irregular
magazine

Starter Sets

Judge Dredd

Bolt Action China

Solo Wargaming

Old World

Plus Interviews, Reviews, and much, much more

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Winter Issue 2024
Editorial

Jason Hubbard

Welcome back to another issue of Irregular Magazine.

Christmas is just around the corner and in this issue we look at a number of two player starter sets, as well as focus on Judge Dredd on the table-top. We have Rebellion to thank for the art-work they supplied to illustrate the Judge Dredd articles

Warlord Games has recently released a new starter set for Bolt Action 3rd Edition entitled Battle of the Buldge as well as smaller introductory starter set. There is also a new starter set for Infinity, Kill Team and a few others. It seems there's a new starter set for another game every month or so.

In this issue we take a look at Solo Wargaming, provide a campaign for Warhammer Old World and scenario for Necromunda. If that isn't all we take a look at an alternative what if of Rome Vs China, a closer look at the Han army and if that wasn't enough we also take a closer look at the Chinese Communist Army for Bolt Action and include stats for units so you can build a force for the game.

Well that's all folks.......

Have a great Christmas and New Year and we'll see you all in 2025...

Fundraising Campaign to Restore M47 Tank Reaches Halfway Mark

The Tank Museum has raised more than half of the £50,000 required to restore their M47 Patton tank, Arnold Schwarzenegger's favourite armoured vehicle, to running order.

In June 2024, The Tank Museum launched a £50,000 fundraising campaign to revive their M47 Patton tank. The US built M47 probably isn't the most interesting tank in history, but it is an important part of the Cold War story. It also has a famous fan in Arnold Schwarzenegger, who served in an M47 in the Austrian military, later purchasing the tank he crewed.

In the five months since the campaign was launched, over £15,000 has been raised from crowd-sourced donations as well as £1,800 through the auction of a fully functioning 1/6 scale remote control M47 model kindly gifted to fund the restoration. The museum has also received £10,000 from Cook Defence Systems Ltd., the world's leading independent designer and manufacturer of tracks for armoured vehicles.

William Cook, Director of Cook Defence Systems Ltd. said "The Tank Museum is not only a historical collection; it is a unique and valuable resource for the whole Armoured Fighting Vehicle (AFV) community, including engineering companies like Cook Defence Systems. We are pleased to support its important work."

Marketing Manager Lucy McCalister said, "We are so grateful for the support of individual supporters and organisations like Cook Defence Systems, who have made this restoration possible.

"Though the M47 has often been described as 'the most boring tank in the world', it is an important piece of the story of Cold War tank development, and a significant addition to our running vehicles collection."

The restoration is being undertaken in partnership with engineer Matthew Pyle, the best person for the job having recently completed his own M47 restoration project. The Tank Museum's M47 was transported to Matthew Pyle's workshop in October 2024 and is expected to be in running condition ready for TANKFEST 2025.

Find out more and support the restoration project here: tankmuseum.org/m47

T2-4 Players | Ages 6+ | 15-30 Minutes

What will you see on your adventure in Cascadia?

On your turn, build out your map and match animals and habitats to add sightings to your panorama and score points!

Cascadia Junior lets younger players experience the spatial puzzle of the award-winning board game Cascadia! This junior version teaches pattern building, set collection, and basic addition.

Learn about bears, elk, foxes, hawks, and salmon in this diverse land of mountains, wetlands, prairies, rivers, and forests!

First Dragonbane Campaign Expansion

The rules are fully updated to the latest edition of Dragonbane, and the book includes a large, double-sided map painted by Francesca Baerald in format 432x558mm.

Experience the Return of a Classic Adventure, Play it At the Table or On the Foundry Virtual Tabletop

Free League Publishing released three classic adventures, reimagined and collected in Dragonbane's first campaign book: Path of Glory. The gloriously illustrated hardback book is now available in the Free League webshop (in print format and as a full content module for the Foundry VTT), in PDF format at DrivethruRPG, and in hobby stores everywhere.

This modern edition of Path of Glory, reimagined and updated by Free League and original author Roger Undhagen, collects the trilogy in a single full-color hardback edition featuring completely new illustrations by David Brasgalla and new cover art by Johan Egerkrans.

It is available in a Standard Edition and a Collector's Edition with a faux leather cover and gold foil printing.

Path of Glory was the first major adventure campaign for the original Swedish edition of the Dragonbane RPG (Drakar och Demoner), released in three installments between 1985 and 1986: The Dead Forest, Gates of Power, and Heart of Darkness.

Patrol Angis book Khanate Return

The Khanate Return the third book for Patrol Angis which goes along with the core Patrol Angis game book and its expansion Callsign Taranis has a new print run. Within it is the background of an alien invasion along with army lists and rules for the Shia Khan Empire and the Planetary Militia. Every book can also be had as a digital download too.

If you want to get into Patrol Angis the best way is the Game Pack which gives you the core book as well as two forces of 15mm miniatures and bases plus dice too.

The miniatures are two sides but ideal for combining once you have further figures and of course as it is the Prydian Civil War they can fight on either side. Save off single prices and a unique Knight Errant miniatures is in the Game Pack which only comes with it.
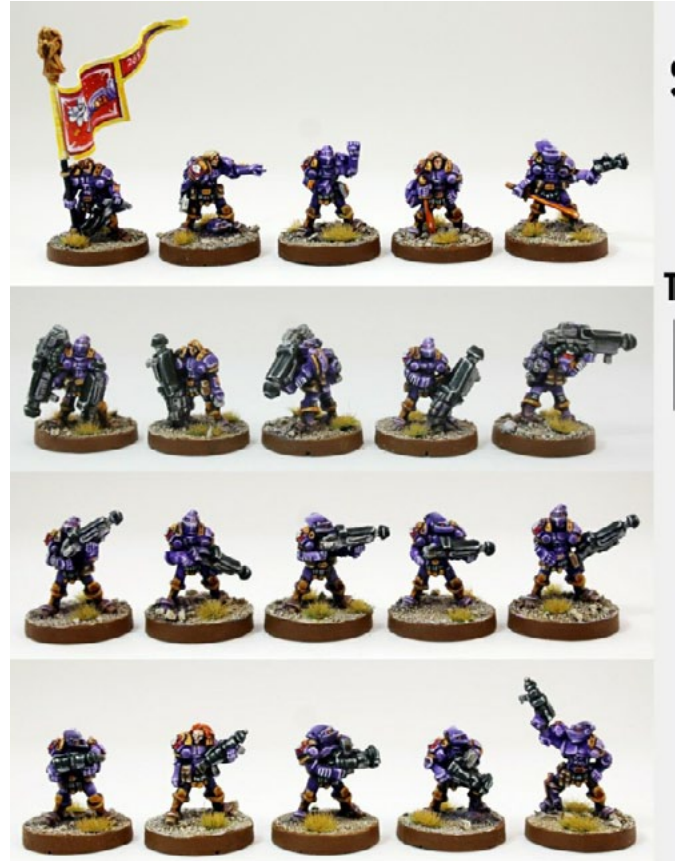
Starvaulters are the elite of the Prydian Army the best of the best. Knights of the Stellar Vastness who wear superior powered armour and carry laser weapons. Packs with singles within (IAF159,IAF178,IAF179 and IAF180) for the twenty poses or IAFP14 Starvaulter Platoon for all of them with a saving and free unique Hero added too.

Lupin the 3rd: The Italian Adventure

Push Your Luck and Enact Your Master Plan

Compete against your fellow thieves and law enforcement and security opposition as you try to complete your master plan and be the first to escape with the priceless gem! Every turn you'll be rolling dice and spending them to overcome obstacles. The more obstacles you overcome, the closer you'll get to winning!

Play As Your Favorite Character

Your favorite thief is coming to the table in an original adventure published by Japanime Games. Designed by the award-winning design team Alara Cameron (Kingdom Rush: Rift in Time) and Sen-Foong Lim (Mind Mgmt, Junk Art), this game captures the exciting push your luck feel of the Italian Adventure.
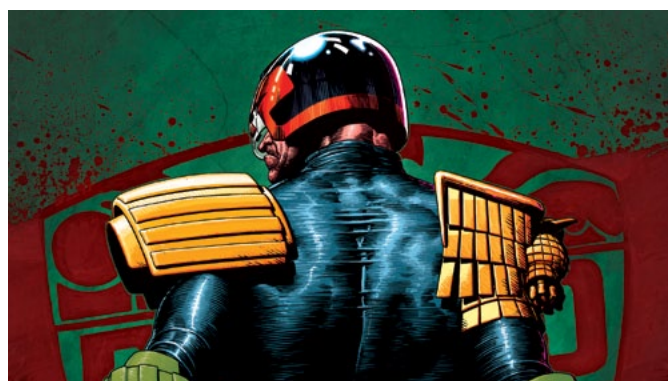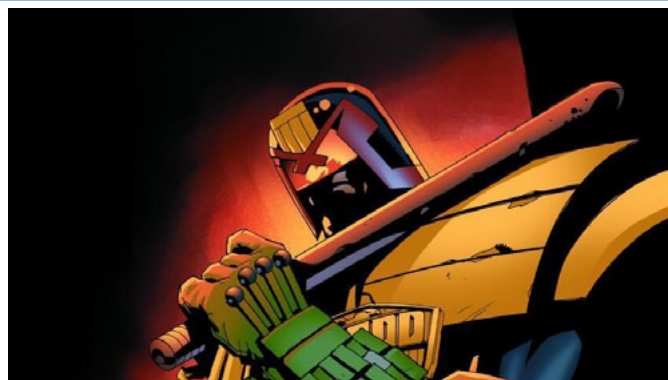
Judge Dredd

From Comic Book Anti-hero to Tabletop Gaming Icon

Artwork courtesy of 2000AD & Rebellion

Judge Dredd, the iconic lawman of the future, first appeared in the British anthology comic 2000 AD in 1977. Created by writer John Wagner and artist Carlos Ezquerra, Dredd patrols the dystopian streets of Mega-City One, a sprawling, crime-ridden metropolis in a post-apocalyptic world. He serves as judge, jury, and executioner in a brutal legal system where the rule of law is maintained by the Judges — an elite force empowered to deliver instant justice. Over time, Judge Dredd became a cultural touchstone, combining action, dark humor, and biting social commentary to reflect on authoritarianism, state power, and societal decay.

Dredd's success in comics and films naturally led to the creation of several tabletop games that allow fans to explore the chaos of Mega-City One firsthand. With its vast lore, colorful characters, and dystopian setting, the Judge Dredd universe has inspired a variety of board games, miniature skirmish games, and role-playing experiences.

Judge Dredd's Influence and Legacy

Judge Dredd's appeal stems from its mix of gritty, action-packed storytelling and satirical social commentary. As the ultimate enforcer of the law, Dredd's character often raises questions about justice, morality, and the nature of authority. His world is filled with larger-than-life villains, bizarre mutants, and dangerous city streets — all perfect fodder for exciting and strategic tabletop gameplay.

This mix of action and thought-provoking themes has made Dredd a pop-culture icon, appearing in multiple media formats, including films (Judge Dredd in 1995, starring Sylvester Stallone, and Dredd in 2012, starring Karl Urban) and numerous tabletop games, some of which have become legendary in their own right.

Judge Dredd in Tabletop Games

The expansive universe of Judge Dredd, filled with diverse factions, environments, and characters, has been adapted into a range of tabletop games over the years. From classic board games to detailed miniatures games, here's a look at how the world of Mega-City One has translated into the realm of tabletop gaming. Judge Dredd: The Board Game (1982) — Games Workshop

One of the earliest adaptations of Judge Dredd to tabletop gaming was Judge Dredd: The Board Game, published by Games Workshop in 1982. In this game, players take on the roles of various Judges as they compete to fight crime in Mega-City One.

The goal is to capture as many criminals as possible by patrolling different sectors of the city, dealing with various threats like mutant gangs, rioters, and notorious criminals.
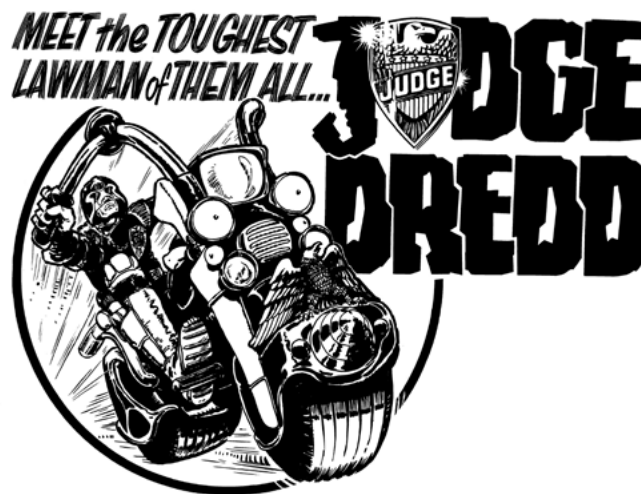
The game featured an innovative use of event cards, which could drastically alter the city's crime levels or introduce unexpected challenges. The game's combination of patrol management, crime-fighting, and strategic planning made it a hit with 2000 AD fans. Although simple by modern standards, this game holds a special place in tabletop history as one of the first successful licensed games based on a comic book property.

Judge Dredd: The Role-Playing Game (1985)

An early tabletop RPG adaptation, Judge Dredd: The Role-Playing Game, was released by Games Workshop in 1985. Written by Rick Priestley and Marc Gascoigne, it allowed players to take on the roles of Street Judges patrolling Mega-City One. The game focused on tactical decision-making, as players dealt with criminals, gang wars, and various disturbances across the city. It featured detailed miniatures to enhance gameplay, blending RPG storytelling with wargame-style combat.

This game is fondly remembered for its faithfulness to the source material and the ability to recreate the thrill of enforcing the law in the brutal streets of Mega-City One.


Block Mania (1987) — Games Workshop

Games Workshop followed up its success with Block Mania in 1987, a board game that explores the chaotic "Block Wars" from the Judge Dredd comics. Instead of playing as Judges, players control massive residential city blocks, which in the comics frequently erupt into violent conflicts. Each player's goal is to destroy rival blocks using a mix of sabotage, heavy weaponry, and street warfare, all while trying to avoid drawing the attention of the Judges, who will crack down on the chaos if it becomes too rampant.

Block Mania captured the anarchic spirit of Mega-City One's underworld and expanded its strategic depth with an expansion set, Mega-Mania, which added even more options for block-to-block warfare. Block Mania stands out for its unique premise, allowing players to experience the more anarchic, destructive side of life in Mega-City One, offering intense competitive play.
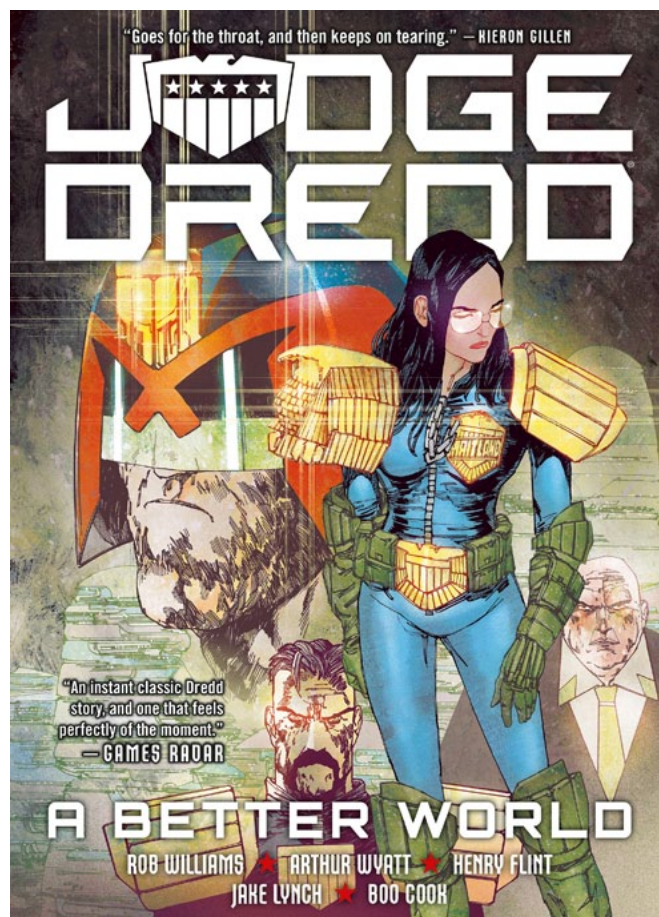
Judge Dredd Miniatures Game (2010)

Mongoose Publishing, which has a history of adapting 2000 AD properties into games, produced a Judge Dredd miniatures game in 2010. This game uses a skirmish-level rule set, where players field small forces of Judges, criminals, and mutants, fighting for control over parts of Mega-City One. The miniatures game is known for its detailed miniatures, which include famous characters from the comics like Judge Anderson, Judge Death, and various gangs.

With a focus on squad-level tactics, terrain usage, and ranged combat, the Judge Dredd Miniatures Game captures the brutal law enforcement dynamics of the world while allowing for customization of armies and characters. The game was supported by Mongoose with numerous expansions, offering more variety in terms of both gameplay and character selection.

The game offers detailed miniatures of iconic characters from the comics, such as Judge Dredd, Judge Anderson, and the Dark Judges, allowing players to relive some of the most memorable clashes from the comics. The game features a blend of tactical combat, character progression, and customizable forces, enabling players to craft unique scenarios and campaigns. The miniatures themselves are known for their quality, and the modular nature of the game allows for endless expansions, making it a standout product in the miniature wargaming world.

Warlord Games also supported the release with a series of expansions, including new character packs, additional factions, and terrain packs to bring Mega-City One's iconic cityscapes to life. The Judge Dredd Miniatures Game has become a favorite for fans of both the comics and miniature skirmish games due to its flexibility, quality, and attention to detail.

Judge Dredd Miniatures Game (2019) — Warlord Games

Warlord Games launched their Judge Dredd Miniatures Game in 2019, revitalizing the universe for modern tabletop audiences with a detailed skirmish-level wargame. Set in Mega-City One, this game pits rival forces against each other in small-scale, tactical battles. Players can command a team of Judges, gang members, or mutants in the battle for dominance in the dystopian streets.

Judge Dredd: Helter Skelter (2019)

Released by Osprey Games in 2019, Judge Dredd: Helter Skelter is a fast-paced board game that uses the core mechanics from the popular Wildlands game system. Helter Skelter is a crossover game that features not only characters from Judge Dredd but also other 2000 AD comic series like Rogue Trooper, Strontium Dog, and Sláine. The game's premise involves characters from these universes being thrown together in a multidimensional collision, where they must battle for control of the ruins of Mega-City One.

The game is built for skirmish-style play, with players controlling small squads of characters as they fight for territory. The combination of card-driven actions and strategic movement provides depth and variety, while the inclusion of characters from across the 2000 AD universe adds an exciting, crossover element for fans of the comics.

Judge Dredd: The Cursed Earth (2020)

This card-driven, narrative-focused board game was released by Osprey Games in 2020. In Judge Dredd: The Cursed Earth, players must navigate the harsh, lawless landscape outside Mega-City One, known as the Cursed Earth. The game blends survival elements with exploration, as players encounter dangerous mutants, raiders, and the environment itself.

The game is cooperative, with players working together to complete objectives while keeping themselves alive.
The focus on narrative and adventure makes it stand out from the more combat-heavy skirmish games, offering a different kind of immersion into the Judge Dredd universe.

The Appeal of Judge Dredd in Tabletop Gaming
The Judge Dredd universe is uniquely suited to tabletop gaming due to its complex, chaotic world and rich variety of characters and scenarios.

Whether patrolling the streets as a Judge, battling rival city blocks, or engaging in strategic skirmishes with miniatures, the grim, dystopian nature of Mega-City One provides fertile ground for immersive, tactical gameplay.

Moreover, the satirical tone and dark humor of the comics allow for games that are both thrilling and thought-provoking, offering not just combat but also moral dilemmas, strategic depth, and endless opportunities for creative storytelling.

From its early days with Games Workshop's board games to Warlord Games' modern miniatures skirmish game, the world of Judge Dredd has made a significant impact on the tabletop gaming industry. Each game captures the essence of the Judge Dredd universe in different ways, offering fans the opportunity to experience the action, tension, and satire of Mega-City One firsthand.

Whether you're enforcing the law as a Judge, fighting off mutants in the Cursed Earth, or leading a block to victory in all-out urban warfare, Judge Dredd's tabletop games offer an exciting, dynamic way to engage with this legendary comic book hero.

Historical Wargames

2-Player Starter Sets

byJason Hubbard

Historical wargames offer an immersive dive into history, letting players recreate famous battles and military campaigns. These games combine the thrill of strategic thinking with an educational exploration of history. If you're new to the hobby or looking to introduce a friend, 2-player starter sets are a fantastic way to jump in. They often come with everything you need to get started, including miniatures, rulebooks, dice, and even terrain. Here's an overview of some of the best historical wargame 2-player starter sets available today.

Bolt Action: Battle of the Buldge

Era: World War II
Publisher: Warlord Games
Bolt Action is one of the most popular World

War II wargames, known for its accessible rules and deeply tactical gameplay. The Battle of the Buldge starter set is an excellent entry point. It includes a German Parachute force and a US Infantry with a Greyhound allowing players to recreate small-scale skirmishes in the European theater.

What's Inside:
*   24 US Infantry miniatures
*   18 German Paratroopers
*   Greyhound

Battle of the Bulge starter set
with Fallschirmjäger (winter) platoon

warlordgames.com
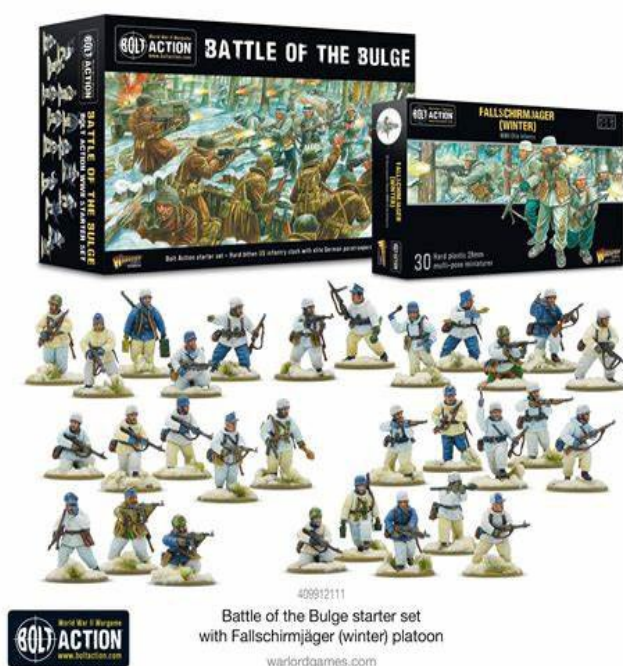
*   Rulebook
*   Terrain, dice, and gaming accessories

This set is ideal for beginners due to its relatively simple mechanics. Plus, with historical scenarios, it provides a great opportunity to learn about specific battles and units involved in World War II.
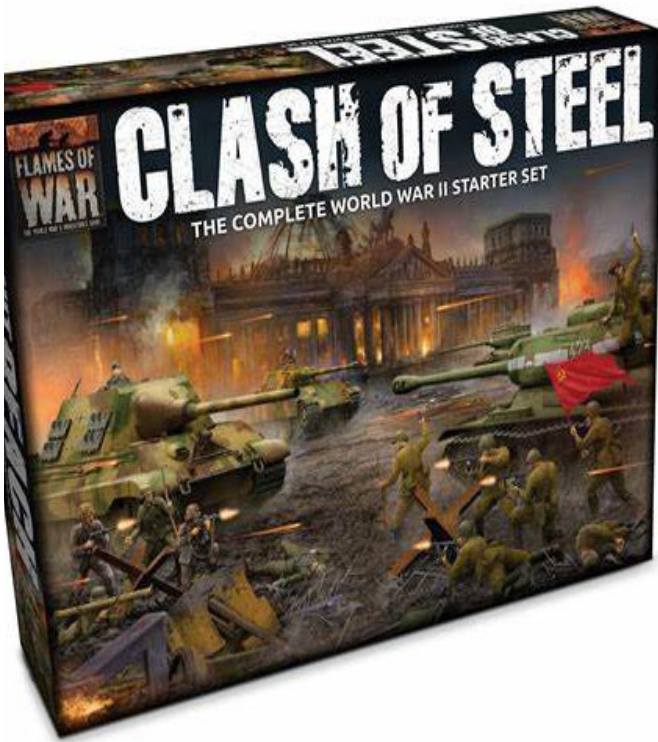
Flames of War: Hit the Beach

Era: World War II
Publisher: Battlefront Miniatures
Flames of War is a large-scale, company-level game focused on World War II. The Hit the Beach starter set centers around D-Day, giving players American and German forces to command.

What's Inside:
• 3 Sherman tanks
• 2 M10 tank destroyers
• German infantry platoons and 3 Panzer IV tanks
• Terrain, tokens, and rulebook

This set is a great introduction to tank and infantry tactics, offering a comprehensive starter package for players eager to explore the conflict in Normandy.

Black Powder: Waterloo Starter Set

Era: Napoleonic Wars
Publisher: Warlord Games
The Waterloo starter set from Warlord Games'

Black Powder series focuses on one of history's most famous battles: the Battle of Waterloo. This game is perfect for fans of Napoleonic warfare and large-scale engagements.

What's Inside:
• 48 French infantry
• 48 British infantry
• French and British command units
• Rulebook and gaming accessories

With a focus on large regiments, cavalry charges, and artillery bombardments, this game captures the grand spectacle of Napoleonic battles. It's a fantastic set for players looking to recreate historical battles with sweeping tactics.
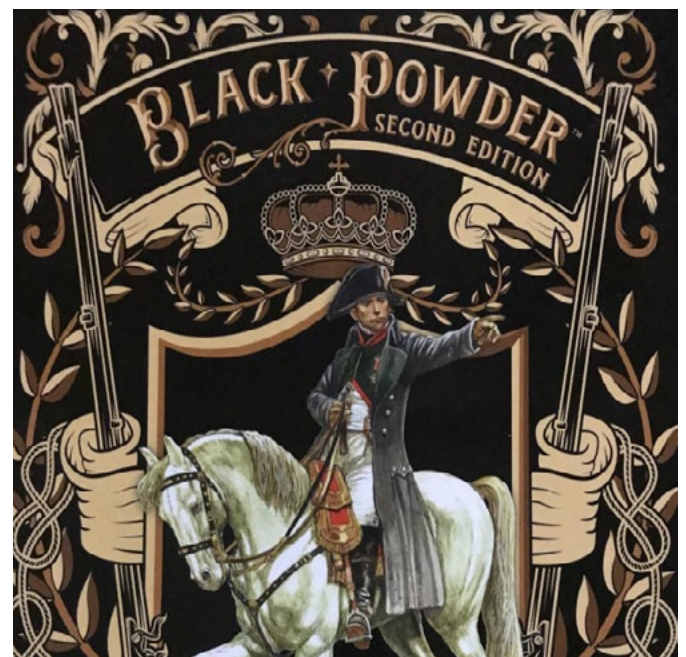
Hail Caesar: Romans vs. Celts Starter Set

Era: Ancient Rome
Publisher: Warlord Games

For fans of ancient history, the Hail Caesar starter set offers the perfect gateway into

Roman and Celtic warfare. This set introduces players to large-scale battles with infantry formations, cavalry skirmishes, and tactical maneuvering.

What's Inside:
- 40 Roman Legionaries
- 40 Celtic Warriors
- Rulebook, dice, and tokens

The set captures the brutal and chaotic nature of ancient warfare, with the Romans' disciplined legions squaring off against the fierce Celtic tribes. It's a great introduction for players interested in the ancient world.

Pike & Shotte: For King and Country Starter Set

Era: English Civil War
Publisher: Warlord Games

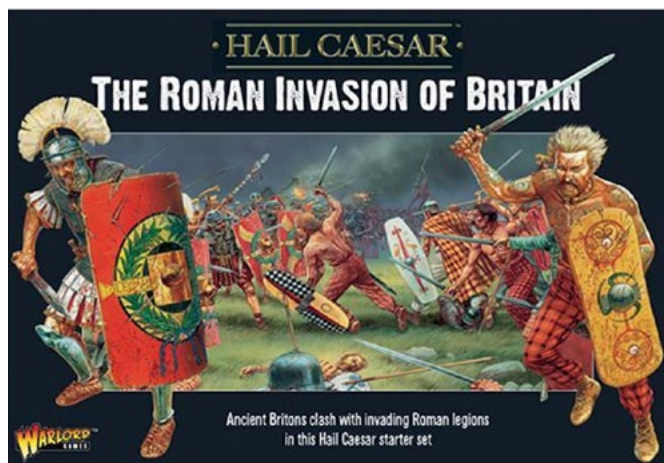Pike & Shotte covers the tumultuous 17th century, focusing on battles from the English Civil War. The For King and Country starter set is perfect for players looking to explore this often-overlooked period of history.

What's Inside:
- 82 Infantry models
- 10 Cavalry
- Artillery pieces and command units
- Rulebook and tokens

This set provides a good mix of pike-wielding infantry, musketeers, and cavalry, offering an engaging tactical experience. It's ideal for anyone with an interest in early modern warfare.

Why Choose a 2-Player Starter Set?

For beginners, a 2-player starter set is an excellent introduction to the world of historical wargaming. These sets provide balanced forces, so you and your opponent can jump right into the action without worrying about army building. Most importantly, they include detailed rulebooks that walk players through the game's mechanics, making learning easy and enjoyable.

Additionally, the miniatures included in these sets are often of a high quality, offering great opportunities for painting and customization, further adding to the immersive nature of the hobby.

Historical wargames offer a unique combination of strategy and education. They allow players to step into the shoes of famous generals and commanders, reliving key moments from history. A 2-player starter set is the perfect way to get started in the hobby, providing everything needed for an exciting and immersive gaming experience.

Whether you're interested in World War II, Napoleonic battles, or ancient Rome, there's a starter set out there for you. So grab a friend, pick up one of these sets, and start recreating history!

Battles of the Ancient World for Wargamers

Jason Hubbard

The ancient world was rife with conflicts that shaped civilizations and transformed the course of history. For wargamers, these battles offer not only rich narratives but also complex strategic scenarios ideal for tabletop reenactments. Here's a look at ten pivotal battles that every wargamer should consider.

1. Battle of Marathon (490 BC)

Location: Marathon, Greece
Forces: Athenians vs. Persians
The Battle of Marathon was a key moment in the Greco-Persian Wars. The Athenian army, vastly out-numbered, used strategic positioning and the phalanx formation to outmaneuver the Persian forces. War-gamers can explore tactics involving morale, terrain advantages, and the innovative use of hoplites.

2. Battle of Thermopylae (480 BC)

Location: Thermopylae, Greece
Forces: Spartans and Allies vs. Persians
Famous for the heroic stand of King Leonidas and his 300 Spartans, this battle showcases the importance of terrain and defensive tactics. Wargamers can recreate the narrow pass and the challenges of holding against overwhelming odds, providing a dramatic and tactical gameplay experience.

Battle of Gaugamela (331 BC)
Location: Near Erbil, Iraq
Forces: Macedonians vs. Persians
The decisive encounter between Alexander the Great and Darius III is a classic study in battlefield maneuvering. Alexander's use of cavalry and phalanx formations against a larger force allows for varied army compositions and strategies, perfect for tactical wargames focusing on mobility and command.

Battle of Cannae (216 BC)

Location: Cannae, Italy
Forces: Carthaginians vs. Romans
Hannibal's stunning victory at Cannae is a hallmark of encirclement tactics. The battle's lessons on flanking maneuvers and psychological warfare offer rich gameplay opportunities. Wargamers can explore the intricacies of troop placement and the dynamics of morale under pressure.

Battle of Zama (202 BC)

Location: Near Zama, Tunisia
Forces: Romans vs. Carthaginians
The culmination of the Second Punic War, Zama featured Scipio Africanus's strategic adaptation to Hannibal's tactics. Wargamers can experiment with combined arms strategies and the significance of war elephants in battle, creating diverse scenarios for play.

Battle of Actium (31 BC)

Location: Ionian Sea
Forces: Octavian vs. Antony and Cleopatra
This naval battle marked the end of the Roman Republic and the rise of the Empire. Wargamers can dive into naval tactics, ship types, and the importance of naval supremacy. The battle also emphasizes strategic deception and intelligence gathering, making for exciting gameplay.

Battle of Carrhae (53 BC)

Location: Near Carrhae, Turkey
Forces: Parthians vs. Romans
The Roman defeat at Carrhae showcases the effectiveness of Parthian cavalry tactics, particularly the famous Parthian shot. This battle allows for in-depth exploration of cavalry vs. infantry dynamics, terrain effects, and the impact of leadership decisions in wargaming.

Battle of the Teutoburg Forest (9 AD)

Location: Germany
Forces: Germanic Tribes vs. Romans
The ambush that destroyed three Roman legions was a significant blow to Roman expansion into Germania. Wargamers can recreate the use of guerrilla tactics, surprise, and the effects of terrain on movement, adding layers of strategy to the gameplay.

Battle of Alesia (52 BC)

Location: Alesia, France
Forces: Romans vs. Gauls
Julius Caesar's siege against Vercingetorix is a classic example of siege warfare. Wargamers can engage in both offensive and defensive tactics, focusing on fortifications, supply lines, and the psychology of besieged forces, creating a multifaceted gaming experience.

Battle of the Milvian Bridge (312 AD)

Location: Rome
Forces: Constantine vs. Maxentius
This battle not only had military implications but also significant religious undertones, marking Constantine's rise to power. Wargamers can explore the dynamics of urban warfare and the role of morale and belief in motivating troops, enriching the narrative aspect of the game.

These ten battles from the ancient world provide wargamers with a wealth of strategic and tactical scenarios to explore. Whether you're reenacting epic confrontations or diving deep into the strategies of legendary commanders, these battles promise rich gameplay experiences that honor their historical significance. Grab your miniatures, set your battlefield, and let history come alive!

The Curse of Black Hollow
Old World Skirmish Campaign
Jason Hubbard

Campaign Background

The small village of Black Hollow in the border region of Stirland has been beset by strange occurrences. Villagers whisper of eerie lights, missing livestock, and a curse said to bring the dead back to life. As rumors spread, the local noble, Lord Falk, sends out a call for heroes to uncover the truth and cleanse the land. Your warband answers the call, and what they find is darker than expected.

Campaign Structure

This campaign is divided into four scenarios, each with escalating difficulty and story elements. Each mission's success or failure will determine the starting conditions of the next mission.

Scenario 1: The Haunted Woods

Objective: Locate and destroy three cursed altars hidden in the forest near Black Hollow.

Enemy: Skeleton Warriors and Zombies.

Setup: Place a few clusters of trees and rocky terrain around the battlefield to represent the dark woods. Place three altars at various points on the board (they should be at least 12" apart from each other).

Nightfall: The battle takes place at night, reducing visibility to 12". Units can only spot enemies within this range.

Random Encounters: Each time your warband moves within 6" of an altar, roll a D6:

1-2: A small group of Skeleton Warriors appears (2d6 models).

3-4: A group of Zombies (3d6 models) rises from the ground nearby.

5-6: No encounter, but the area feels ominously quiet.

Altar Destruction: Each altar can be destroyed by spending a turn in base contact and passing a Leadership test. Destroying an altar dispels nearby undead, giving all your units within 6" a +1 bonus to their next morale check.

Scenario 2: Village in Peril

Objective: Rescue villagers trapped by a horde of undead and escort them to safety.

Enemy: Skeleton Warriors, Zombies, and a Necromancer.

Setup: Set up a small village on the board, with buildings and small terrain pieces scattered around. Place three groups of villagers across the board.

Rescue Mission: Your warband must reach each group of villagers and escort them to a designated edge of the battlefield. Each group of villagers is represented by a token or miniature. Moving them requires a unit to stay within 2" at all times.

Necromancer Presence: The enemy forces are commanded by a Necromancer hiding in one of the buildings. Roll a D6 when you enter a building; on a roll of 6, the Necromancer is found. When the Necromancer appears, all undead gain +1 to their movement and attacks for one turn.

Ambush: At the beginning of each round, roll a D6:

1-2: Nothing happens.
3-4: A group of Zombies (3d6) emerges from the edge of the board.
5-6: Skeleton Warriors (2d6) appear from the shadows near the villagers.

Victory Condition

Rescue at least two groups of villagers and exit the board. If successful, the villagers reveal information about the Necromancer's hideout, leading to the next scenario.

Scenario 3: The Crypt of Shadows

Objective: Locate and eliminate the Necromancer hiding in an ancient crypt.

Enemy: Skeleton Warriors, Zombies, Ghouls, and the Necromancer.

Setup: Represent the crypt with a small maze or series of tunnels, using walls or barriers to create rooms. Place the Necromancer in a central chamber and scatter enemy units throughout.
Special Rules

Darkened Chambers: Visibility is limited to 6". Units cannot see or shoot further than this distance.

Triggered Defenses: Each time a unit enters a new chamber, roll a D6:

1-3: Skeletons (2d6) are stationed in the room and attack immediately.
4-5: A Ghoul pack (1d6) is lurking and will attack.
6: The chamber is empty, but eerie sounds echo through the crypt.

Necromancer's Shield: The Necromancer has a magical shield that absorbs the first wound from each attack. He gains +1 to his Leadership while his shield is active.
Victory Condition

Defeat the Necromancer to shatter his control over the undead. However, the Necromancer curses the warband with his dying breath, warning that an ancient evil has been awakened.

Scenario 4: The Rise of the Dark Lord

Objective: Defeat the Dark Lord and survive the undead onslaught.

Enemy: Skeleton Warriors, Zombies, Grave Guard, and the Dark Lord (a powerful Wight King).
Setup: Set up a large, desolate battlefield with tombstones, ruined buildings, and scattered debris. Place the Dark Lord and Grave Guard near the center, with Skeleton Warriors and Zombies spread across the board.

Eternal Night: No ranged attacks can be made beyond 6".

Endless Legions: At the beginning of each round, roll a D6. On a 4+, a group of Zombies (3d6) emerges from any table edge. On a 6, a group of Grave Guard (1d6) emerges instead.

Dark Aura: Any undead unit within 12" of the Dark Lord receives a +1 bonus to Leadership and attacks. The Dark Lord can reanimate one fallen model per turn in any nearby unit.

Victory Condition

Defeat the Dark Lord and escape the battlefield. If the Dark Lord falls, all remaining undead lose their leadership bonus and suffer a -1 penalty to their morale checks.

Campaign Outcome

If successful, your warband has lifted the curse and saved Black Hollow, leaving behind a legend. If you fail, Black Hollow becomes an accursed wasteland, its people haunted by the undead.

This campaign can be played with various Warhammer units, so adjust enemy stats and unit sizes to fit your warband's capabilities. With randomized events, challenging objectives, and simple AI rules, it's designed to provide an exciting and atmospheric solo journey through the Warhammer Old World. Enjoy the adventure!

Forbidden Psalm: The Last War
Miniature wargaming at the end of the world.

Author: Will Rahman
Publisher: Wargames Atlantic

Review byJason Hubbard

The Last War is skirmish game set in a Weird World War 1 setting based on the Forbidden Psalm game system which in turn is linked to the MORK BORG RPG. What you have are a set of quick and easy game mechanics to latch onto here, which gives you the perfect opportunity to dive into a historical fantasy wargame set in an alternative World War One.

Background

The Great War, World War, War to End all Wars, the only true name it has is the Last War, for now remains not enough people to fight another.

The War ended not with a bang but a cough and splutter. The disease that took hold spread far and wide. Few survived the fever and filth. With so few humans left those that dwelled in the night took up the arms of man to fight over what was left. Those scattered beings hunt the trenches of the last war for scraps, salvage and weapons.

The Game

The Last War is a 28mm skirmish miniatures agnostic wargame, which means you can use minis from any manufacturer or kit bash your own. The game also includes solo rules, and the games content can be utilised within the Mork Borg TTRPG. It's a fast-paced game that can be played with a crew of five miniatures, going up against Ai controlled monsters in a plethora of scenarios as you battle across the wastes. A good chunk of the games flavour come from the monsters, and background.

It's an easy set of rules to learn and plays out quite quickly, with the ability to play more than one game at a sitting. It's a beer and pretzel game that can be played in an evening on a small gaming table. You build a crew of soldiers, who will improve things such as equipment as you play through a campaign. For instance, a crew member may start armed with a bayonet or knife but could equip themselves with a firearm by exploring the battlefield and the corpses. Otherwise, you'll need to spend some of your resources to equip him with a rifle.
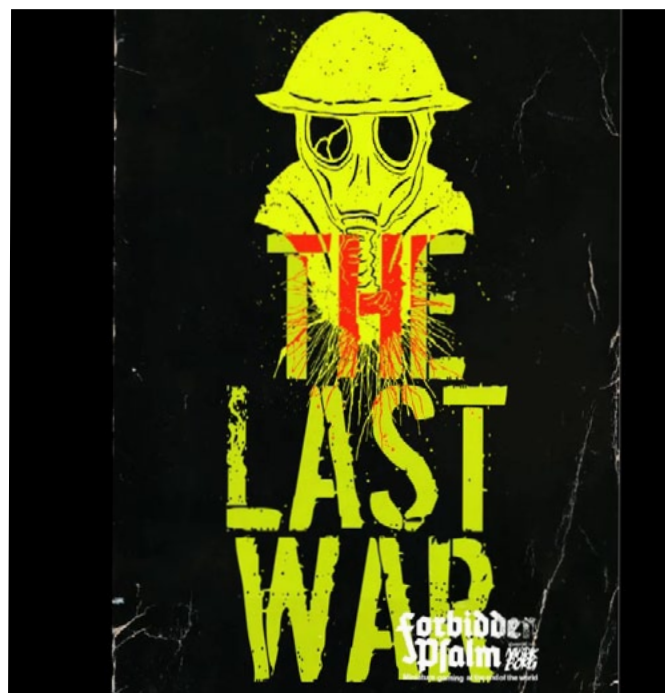
The aesthetic

The rule book as the look and feel of an 80's zine, it's has that hand made quality and design to it which I personally like. Though this design style is likely to put off many gamers who'll go by first impression and won't entertain the game which is a shame as it's a really great idea and fun to play. Another great feature of the game is it's essentially a miniature agnostic game meaning you're not restricted by the minis you can use.

For me I plan to play a campaign set either in North Africa or the far east, making use of the myths of those regions. Other regions or conflicts that could be incorporated into this game includes the Russian Revolution. This isn't the only WW1 alternative setting on the market at the moment, there are several games that have been released in the last 12 months, all of which have been really great games with some interesting background. So how does this game compare to the others on the market, well it stands up pretty well, though personally I prefer the game A War Transformed by Osprey Publishing. What I like about this game is it pretty simple to learn and quick to play.

Wargaming Carthage
Strategies, Armies, and Historical Context

byJason Hubbard

Carthage, the great Phoenician city-state located in present-day Tunisia, is one of the most intriguing civilizations in ancient history. Its military prowess, particularly during the Punic Wars against Rome, offers wargamers rich narratives and complex strategies. In this article, we'll explore the military organization of Carthage, its key figures, and tips for effectively wargaming its battles.

Historical Context

Carthage rose to prominence in the 9th century BC as a major trading power in the Mediterranean. Its wealth allowed it to build a formidable navy and a diverse army, which became crucial in its conflicts with Rome. The most notable of these conflicts were the three Punic Wars (264–146 BC), where Carthage faced off against Rome for supremacy in the region

Carthaginian Military Structure)

IThe Carthaginian army was known for its diversity and adaptability.

Here are some key components:

Infantry:

Libyan Infantry: The backbone of the Carthaginian army, these troops were well-armed with spears and javelins and often used in phalanx formations.

Mercenaries: Carthage relied heavily on mercenaries from various regions, including Celtic warriors, Iberians, and Greeks, each bringing unique tactics and fighting styles.

Cavalry:

Numidian Cavalry: Renowned for their speed and maneuverability, these light cavalry were pivotal for flanking maneuvers and skirmishing.

Carthaginian Heavy Cavalry: Often equipped with armor and weapons, these troops were used for direct charges and shock tactics.

Key Figures in Carthaginian Warfare

Hannibal Barca: Perhaps the most famous Carthaginian general, Hannibal is known for his daring tactics during the Second Punic War, including his legendary crossing of the Alps to invade Italy. His strategies emphasized surprise, mobility, and the effective use of diverse troop types.

Hasdrubal Barca: Hannibal's brother, Hasdrubal played a significant role in the early phases of the Second Punic War and was known for his strong leadership and diplomatic skills.

Mago Barca: Another of Hannibal's brothers, Mago commanded forces in various campaigns and contributed to the Carthaginian war efforts in Italy.

Wargaming Carthage: Strategies and Tactics

When recreating Carthaginian battles on the tabletop, consider the following strategies:

Flexibility in Army Composition

Use a mix of infantry, cavalry, and war elephants. The diversity of your forces can confuse and outmaneuver your opponent.

War Elephants

Carthaginian generals, especially Hannibal, famously utilized war elephants in battle. These imposing animals could disrupt enemy formations and create chaos on the battlefield.

Navy

Carthage had one of the most powerful navies of its time, featuring quinqueremes and other warships that were crucial during naval engagements.

Terrain Utilization

Carthaginian tactics often exploited terrain. Use hills and forests to hide your cavalry and ambush your opponent.

Flanking Maneuvers

Emulate Hannibal's tactics by using your Numidian cavalry to disrupt enemy formations while your heavy infantry engages directly.

Battle of Zama (202 BC)
Focus on Scipio's counter-strategies against Hannibal's forces. This battle highlights the clash of tactics between the two great generals.

Siege of Lilybaeum (241 BC)
Explore siege warfare with the Carthaginian navy attempting to break Roman defenses. This scenario highlights the importance of naval power in the ancient world.

Psychological Warfare

The presence of war elephants can be both intimidating and effective. Use them to break enemy lines or create chaos, but be mindful of their potential to cause panic in your own ranks.

Adaptability

Be prepared to adjust your tactics based on your opponent's strategy. Carthage's strength lay in its ability to adapt to different armies and terrains.

Recommended Scenarios for Wargaming

Battle of Cannae (216 BC)
Recreate Hannibal's masterpiece of double envelopment, emphasizing the strategic placement of troops and the use of cavalry.

Wargaming Carthage offers a unique opportunity to engage with one of history's most fascinating military powers. With its diverse army composition, innovative tactics, and legendary commanders, Carthage presents numerous possibilities for dynamic gameplay.

Whether you're recreating epic battles or exploring the strategic intricacies of Carthaginian warfare, the tabletop experience promises to be both educational and thrilling. Grab your miniatures and prepare to relive the grandeur of Carthaginian military history!

Necromunda Scenario
Collapsing Vault

Deep in the Underhive, an ancient vault has been unearthed, rumored to contain rare resources and lost technologies. Word spreads quickly, and now several gangs are racing to loot it. However, the vault's structural integrity is unstable, and time is running out before the whole area collapses. The gangs must grab as much loot as possible and escape before they're buried under tons of rockcrete.

Objective

Each gang aims to secure as much loot as possible and exit the vault area before it collapses. The player who extracts the highest value of loot wins. But be wary—the structure is failing, and staying too long might spell disaster for any gang member left behind.

Scenario Rules

Battlefield Setup
•	Place several loot tokens (6-8) scattered across the board, representing crates, safes, and tech caches.

•	Use a minimum of 2-3 levels to represent a multi-story industrial vault. Make sure there are pathways, catwalks, and ladders between levels.

•	Deploy hazards such as loose rubble, gas leaks, or exposed power conduits for added environmental danger.

- Set up gang deployment zones on opposite corners of the map, close to the edges.

Special Rules

1. Structural Instability
- End Phase Collapse Roll: At the end of each End Phase, roll a D6. Starting from the third turn, the collapse roll gets a cumulative +1 each turn.

- On a roll of 7 or higher, the vault fully collapses at the end of the current turn. All remaining gang fighters in the vault are automatically taken Out of Action.

- Once the collapse begins, roll a D6 for each fighter still inside at the start of each of their activations:

- On a 1, they take a Strength 4 hit from falling debris.

- On a 6, they stumble upon an extra loot item (gain an additional loot token).

The Clock is Ticking

- Starting on Turn 3, each gang fighter must take a Nerve test at the beginning of their activation. Failure means they suffer -1" to movement that turn due to panic and disorientation.

Loot Tokens

- Each loot token can be carried by one fighter and represents a mix of valuables, rare materials, and salvage. Fighters carrying loot tokens suffer a -1" penalty to their movement speed.

- Loot tokens are worth varying amounts of credits: when players pick up a token, roll a D3 to determine its value (1, 2, or 3).
4. Exits
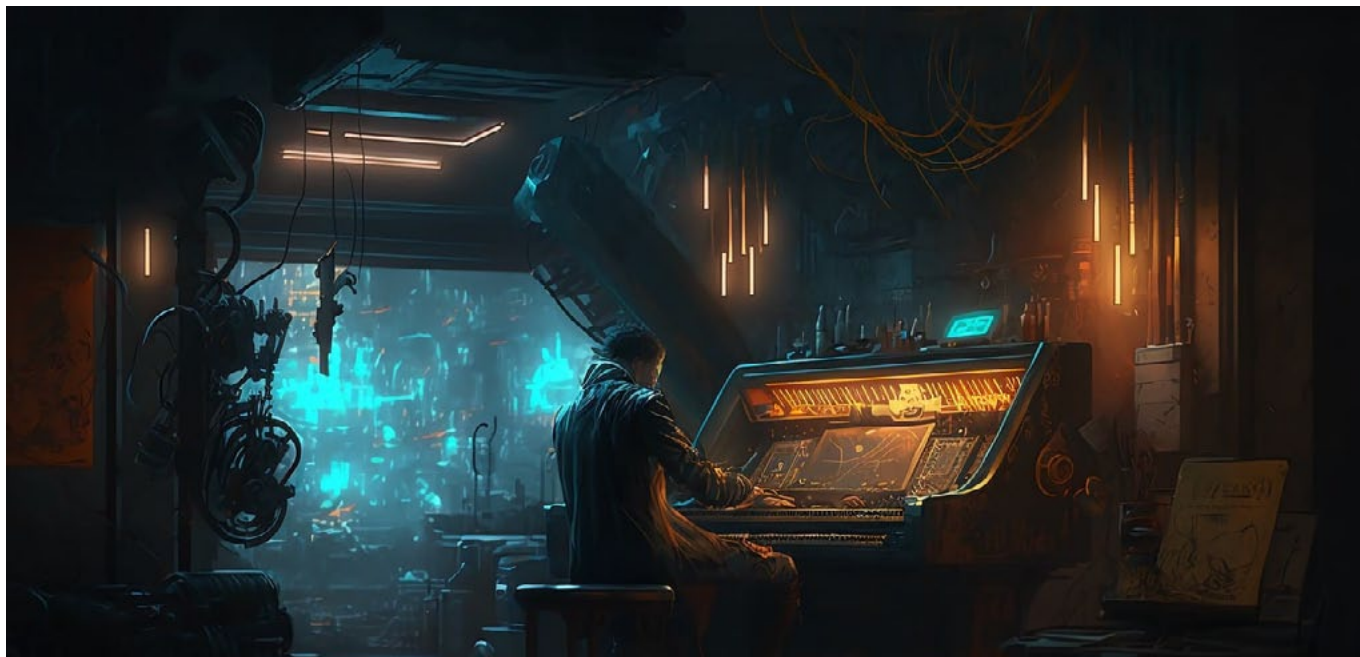
• The only way out of the vault is through designated exits on opposite corners of the board (one per gang's deployment zone). Gangers must physically move to these exits to leave the board.

• Fighters who escape the board with loot tokens successfully secure that loot.

Deployment

Each player rolls a D6. The player with the highest roll chooses their deployment zone. Players take turns deploying fighters within 4" of their corner.

Victory Conditions

1. Primary Objective: The player who escapes with the most loot value (determined by adding up the credits from loot tokens) wins the scenario.

2. Secondary Objective (Optional): Award a bonus to the last gang that has a model still inside the vault if it collapses.

Rewards
Winning Gang
• Gains 2D6 x 10 credits for successfully securing the most valuable loot.

Surviving Fighters

• Each surviving fighter who escapes with a loot token gains an additional 10 credits for the gang.

Bonus Reward
• If the vault fully collapses, the last gang with a fighter in the vault (if they manage to survive) gains a bonus of D6 x 10 credits for their bravery.

Tips for Gameplay

• Balance Risk and Reward: Gangers who stay longer in the vault can gather more loot but risk being caught in the collapse. Decide whether to retreat early or press your luck.

• Defensive and Ambush Tactics: Use environmental cover and elevated positions to control key loot locations, forcing the enemy to take risks.

• Planning Exits: Ensure fighters with loot are positioned to retreat in time, but be ready to adjust as the collapse roll intensifies.

The Chinese Communist Army During World War II

The Chinese Communist Army, which played a pivotal role in China's resistance against Japanese occupation during World War II, was not only a military force but a significant political and social actor. Its actions during the Second Sino-Japanese War (1937-1945) helped lay the foundation for the Communist Party of China's eventual victory in the Chinese Civil War and the establishment of the People's Republic of China in 1949.

Origins and Context: The Rise of the Red Army

The origins of the Chinese Communist Army can be traced back to the Chinese Civil War of the 1920s and early 1930s, when the Chinese Communist Party (CCP), founded in 1921, broke with the Nationalist Party, or Kuomintang (KMT). The Communists formed the Red Army, fighting in a series of battles against KMT forces led by Chiang Kai-shek. The Communists, under Mao Zedong's leadership, embraced guerrilla warfare tactics, favoring ambushes, sabotage, and mobility to compensate for their limited numbers and resources.

After the Long March in 1934-1935, which solidified Mao's control of the party and brought the Communists to relative safety in northern China, the Communist forces regrouped and consolidated their strength.

By the outbreak of the Second Sino-Japanese War in 1937, the Red Army had transformed into a well-organized, ideologically motivated force.

The Anti-Japanese United Front

When Japan invaded China in 1937, the CCP and KMT formed a tenuous alliance known as the Second United Front to resist the common enemy. This alliance was fragile due to the long-standing enmity between the two groups, but it allowed the CCP to rebrand its Red Army units as legitimate resistance forces against Japanese imperialism.

The Red Army was reorganized into two main units:
•   The Eighth Route Army: Based primarily in northern China and tasked with guerrilla operations against the Japanese.

•   The New Fourth Army: Stationed in central China and tasked with similar resistance operations.

Despite formal alliances with the Nationalists, Communist forces remained separate, focusing on guerrilla warfare and developing their own base areas.

Guerrilla Warfare and the CCP's Strategy

While the Nationalist forces fought conventional battles, the Communist strategy leaned heavily on guerrilla tactics. Mao Zedong's doctrine, laid out in "On Guerrilla Warfare," emphasized mobility, local support, and adaptability in the face of a numerically and technologically superior enemy. The Communists engaged in a "war of attrition," aiming to exhaust the Japanese forces over time rather than achieving immediate, decisive victories.

1.   Guerrilla Operations: Communist soldiers focused on ambushing Japanese patrols, sabotaging supply lines, and disrupting communications. This strategy forced Japanese forces to divert resources away from the front lines to secure their rear areas.

2.   Expansion of Base Areas: The Communists established self-governing "liberated areas" in rural regions, which became strongholds for their operations. These areas served as secure supply bases and recruitment centers for the CCP and allowed the Communists to implement social reforms, such as land redistribution and education campaigns, which won the support of local peasants.

3.   Political Warfare: The Communists were skilled in propaganda, which they used to win the "hearts and minds" of the local population.

By addressing the grievances of peasants and establishing a more egalitarian social order, the CCP gained a dedicated support base in rural China. This support was crucial for sustaining their guerrilla campaigns and helped them later in the civil war against the KMT.

Major Campaigns and Tactics

Throughout the war, Communist forces carried out numerous campaigns against the Japanese, with some of the most notable including:

• Hundred Regiments Offensive (1940): Led by the Eighth Route Army, this large-scale campaign targeted Japanese-controlled railways and supply lines across northern China. Though initially successful, the Japanese retaliated with a brutal "Three Alls" policy—"kill all, burn all, loot all"—that devastated Chinese civilians in Communist-held areas. Despite suffering losses, the Communist forces demonstrated their capability to launch coordinated attacks on the Japanese.

• Sabotage and Harassment Operations: The Communist forces used sabotage as a key tactic, focusing on railway lines, bridges, and other critical infrastructure. These tactics forced the Japanese to allocate significant resources to securing their supply lines, diminishing their ability to launch further offensives.

• Popular Mobilization: The Communist forces relied on the support of the peasantry, who were organized into militias known as "people's armies." These militias provided intelligence, served as logistical support, and in some cases even participated in combat. The CCP's engagement with the local population ensured a steady stream of recruits and resources, despite the relative isolation of their base areas.

The CCP's Strengthening Position

The Second Sino-Japanese War allowed the Communist forces to expand their influence and grow stronger. By the war's end in 1945, the CCP controlled an estimated 19 base areas across northern China, with a force of nearly a million soldiers and several million in militia groups. This experience not only bolstered their combat capability but also strengthened their administrative and governance structures, making them ready for the power struggle with the KMT that would resume in 1946.

Legacy and Impact on the Civil War

The CCP's resilience against the Japanese earned them significant legitimacy and popular support. As the war drew to a close, many in China perceived the CCP as a more authentic defender of Chinese sovereignty than the KMT, whose forces were weakened and demoralized by years of hard fighting against the Japanese and internal corruption.

After Japan's defeat, the CCP retained its liberated areas and had built a formidable military and political infrastructure. When the Chinese Civil War resumed, the Communists capitalized on their wartime successes, ultimately defeating the KMT in 1949 and establishing the People's Republic of China.

The Chinese Communist Army's experience during World War II was pivotal to the CCP's eventual victory over the Nationalists. By building strong ties with the rural population, mastering guerrilla tactics, and developing an efficient organizational structure, the Communists gained significant strength and popular support.

This period not only set the stage for the CCP's rise to power but also profoundly shaped the methods, ideology, and structure of the People's Liberation Army, the modern successor of the Chinese Communist forces.

Chinese Communist Army Units for Bolt Action

These units represent the typical composition of Communist forces, with an emphasis on irregular tactics, a lack of heavy armor, and the use of militia support. Since Communist forces relied on local support, these units also include "People's Militia" squads, which can be added as part of a guerrilla-style strategy.

Eighth Route Army Infantry Squad

- Unit Composition: 1 NCO and 4–9 soldiers.
- Weapons: Rifles, with up to two soldiers able to carry SMGs or light machine guns.

Special Rules
Guerrilla Warfare: This unit may deploy up to 12" forward from the player's deployment zone, representing their skill in infiltration. They cannot be targeted on their first turn unless they attack.

Inspired Resistance: When this unit is within 6" of a People's Militia unit, they gain +1 Morale to represent increased morale from local support.

Veterancy Options
Inexperienced or Regular: Most Eighth Route Army squads would be Regular, but Inexperienced options are available to reflect less-trained conscripts.

Political Commissar

- Unit Composition: 1 Political Commissar.
- Weapons: Pistol.
- Special Rules:

Political Indoctrination: The Commissar can force any single Chinese Communist unit within 6" to re-roll a failed Morale test by removing one model from that unit (the Commissar's presence encourages commitment to the cause, but at a cost).

Inspiring Presence: Units within 6" of the Commissar gain +1 Morale.

Veterancy Options:
Regular: Commissars are typically dedicated and trained Party representatives.

People's Militia Squad

- Unit Composition: 1 NCO and 5–10 militia fighters.
- Weapons: Rifles, clubs, or captured Japanese weapons (up to two soldiers may carry captured SMGs or LMGs).

Special Rules:
Inexpensive and Determined: People's Militia units are generally Inexperienced and cost less than standard infantry units. They are not intended to hold objectives for long but can help with diversionary tactics.

Local Knowledge: People's Militia may move through difficult terrain without penalties.

Home Turf: People's Militia units receive a +1 Morale boost when within 12" of friendly units with the Guerrilla Warfare special rule.

Veterancy Options:
Inexperienced only: Reflects limited training but high morale in defense of their home.

Saboteur Team

- Unit Composition: 1 NCO and 1–3 saboteurs.
- Weapons: Pistols, grenades, and demolition charges.

Special Rules:
Demolition Experts: This team is specialized in destroying enemy vehicles and equipment. They can place a single demolition charge once per game. This charge may be planted on a vehicle or building within 6" and can be detonated on a successful dice roll of 4+.

Silent Killers: When this unit assaults, they gain a +1

to Close Combat due to their training in ambush and melee tactics.

Concealed Movement: This unit can deploy in hidden markers up to 18" forward of the main deployment zone.

Veterancy Options:
Regular or Veteran: Saboteurs receive specific training and experience in high-risk missions.

New Fourth Army Heavy Machine Gun Team

Unit Composition: 1 HMG and 3 crew members.
•   Weapons: Heavy machine gun.
•   Special Rules:

Limited Ammunition: The HMG team can only fire every other turn due to shortages in ammunition.

Resilient Positioning: If positioned in cover, the team counts as in hard cover due to careful positioning.

Veterancy Options:
Regular only: Limited availability of training and heavy equipment.

Mortar Support Team

•   Unit Composition: 1 Mortar and 2-3 crew members.
•   Weapons: Light or Medium Mortar (choose depending on point availability and game balance).

Special Rules:
Guerrilla Artillery: The mortar may deploy hidden in an ambush stance, making it harder to detect until it fires.

Local Knowledge: The team can fire on targets spotted by any People's Militia within 18", representing the use of local informants to direct fire.

Veterancy Options:
Regular or Inexperienced: Mortar teams would likely be less experienced than infantry units but with valuable situational knowledge.

Guerrilla Leader (Warlord or Veteran Partisan)

•   Unit Composition: 1 Guerrilla Leader.
•   Weapons: Pistol or SMG.

Special Rules:
Inspiring Commander: Friendly units within 12" of the leader may re-roll failed Morale tests.

Resourcefulness: The leader can call for a "reinforcement roll" once per game, allowing a single destroyed or depleted People's Militia unit to return with half its original strength, representing the irregular reinforcements and ongoing recruitment of Communist forces.

Veterancy Options:
Veteran only: Representing highly experienced commanders who have survived numerous battles.

Special Rules for Chinese Communist Forces

To reflect their unique guerrilla warfare tactics, Chinese Communist forces in this campaign could have access to some overarching special rules:

1.   Infiltration: During deployment, any unit with the "Guerrilla Warfare" special rule can be placed 12" beyond the regular deployment zone. Units placed this way may not be targeted until they take an action or are spotted within 12".

2.   Hidden Supply Caches: Each game, players may place two "Supply Cache" markers (representing hidden ammo or food supplies) on the board. If a unit is within 3" of a Supply Cache, it can remove one pin marker once per turn as long as it remains there.

3.   Fight for the People: When within 12" of a unit with the "People's Militia" rule, all Communist units gain +1 Morale, reflecting the shared commitment to defending their homeland and cause.

Vehicle Rules for Chinese Communist Forces in Bolt Action

These vehicles are unconventional, reflecting the Communist forces' resource constraints and reliance on guerrilla tactics rather than direct confrontations with armored units. The rules aim to capture this unique approach.

Captured Type 94 Tankette
•   Vehicle Type: Light Tank
•   Armor: 7+ (light)
•   Weapons: One forward-facing MMG and one hull-mounted MMG.

Special Rules:
Limited Ammunition: The crew can only fire one MMG per turn, representing ammunition scarcity.

Captive Crew: If this vehicle receives two or more pin markers in a single turn, the crew may abandon it on a failed Morale test, representing the lower discipline of captured vehicle crews.

Unreliable: Roll a D6 each turn before moving. On a 1, the vehicle suffers a mechanical issue and cannot move that turn.

Cost: 55 points (Inexperienced), 65 points (Regular)

Improvised Armored Truck
• Vehicle Type: Armored Car
• Armor: 7+ (light)
• Weapons: One forward-facing HMG or LMG, improvised armor plating.

Special Rules:
Light Armor Plating: This vehicle is only armor 7+ and counts as "soft cover" if fired at from the rear or sides due to weak or patchy plating.

Civilian Engine: Each turn this vehicle moves, roll a D6. On a 1, the vehicle stalls and does not move that turn.

Ramshackle Construction: The vehicle has a -1 Morale penalty due to makeshift armor and untrained crew.

Cost: 40 points (Inexperienced), 50 points (Regular)

Captured Japanese Type 97 Chi-Ha Tank
• Vehicle Type: Medium Tank
• Armor: 8+ (medium)
• Weapons: One forward-facing light anti-tank gun and one hull-mounted MMG.

Special Rules:
Captured Equipment: The tank must roll a D6 whenever firing its main gun or moving. On a 1, it suffers a mechanical issue and cannot fire that turn. Roll each time the tank attempts to fire the main gun.

Low Crew Morale: If this tank receives three or more pin markers, it must take a Morale test at a -1 penalty. If it fails, the crew abandons the vehicle.

Limited Ammunition for Main Gun: The tank can only fire its main gun up to three times in the game, representing limited ammunition. After the third use, the gun is considered out of ammunition and unusable for the rest of the game.

Cost: 115 points (Inexperienced), 135 points (Regular)

Repurposed Supply Truck
• Vehicle Type: Transport
• Armor: 6+ (soft skin)
• Weapons: None by default, though up to two models riding in the vehicle may fire with personal weapons.
• Capacity: 12 infantry.

Special Rules:
Supply Cache: This truck can carry one "supply cache" marker, which can be unloaded as a static objective in the game. Infantry units within 3" of the supply cache marker may remove one pin marker once per turn as long as they remain within range.

Basic Transport: The truck does not provide any armor or cover to passengers due to its civilian build.

Cost: 20 points (Inexperienced), 25 points (Regular)

Makeshift Flame Cart
• Vehicle Type: Improvised Flame Vehicle
• Armor: 6+ (soft skin)
• Weapons: One improvised flamethrower with a 6" range.

Special Rules:
Flammable: If the cart takes two or more hits in a turn, it must immediately take a Morale test with a -1 penalty. If failed, the vehicle catches fire and is destroyed.

Limited Use: The flamethrower can only be used twice per game, as it quickly expends its fuel. After the second use, the weapon becomes inactive.

Close Support: Infantry units within 6" of the vehicle gain +1 to their Close Combat rolls in assaults against enemy units, inspired by the intimidating weapon.

Cost: 40 points (Inexperienced)

Special Rules for Chinese Communist Vehicles

1. Scavenged Supplies: Before the game, roll a D6 for each vehicle to represent limited access to spare parts and fuel.

On a 1, the vehicle enters the battle with 1 pin marker to represent the malfunction. On a 6, the vehicle starts with one additional use of any limited-use weapon it carries (e.g., flamethrower or supply cache).

2. Guerrilla Transport: Chinese Communist vehicles can deploy up to 6" outside of the regular deployment zone to represent hidden approaches and makeshift staging points. This does not apply to captured Japanese tanks, as they were less mobile and conspicuous.

3. Improvised Support Tactics: Any infantry unit within 6" of a Communist vehicle receives a +1 bonus to Rally tests. The sight of these unusual vehicles emboldens the troops with a sense of local ingenuity and determination.

A Hypothetical War Between Ancient Rome and China

Jason Hubbard

The ancient world was marked by powerful empires that shaped history through their conquests, cultures, and innovations. Among these, Ancient Rome and China (specifically during the Han Dynasty) stand out as two of the most influential civilizations.

While they existed contemporaneously, direct contact between them was limited. However, imagining a hypothetical war between these two superpowers provides fascinating insights into their military strategies and the potential outcomes of such a conflict.

Historical Context

Ancient Rome (27 BC - 476 AD)

At its height, Rome was a formidable force with a vast empire that stretched from Britain to the Middle East. The Roman military was renowned for its discipline, organization, and innovative tactics, utilizing legions composed of heavily armed infantry supported by cavalry and auxiliary troops.

Han China (206 BC - 220 AD)

During the Han Dynasty, China expanded its territory significantly and established a sophisticated bureaucratic state. The Han military was characterized by its use of crossbows, cavalry, and the strategic application of warfare, leveraging their knowledge of terrain and logistics.

Key Military Features

Roman Military Structure:

Legions: The backbone of the Roman army, typically composed of about 4,500 to 6,000 soldiers, well-trained and heavily armored.
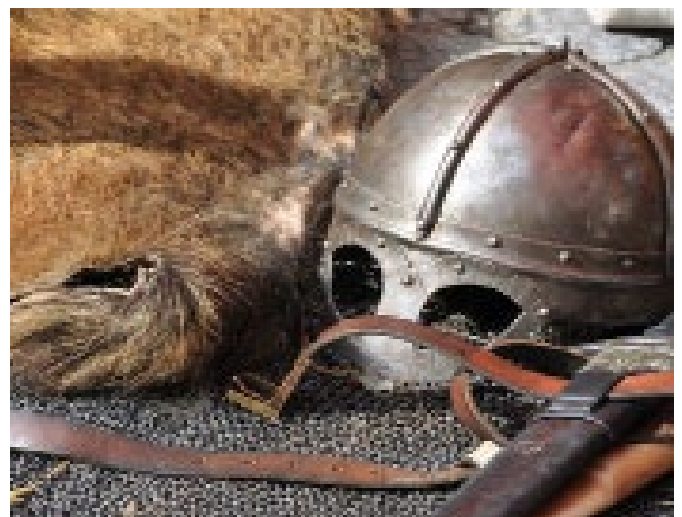
Tactics: The Romans utilized the famous manipular formation, allowing for flexibility and quick adjustments in battle.

Siege Warfare: Renowned for their engineering skills, Romans could build fortifications and siege engines rapidly, making them formidable in prolonged conflicts.

Han Military Structure

Army Composition: The Han military included infantry, cavalry, and crossbowmen, with a strong emphasis on logistics and supply lines.

Tactics: Han commanders often used formations that maximized the effectiveness of crossbows and cavalry, employing strategies such as ambushes and feigned retreats.

War Chariots: Though their use declined, chariots remained an important part of Han military strategy, offering mobility and support in battles.

Possible Causes of Conflict

Trade Disputes

With the Silk Road as a conduit for trade, competition over resources and trade routes could lead to tensions between Rome and Han China.

Territorial Expansion

Both empires sought to expand their influence. Conflicts might arise if Roman legions ventured into territories that were strategically important to China, or vice versa.

Cultural Clashes

As both empires held distinct cultural values and military traditions, misunderstandings or provocations could escalate into war.

Hypothetical Conflict Scenarios

Invasion of the Eastern Mediterranean

Imagine a scenario where Roman forces attempt to extend their influence into the regions of Central Asia, leading to a clash with Han Chinese expeditions aimed at securing trade routes. The Roman legions, known for their discipline, would likely engage in frontal assaults while utilizing their engineering prowess to construct fortifications and siege equipment.

Cavalry Engagements on the Steppe

In this scenario, a war might break out on the vast steppes of Central Asia. The Han cavalry, renowned for their mobility and skirmishing tactics, would face off against Roman heavy cavalry. The battle could see a mix of cavalry charges, feigned retreats, and the utilization of crossbows to disrupt Roman formations.

advances. Their ability to mobilize large numbers of troops quickly and their superior knowledge of the region's geography might lead to Roman defeat.

Stalemate

A protracted conflict could result in a stalemate, with neither side able to achieve a decisive victory. Both empires might withdraw to consolidate their territories, leading to a status quo that preserves the independence of each civilization.

While a war between Ancient Rome and Han China remains a fascinating hypothetical scenario, it serves as a reminder of the complexities of ancient military strategy and diplomacy.

The clash of these two great civilizations would not only involve military might but also cultural exchanges and the implications of logistics, geography, and innovation in warfare. Ultimately, imagining this conflict allows us to appreciate the strengths and weaknesses of both empires and the impact they had on the ancient world.

Siege Warfare

Should the conflict lead to city sieges, the Romans would leverage their engineering skills to construct siege towers and battering rams, while the Han would employ defensive strategies, using crossbows from elevated positions and employing cavalry to harass the besiegers.

Potential Outcomes

Roman Victory
If Rome's superior organization, discipline, and engineering could be effectively applied, they might secure a victory, allowing for a brief Roman influence in East Asia. However, the logistical challenges of maintaining supply lines over vast distances would be significant.

Han Victory

Should the Han's strategic use of cavalry and knowledge of terrain prevail, they could push back Roman

Wargaming the Han Army

The Han Dynasty (206 BC – 220 AD) was one of the most influential periods in Chinese history, marked by significant advancements in culture, technology, and military organization. For wargamers interested in ancient battles, the Han army offers a wealth of tactical possibilities and a rich historical backdrop. This article delves into the key components of the Han army and provides tips for effectively wargaming this fascinating period.

The Han Dynasty followed the Qin Dynasty and is often considered a golden age of Chinese civilization. During this time, the Han Empire expanded its territory through military campaigns, establishing control over the Silk Road and facilitating trade and cultural exchange. The Han military was a crucial factor in maintaining and expanding this empire, known for its discipline, innovation, and effective use of various troop types.
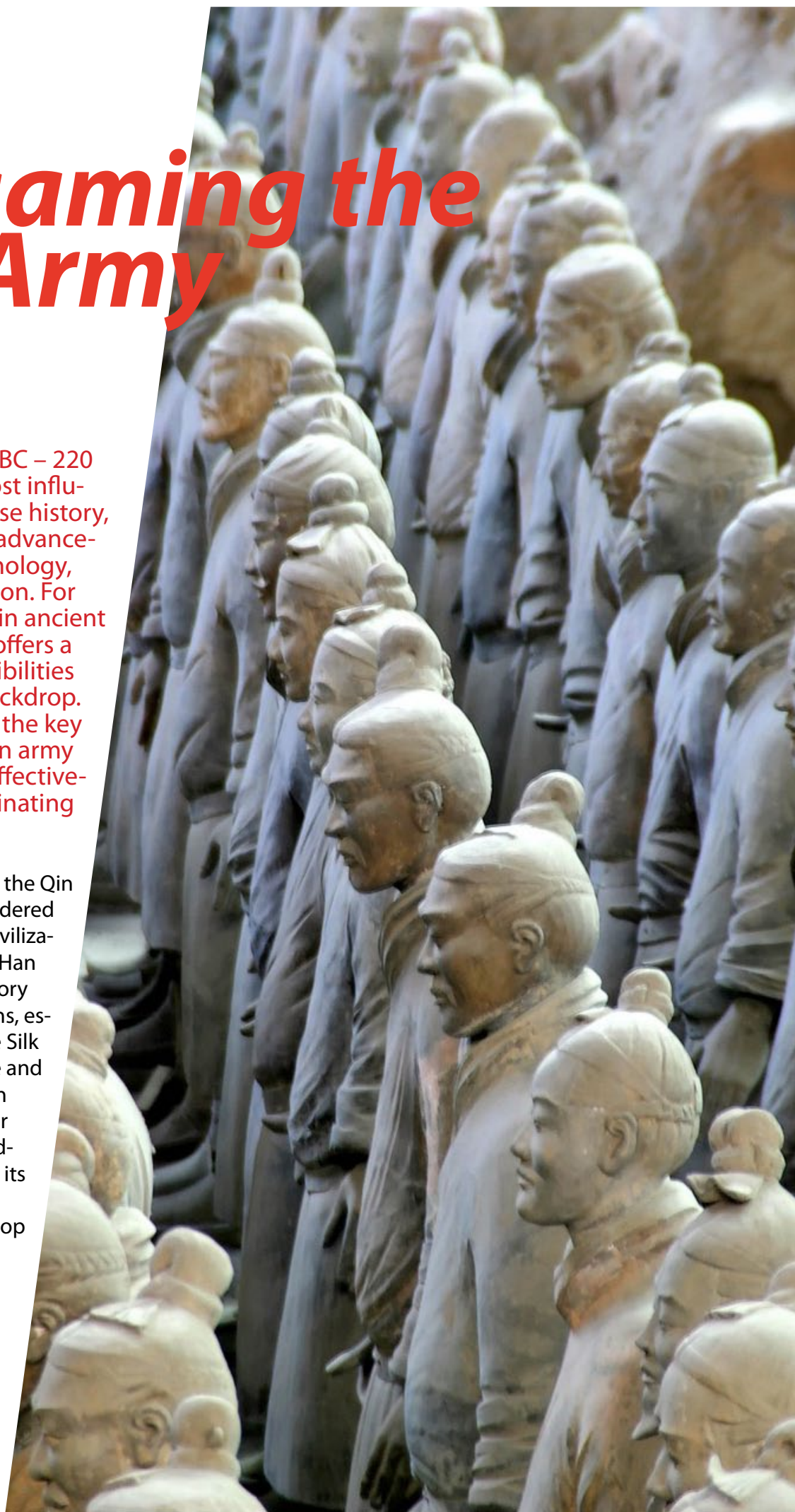
Structure of the Han Army

Infantry

Regular Infantry: The backbone of the Han army consisted of well-trained foot soldiers armed with a variety of weapons, including spears, swords, and crossbows. Their formations often used a combination of shields and pikes.

Crossbowmen: The Han were pioneers in the use of crossbows, which provided them with a range advantage. Crossbow units could deliver powerful volleys that disrupted enemy formations before close combat.

Cavalry

Light Cavalry: Fast and maneuverable, light cavalry units played a crucial role in skirmishing and flanking maneuvers. They were often used to harass enemy formations and chase down fleeing foes.

Heavy Cavalry: Heavily armored cavalry units provided shock value and were used for direct charges against infantry lines. Their presence could significantly impact the battlefield dynamics.

Chariots

While their use declined during the Han period, war chariots remained a part of the military structure, serving as mobile platforms for archers and providing command and control on the battlefield.

Siege Weapons

The Han army utilized various siege engines, including crossbow towers and battering rams, to breach fortifications. Their engineering skills allowed them to construct effective siege equipment.

Key Figures in Han Military History

Emperor Wu (Wudi): One of the most prominent emperors of the Han Dynasty, known for his military campaigns that expanded Chinese territory and strengthened the empire.

General Ban Chao: A key military leader who played a vital role in the western campaigns, successfully extending Han influence into Central Asia.

Strategies and Tactics

When bringing the Han army to the tabletop, consider these strategies:

Balanced Army Composition:
Create a well-rounded army with a mix of infantry, crossbowmen, and cavalry.

This diversity allows for flexible tactics and adaptability during battles.

Utilize Terrain:

Take advantage of the terrain to maximize the effectiveness of your crossbowmen and infantry. High ground or defensive positions can significantly improve your chances in combat.

Cavalry Flanking

Use light cavalry to harass enemy flanks while your infantry engages head-on. This can disrupt enemy formations and create openings for decisive strikes.

Siege Warfare

If the scenario involves sieges, leverage your siege engines to breach enemy defenses. Protect your siege units with infantry to ensure they can operate effectively.

Morale Management

Maintain high morale among your troops. The Han army emphasized discipline, so incorporating mechanics that reflect morale will enhance gameplay and historical accuracy.

Recommended Scenarios for Wargaming

Battle of Maicheng (200 AD)

Recreate this pivotal battle where Han forces faced off against rebel armies. Focus on the importance of strategy and troop placement.

Campaigns along the Silk Road

Design scenarios that reflect the Han army's efforts to protect and expand trade routes, including skirmishes against nomadic tribes.

Siege of Fortifications:
Engage i
n a siege scenario where the Han army must breach fortified positions. Incorporate siege engines and defensive tactics for both sides.

Wargaming the Han army provides a unique opportunity to explore the military strategies and historical significance of one of China's greatest dynasties. By understanding the army's composition, key figures, and tactical approaches, players can create engaging and immersive gameplay experiences.

Whether through large-scale battles or skirmish scenarios, the legacy of the Han army continues to inspire wargamers, making each encounter on the tabletop a journey through history. Gather your miniatures, strategize your moves, and bring the might of the Han Dynasty to life!

Skirmish Wargaming in Iron Age Britain
Bringing Tribal Warfare to the Tabletop

The Iron Age in Britain, from around 800 BCE to the Roman conquest in 43 CE, was a time of tribal society, local alliances, and fierce skirmishes over territory, resources, and power. This era's unique mix of warring tribes, druids, chariots, and hill forts provides rich material for skirmish wargames, where players can recreate the tactics and small-scale battles of ancient Britain. Skirmish wargaming in this period highlights the strategic nuance and gritty, personal combat of tribal warfare and showcases the challenging terrain and tactics that defined the Iron Age.

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Iron Age Tribal Warfare

Britain during the Iron Age was home to numerous tribes, each with their own identity, culture, and political agendas. Leaders, known as chieftains or kings, governed these tribes, and though they might unite in times of extreme threat, most tribes were territorial, often raiding or fighting each other for control of land, livestock, or goods. Each warrior fought with a sense of personal honor, as battles were as much about personal prowess as they were about military tactics. Skirmishes would have been common and typically focused on raiding or defending key resources like farmland or livestock, making for excellent small-scale wargame scenarios.

Key Elements of Iron Age Skirmish Wargaming

Terrain and Battlefield

The landscape of Iron Age Britain was diverse, including wooded areas, rivers, marshes, and hills. Terrain played a significant role in Iron Age tactics, with warriors using the natural landscape for cover and strategic advantage. Iron Age settlements often included:

• Hill forts with earthworks, ditches, and wooden palisades, which served as strong defensive positions for tribal leaders.
• Wooded and rocky terrain, perfect for ambushes.

• Fields and pastures, where livestock or resources might become the center of a raiding skirmish.

For the tabletop, modular terrain like hills, forests, and rough ground can create dynamic battlefields. Fortified hilltops or small villages with huts can serve as primary objectives for attackers or as defensive points.

Forces and Armament

Iron Age tribes in Britain did not have standing armies but instead called upon warriors to fight when needed. Wargame forces can reflect this composition, focusing on small warbands led by a chieftain or warrior hero.

• Heroes and Champions: Often the most skilled warriors, tribal leaders and champions can lead the charge. In the game, these figures may have special abilities or higher morale to inspire surrounding warriors.

• Infantry: Most fighters wielded spears, shields, and short swords. These warriors would be lightly armored but swift, utilizing both close combat and javelins for range.

• Chariots: A unique addition to Iron Age British warfare, chariots were used for swift hit-and-run attacks and as status symbols. In a skirmish, they add mobility and can be used for shock tactics or as a distraction.

• Slingers and Archers: Though less common than in some other cultures, tribes did use ranged troops armed with slings and bows, especially in defense or to harry enemies.

Combat and Tactics

Combat in Iron Age Britain was brutal and personal.

Unlike large-scale battles, skirmishes emphasized flexibility, speed, and individual prowess.

• Ambushes were common, as warriors would hide in wooded areas, waiting to strike or defend.
• Hit-and-Run Tactics were essential, with warriors avoiding prolonged engagements and instead focusing on fast attacks and withdrawals.

• Morale was critical; a leader's death could easily break a force. This makes morale checks or leadership skills vital in the game.

Building Your Warband

To capture the tribal diversity of Iron Age Britain, each warband might reflect the characteristics of various British tribes, such as the Brigantes in the north or the Durotriges in the southwest.

• Tribal Leader: The chieftain is a key character, often with high morale and inspiring abilities.

• Champion: Warriors of great skill, capable of dealing heavy damage and rallying nearby fighters.

• Spearmen: Lightly armored warriors who make up the bulk of most forces, using spears and javelins.

• Charioteers: Chariots can hold two warriors, one for driving and one for fighting. They are fast and

intimidating but susceptible to rough terrain.

• Slingers and Archers: These warriors keep enemies at bay from a distance, useful for softening foes before a charge.

A basic warband could include a leader, 1–2 champions, 5–6 spearmen, and 1–2 chariots or ranged units, making up around 8-12 figures—a great size for an engaging skirmish game.

Scenarios for Iron Age Skirmishes

Creating scenarios that reflect the life and struggle of Iron Age tribes is crucial to capturing the spirit of this era. Here are some ideas:

• Raiding the Livestock: A warband attempts to steal livestock from an opposing tribe's village. The defenders must protect their herd or rally to reclaim stolen animals.

• Defending the Hill Fort: Attackers aim to breach a small hill fort or stockaded village.

The defenders have the advantage of fortifications, but the attackers are relentless.

• Ambush in the Forest: One warband moves through the forest with supplies or prisoners, while another waits to ambush them. The defending group must fight off their ambushers or escape with as few losses as possible.

• Ritual Gathering: Two warbands encounter each other near a sacred site or gathering place. The leaders may attempt to negotiate a truce—or battle may break out, with the victor claiming the site's blessing.

Bringing the Spirit of Iron Age Warfare to the Tabletop

To truly capture the Iron Age skirmish experience, try incorporating these elements into gameplay:

• Morale is Key: Iron Age battles relied heavily on morale, with warriors often rallying around their chieftain. Use rules that emphasize leadership and morale to recreate this.

• Terrain Interaction: Emphasize the impact of terrain on movement and tactics. Warriors in forests or uneven terrain could receive cover bonuses or movement penalties.

• Heroic Actions: Allow champions or leaders to perform heroic actions, such as challenging an enemy to single combat or rallying troops with a speech or gesture.

Skirmish wargaming in Iron Age Britain brings out the drama of tribal conflict, where each warrior's actions matter and leaders inspire fierce loyalty. With a handful of miniatures, a few chariots, and well-designed terrain, you can recreate the tension and heroism of Iron Age tribal warfare on the tabletop.

This era's skirmishes were personal, fast, and strategic—a perfect match for wargamers who enjoy tactical challenges and character-driven battles.

Blast from the Past
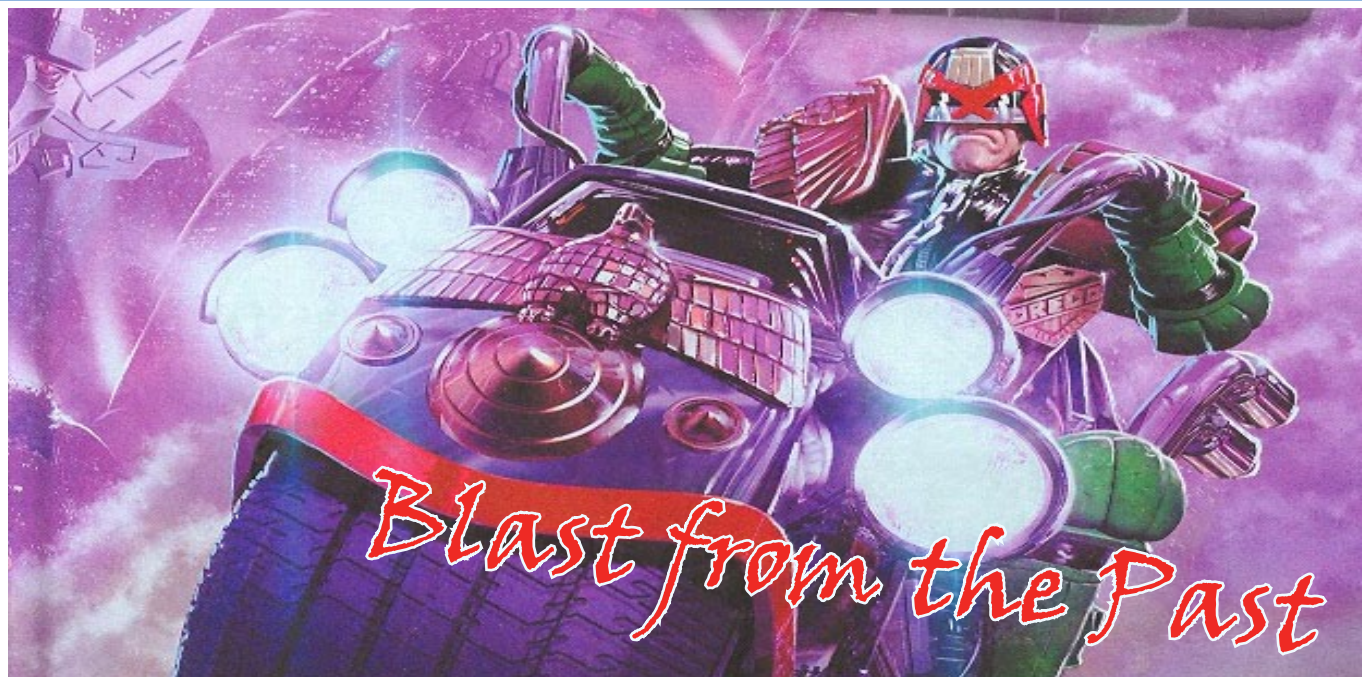
Judge Dredd Role-Playing Game
Law, Order, and Chaos in Mega-City One

In 2002, Mongoose Publishing revived the world of Mega-City One for the tabletop with its Judge Dredd Role-Playing Game, allowing players to dive deep into the dystopian future as Judges or citizens navigating a chaotic society. The game is set in the brutal, authoritarian world of Judge Dredd, where the law is absolute, and the Judges are its enforcers. Drawing from both the original Judge Dredd comics and the broader 2000 AD universe, Mongoose's RPG became a favorite among fans, blending action, role-playing, and thematic depth.

Setting the Stage: Mega-City One

The Judge Dredd RPG is set in the sprawling, crime-ridden metropolis of Mega-City One, where hundreds of millions of citizens live under the constant threat of crime, disorder, and social collapse. The Judges, including the titular character Judge Dredd, wield nearly unlimited power to maintain control in this dark, futuristic society. In this RPG, players could step into the boots of a Street Judge, tasked with patrolling the streets, apprehending criminals, and serving justice on the spot. Alternatively, players could take on the roles of other characters within this dystopian world, such as criminals, mutants, or even freedom fighters opposed to the harsh regime of the Judges.


Mongoose Publishing's Judge Dredd RPG was based on the d20 System, a popular set of rules that powered other role-playing games at the time, including Dungeons & Dragons 3rd Edition. However, Mongoose adapted the system to fit the gritty, action-packed world of Judge Dredd, incorporating new mechanics for futuristic technology, vehicles, and psionics (psychic abilities used by characters like Judge Anderson).

Gameplay and Mechanics

The Judge Dredd RPG offers players a variety of character options, ranging from Street Judges to citizens of Mega-City One. Players create characters using a point-buy system that emphasizes different skills, traits, and abilities, which determine their effectiveness in combat, investigation, or social encounters.
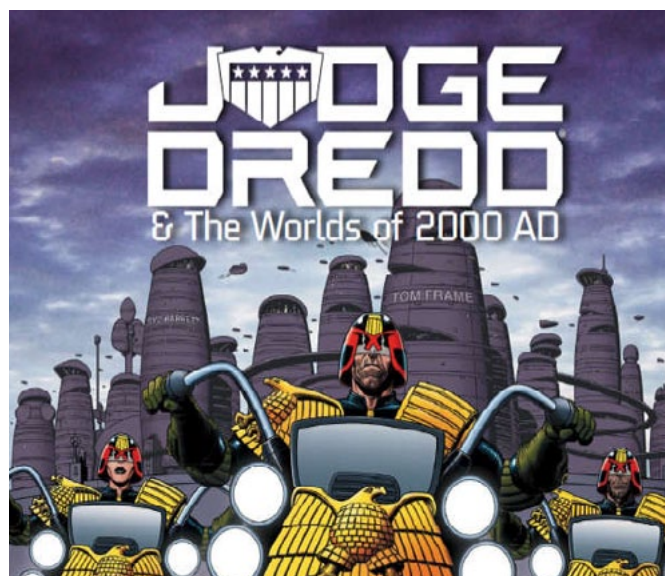
Street Judges, as the central figures in the game, come with specific class abilities that allow them to engage in law enforcement. Judges are highly trained and equipped with specialized weapons, such as the iconic Lawgiver pistol, and vehicles like the Lawmaster bike. They also have access to advanced technology like surveillance drones and AI systems to aid in their relentless pursuit of justice. Combat is fast-paced, lethal, and often involves vehicular chases, high-tech weaponry, and brutal close-quarters engagements.

However, the game is not all about combat. A significant portion of the game revolves around investigation, upholding (or bending) the law, and interacting with the morally complex inhabitants of Mega-City One. Players must make tough decisions — whether to uphold the strict, often draconian laws of the city or allow room for nuance and compassion in a system that rarely tolerates it. This emphasis on moral ambiguity and political complexity adds depth to the role-playing experience.

The World of Judge Dredd

Mongoose's Judge Dredd RPG didn't just focus on combat and law enforcement. It also brought the city itself to life. Mega-City One is portrayed in all its dystopian glory, from the towering city blocks filled with millions of citizens to the dark underbelly of criminal organizations, mutants, and strange cults. The game provides extensive world-building, allowing players to explore everything from the irradiated wastelands of the Cursed Earth to the psychic dangers of the Undercity, all while staying true to the source material of the Judge Dredd comics.

Sourcebooks and Expansions

Mongoose Publishing supported the Judge Dredd RPG with several sourcebooks and expansions that expanded the game's scope and allowed players to explore different aspects of the 2000 AD universe. Notable supplements included:


• 	The Cursed Earth: This expansion took players outside the walls of Mega-City One and into the dangerous wastelands, filled with mutants, raiders, and bizarre encounters. It offered new character options, including mutant powers and survival mechanics.

• 	The Psi Division: This sourcebook focused on the Psi-Judges, like the famous Judge Anderson, who use their psychic abilities to combat threats beyond the physical realm. New powers, enemies, and narrative hooks for dealing with supernatural dangers were introduced.

• 	Mega-City One Guide: An in-depth look at the

city's various sectors, factions, and important figures, offering game masters a wealth of material for creating stories within the complex urban environment.

These expansions ensured that players had a rich and diverse world to explore, with plenty of content to support long-term campaigns.
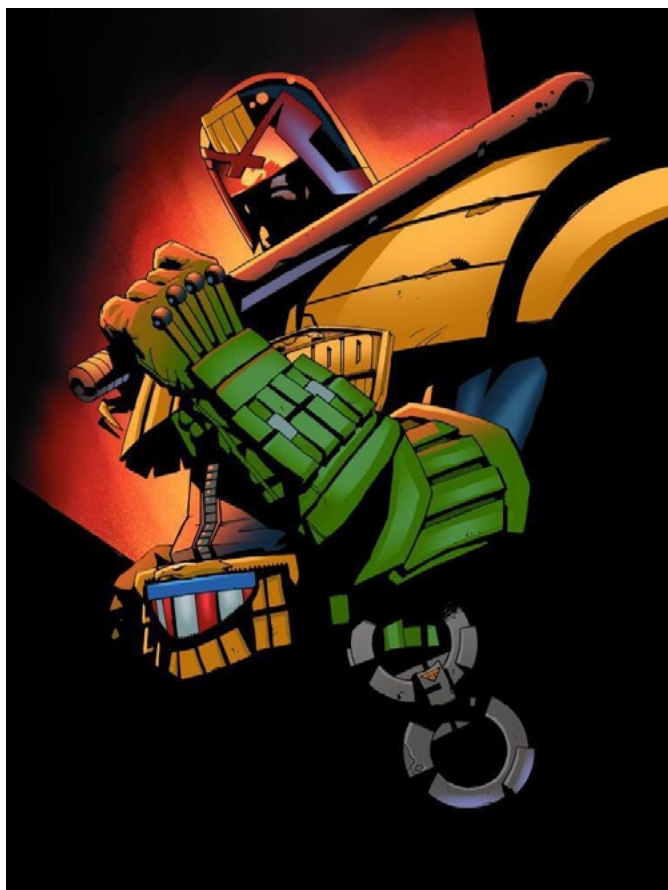
Legacy and Influence

The Judge Dredd RPG by Mongoose Publishing is remembered for successfully translating the gritty, dystopian world of Judge Dredd into a role-playing game. By leveraging the flexible d20 System and adding new mechanics tailored to the future-noir setting, Mongoose created a game that was both accessible and true to the spirit of the 2000 AD comics.

In 2009, Mongoose released an updated version of the Judge Dredd RPG using its in-house Traveller system, shifting from d20 mechanics to a more streamlined set of rules focused on storytelling and flexibility. This edition retained much of the thematic content while simplifying gameplay, making it even easier to dive into the world of Mega-City One.

Mongoose Publishing's Judge Dredd RPG stands out as a definitive role-playing experience for fans of the comics and for players looking for an engaging, dystopian world filled with action, moral dilemmas, and complex character development. With its well-supported expansions and strong attention to the lore of Mega-City One, the game continues to be remembered fondly by tabletop RPG enthusiasts and remains a key part of Judge Dredd's legacy in gaming.

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