ago now they were stunned by the popularity of the game which saw copies flying off the shelves and people rushing to by the new Star Players along with the various accessories and pitches as soon as they went on sale.

With such popularity the specialist Games studio then took on the task of bringing back Necromunda which again like Bloodbowl sold in huge numbers proving the popularity of the Specialist Games IP and back catalogue and we've seen continuous releases of new factions, characters and strong community form from this. Next on the list was Adeptus Titanicus, which after being pushed back due to the popularity of Bloodbowl and Necromunda from what was going to be a small 'all resin miniature' release to being re-designed for plastic injection moulding products took another year to come for release but finally here we are in August 2018 and the product does not disappoint at all!

I have been fortunate to get my hands on the Grand Master Editions of the core boxed game which seems to have utterly sold out from all accounts by Independent stockists, people on the Adeptus Titanicus Facebook group to Games Workshop themselves.

GAMES WORKSHOP



Again it seems the popularity of Specialist Games and this product in particular has quashed the predicted sales numbers - though there is possibly a larger story here as well given the price of the Grand Master Edition at a heavy £175.00 RRP and I can understand both the gamble in cost and value vs having a product sat in the warehouse not shipping if the price point was too high, but I'm pleased to see that the units have sold and shows a core part of the player base if ready to invest in Specialist Games and specifically Adeptus Titanicus, and hopefully from this will demonstrate to Games Workshop that additional products within Adeptus Titanicus which may initially have been deemed beyond most players will be re-considered for product... (I'm thinking of a plastic Imperator/ Emperor Class Titan with some modular fortress onto so each player can customise to their own likings as some super 10 inch tall 10-inch-tall kit)



Adeptus Titanicus Grand Master Edition includes the below:

- 2x Warlord Titans – Each titan is a hyper detailed kit and consists of the parts spread over 3 sprues filled to the brim with components to make the approximately
- 6 inch tall 6-inch-tall war machines. (You can Magnetise the Arms and Shoulder Weapons also using 5mm x 1mm disk Magnets)
- 6x Imperial Knights – 2 sprues which build the 6 Imperial knights and allow for a whole armada of customisation and conversions. (You can Magnetise the Arms also using 3mm x 1mm disk Magnets)
- 8x Civitas Imperialis Building Sprues – 4 Large and 4 small sprues are supplied with the core game allowing you to make a whole host of buildings (or one giant one). These sprues allow total freedom to the builder to make whatever they want!

- 6x Titan Command Consoles – These are for running your titans and managing your reactor power, shields, weapons and damage you may take or dish out upon your opponent.
- 28x Weapons Cards – Designed to be placed on your console these enable you to build and configure your titan as required and show weapon stats, points cost and other information when playing and firing your war engines weapons.
- 21x Adeptus Titanicus Dice – Every game needs dice and these are customised and specific to Adeptus Titanicus.
- 24x Mission and Stratagem cards – Details from the rulebook in a small handy format for use in game and assigning to players.
- 3x Plastic Blast Markers and Flamer template – A return from older games and back with a blue finish in Adeptus Titanicus
- 6x Battlefield Assets – These include 1x Macro Cannon Battery, 1x Apocalypse Missile Strongpoint, 1x Command Bastion, 1x Plasma Generator, 1x Communications Relay and 1x Void Shield Relay
- 50x Status Markers – Markers to help you track your Titans reactor power, damage and void shields on the Titan Console



- 1x Titan Head Objective Marker
- 1x Adeptus Titanicus Initiative Marker
- 3x Weapon Arc Templates – One for each of the various Titan Sizes for the game
- 1x Adeptus Titanicus Rulebook
- 2x Adeptus Titanicus Rules Reference sheets

That being said lets let's crack open the box and take a look inside while we explore Adeptus Titanicus Grand Master Edition together...

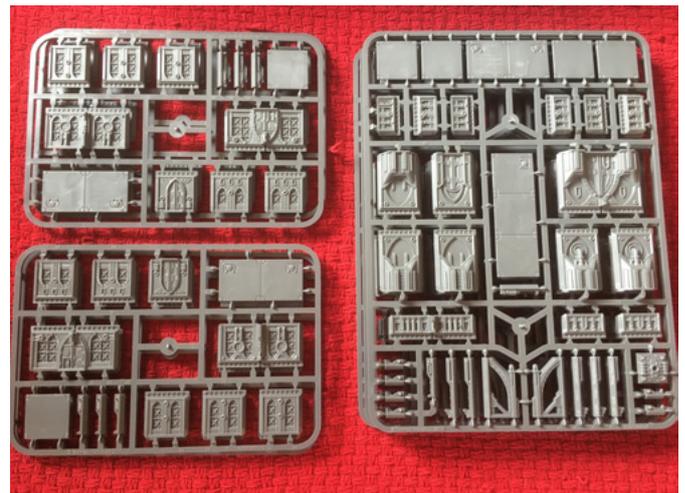
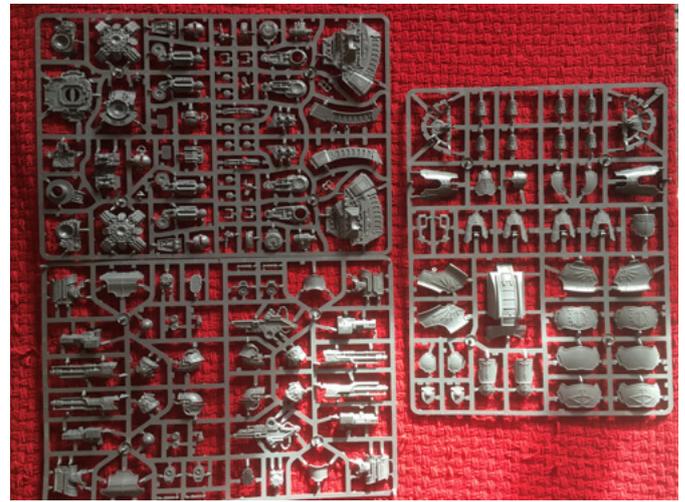
Greeting you straight away when opening the lid is the fantastic miniatures of the core box. The Warlord Titans are spread over 3 sprues each and contain over 100 parts each. These are the true beasts of the box and one of the sole reasons for players to buy into the Grand Master edition as the two Warlord Titans represent the majority of most of the value of the box and provide any player with a great strong core fighting force for taking into Adeptus Titanicus.



Next the two Imperial Knight Sprues. On these you'll find the above mentioned 6 Imperial knights spread over the two sprues, and like the Warlord Titan sprues come rammed full of components and possibility options allowing you to really customise the stance of your Knights ensuring that even the smallest models stand out amongst the crowd.



You have to tip your hat to the designer of the Warlords and Knights in the box as they have truly captured the details from the standard heroic 28mm scale miniatures into the new Adeptus Titanicus versions while keeping all the proportions, shapes and more of the originals.



After the Warlord and Knights, you hit the chunky building sprues which if you see later in this issue offer the player almost unlimited building options

and when combining with the other Adeptus Titanicus Civitas Imperialis kits mean you can make a battlefield and your buildings as small of as big as your imagination and supply of parts allow!

Under the divider in the box you'll next find the cards, dashboards, rulebook and additional sprues allowing you to get to grips with the core mechanics of the game and player aids.

The Rulebook in the box comes as a hard back which is very well presented and offers both the main rules set and advanced rules along with designers notes and hinted major Titan based battles during the Horus Heresy, so here is hoping we'll see expansion or campaign books specifically for these as the releases continue!

With it all spread out on the bed no wonder people snapped up the Grand Master Edition of Adeptus Titanicus, whether it was the value alone or it appealing to the veteran player with the disposable income the release and subsequent excitement that has exploded

the player base has definitely proved proved
Titanicus's popularity and that of specialist
games

We'll cover Titanicus in further articles in the
future from reviews of the kits to battle reports
and other hobby ideas.

For now, though I hope you've managed to get
your hands on a copy of Titanicus or some of
the models and here is hoping this game offers
many more years of support from the players
and Games Workshops design studio.

Enjoy
Alex



ADEPTUS TITANICUS

MODELLING BUILDINGS FOR THE 31ST MILLENNIUM



Bursting onto tabletops in August 2018 is Adeptus Titanicus. The Game features Giant 300 foot war machines of the Adeptus Mechanicum, which itself has split during the events of the Horus Heresy with each faction of Knights and Legio of Titans swearing fealty to Warmaster Horus or staying true to their allegiance to the Emperor of Mankind and the Imperium.

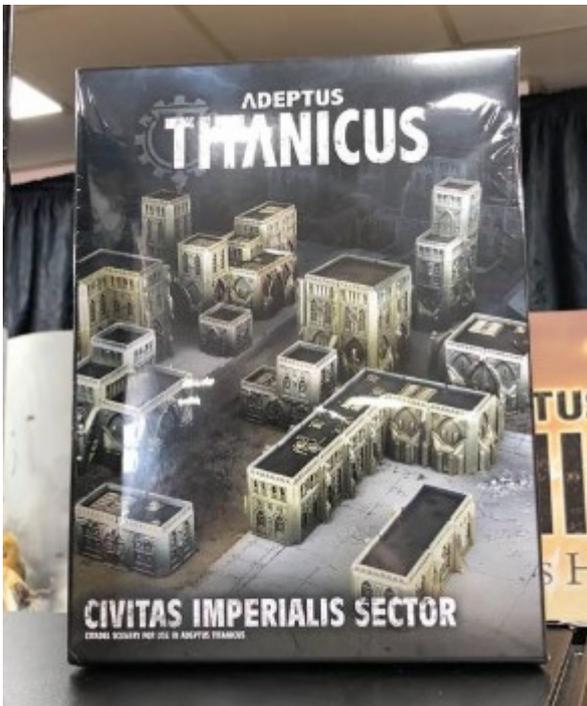
Adeptus Titanicus – The Horus Heresy unlike Warhammer 40,000 which is set in the 41st Millennium of time is set during the years after the Great Crusade Of The Imperium in the 31st Millennium so a full 10,000 years. If you read the Horus Heresy novels (which number at around 50 currently) you'll hear and discover about the Imperium of Man at the end of the Great Crusade is not the same Imperium of Warhammer 40,000.

The stories and novels speak of a time of discovery, enlightenment and of a hope for a bright future for mankind as colony worlds are reunited with a secular Imperium that is based on science and the 'Imperial

Truth' which is dynamically opposed to the grim dark,, unending war and coming night the Imperium faces in Warhammer 40,000.

The Imperium as it was before and during the time of the End of the Great Crusade and Horus Heresy and now beautifully rendered in the Plastic Civitas Imperialis Terrain kits available from Games Workshop.





These multi-part and modular kits offer the crisp lines and solid architecture of a strong Imperium built around science and the above mentioned Imperial Truth, which is a stark contrast compared with the gothic oppressive and mournful architecture of Warhammer 40,000 which is covered in cracks and skulls, almost giving that view of assault from inside and out.

The modular nature of the kits too allows the construction and conversion to make a whole raft of shapes, sizes to be built really allowing players to customise their battlefields but also allows Games Workshop and Forge World should they wish to release other plastic or resin packs to complement the existing sprues (Let's hope we see a train station for the Resin Mechanicum train on show at the Forge World Open day!)

Personally I have been wondering how to build and construct these kits for some time since the initial announcement of the new edition of Adeptus Titanicus and lots of questions still plague me when thinking about it:

- How large and tall do I build
- Should I glue each level or make them modular and removable (incase of storage but also if there are rules for destroying buildings)?
- How am I going to store these when not using them?
- What is the heights of the Warlord, Reaver and Warhound Titans?
- Conversions with other kits and N-Gauge Railway building?
- Do I build bridges and connections between buildings and towers?

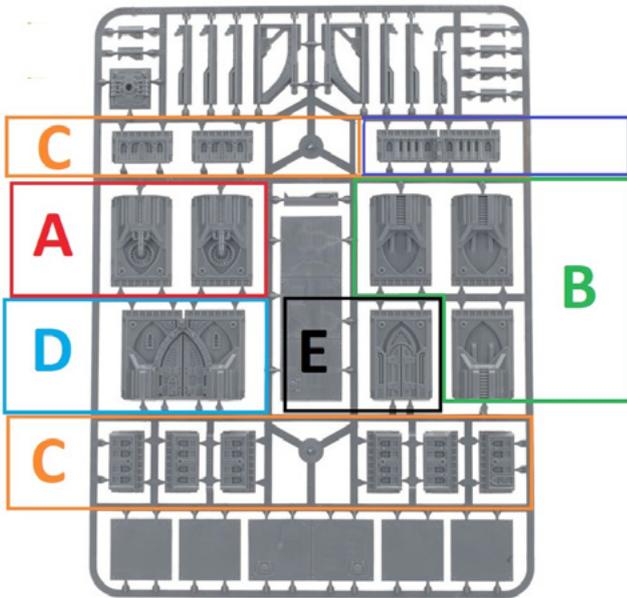
- Should I magnetise?
Perhaps I was over thinking this and simpler buildings offered a better solution.

As you can see from the Civitas Imperialis sprues they offer many options so I spent a dew hours sketching at home and during lunch hours at work some ideas for various towers and shapes along with working out in my head how I would go about dividing components for each while maintaining the uniformity of the architecture while keeping a good dose of logic as to the building and its function (...like how many doors would a building need?).

I wanted to make something special though and looked to the past for inspiration.....my thoughts landed on the old Games Workshop 'Space Marine' game which featured a selection of tower blocks and buildings within the core starter box that were made from a solid plastic flat roof and cardboard wall sections that slotted into the inner groves giving a firm and solid structure to game around.



Taking inspiration from these shapes I divided down the various wall panels on the new plastic kits and started to map on paper which I would use for each buildings ground floor shape.



Once I had figured out which of the panels I wanted to use and calculated how many I would need and began the process of clipping from the sprue.

The new plastic kits are rather ingenious and engineered extremely well as each features notches on the corners and grooved on the inside to allow a seamless fit to each other component allowing a very quick and strong build.

Understanding the shape and planning this out beforehand allowed me to know exactly what I was wanting to achieve and having purchased two of the Grand Master Boxes along with two Civitas Imperialis Sectors has given me access to 24 of each sprue so I wouldn't be short of parts and specific wall sections and panels I needed to complete the build.

I started by clipping off all the parts from the sprues and cleaning these up along with removing any mould lines and excess from the sprue. With this cleaning completed I firstly built the ground floor using the larger of the wall tiles.

The kit is angled at 45 degrees on all corners and allows for both inward and outward facing connections to be made. I applied Polycement to the corners and after a few minutes the first floor was assembled and drying.

Next I chose to assemble each of the 12 upper sides using the panels from the smaller sprue and glued these in rows of three taking time to line up each of the sides and laying them flat on the table to ensure they glued straight while they dried.

As each section of the upper building was now dry and firm I assembled each side together gluing either the inner or outer corner connection to give the overhead cross arrangement as with the original Space Marine buildings I was trying to emulate.

I left off a final side of the building as the construction instructions dictate that any floors/roofs need to be added from the inside and in leaving a side off I could slide into the cross shape the required roof sections.



To add to the stability of the floors I clipped off some straight sections from the Sprue and glued these as girders underneath adding further strength to the roof.

Finally I went about adding the supporting external building columns and struts, which again are designed on a 45 degree angle and allowed for two to be glued back to back giving a flat surface from which to attach it to the building.

With all the pieces together I now have my finished and assembled tower in homage to the original Epic Space Marine Cardboard Buildings of old

Painting the building will be covered in a future article – for now though, enjoy!





BEST OF IRREGULAR CLOTHING AND ZENITHAL LIGHTING

DAVIND HEATHFIELD



When most painters paint they generally use an imaginary overhead light source, such as the sun. We call this the zenithal light source and it shines downwards equally all over the model whichever way it is turned. This is the most common way of deciding where highlights and shades are placed.

To get an idea of where the light should be placed you can hold the miniature under a light source such as a lamp.

This reveals the areas in light and the areas in shadow. One thing important thing to note, especially where clothing is concerned, is the effect that creases have on light.

The creases cause a sudden change from light to dark which we must simulate when painting the model. Creases at the top of the shirt, however, do not go as dark as creases at the bottom and it is this that separates a well-painted model from an uninformed, amateur-painted model.



You must fight the temptation to shade every crease to the same level, as in real life this is simply not how the light reacts with the cloth. The same can almost be said for highlights which tend to be stronger at the top - although this is not always true as some folds stand out far enough to catch the light and this rule can be bent slightly to draw attention to details and other areas.

So using the techniques from the first section I base the model, shade, highlight and finally glaze some blue/green into the bottom of the clothing to simulate dust and break up the surface. Note how sharper creases and folds are highlighted quickly and with more contrast than large smooth areas.

Stage 1



The basecoat is on and I begin to shade by adding a darker colour to the mix.

Stage 2



Now I return to the original colours and begin to smooth the blends.

Stage 3



The original colour has a lighter shade added to it and is gradually made brighter. The first two highlights are very close to the original colour with the final two, shown in the last picture, being suddenly lighter to convey the contrast around the creased areas. Never the less, these areas are still carefully blended.

Stage 4



Now I add the glazes to break up the area.

Stage 5



Although these glazes can simulate dirt and light some material shows signs of damage and wear - most notably with old leather. This too can also be simulated on the miniature.





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