

The background of the cover is a dark, atmospheric illustration of a forest. In the center, a horned demon with a long, dark beard and a dark, tattered robe stands with its back to the viewer. It has small, curved horns and is holding a long, thin sword in its right hand. To its right, a large, dark, spiky object, possibly a piece of armor or a weapon, stands upright. The forest is filled with tall, thin trees and a misty, blue-toned atmosphere.

irregular

Spring Issue 2025

magazine

Shanghai 1932

Gundam & Gunpla

Dundlendings

Appeal of 40K

Plus Interviews, Reviews, and much, much more



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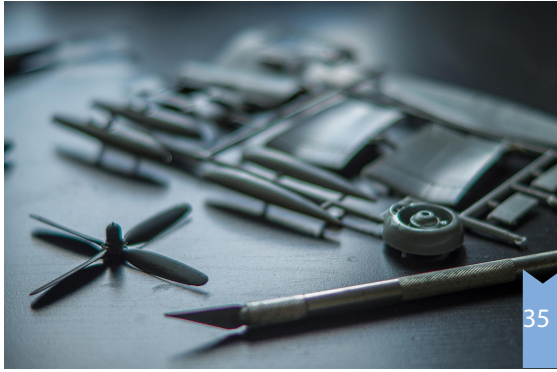
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Spring Issue 2025 Editorial

Jason Hubbard

Well it's been a busy few months, that included a trip to China for myself where I discovered Gundam and purchased a kit or two to bring back with me. It seems the hobby is steadily growing in China with the big wargames being played are AoS and 40K from Games Workshop, and now with the pending release of Cathay for Old World that is a massive growing community of player for Warhammer Old World over there. I also discovered that Star Wars Legion and Star Wars Shatterpoint have a growing player base as well.

I've managed to get a lot of miniatures painted even though I spent a month away from home. It has mostly been scatter terrain and Bolt Action pieces. Then a few weeks ago I attended my first show of the year which was Chilcon in Sheffield. It's a great local show that keeps growing every year, and the painting competition was well attended this year with plenty of excellent entries.

One of the big pieces of news that came out recently was from Games Workshop about a new army for Warhammer Old World, which was they're going to release Cathay. The miniatures look great with plenty of historical elements included in the design.

So on the magazine front our YouTube channel is steadily growing as I write this we've reach just over a 1000 subscribers. So apart from the quarterly magazine we have plenty of additional content on the YouTube channel. This year we're adding Blast from the Past videos to the channel, these videos will be similar to the magazine article in that we'll take a look at a game from the past.

Well that's all folks.....

We'll see you in the Summer with another jam packed issue.....

TANK MUSEUM TO HOLD UKRAINE WAR EXHIBITION



Poignant possessions of refugees who fled the Russian invasion will form part of a new exhibition covering the war in Ukraine at The Tank Museum.

The largest exhibition in the UK focusing on the conflict, 'Ukraine: Armoured Warfare in the Modern World' will open at the award-winning Dorset attraction next week.

Charting the Russian invasion of Ukraine, visitors will be able to see examples of the fighting vehicles used by both sides up-close and hear the very personal stories from refugees who have settled in Dorset.

Exhibitions Manager Luke Clark said: "As a museum, our purpose is to tell the story of tanks and the crews who serve in them, so it was logical to develop an informative exhibition about the ongoing war in Ukraine through our collections.



Luke Clark "The vehicles on display include a Russian T-72 daubed with a 'Z' and an example of the British Challenger 2 tank, of which 14 were donated to the Ukrainian Army by the UK Government. "Whilst the tanks and the hardware are impressive and interesting it's the personal

stories which are the most moving.

"Through local charity Ukraine Relief, we got in touch with refugees now living in Dorset. "Interviewing these families about their experiences is when the situation really hits home."

Amongst the poignant personal items on display are a set of house keys belonging to the Boiko family.

They spent the first two weeks of the invasion sheltering in the basement of their apartment building in Mariupol.

By the time they decided to leave the country, they no longer needed them - there was no apartment left. Visitors to the exhibition will also see the drawings created by 11-year-old Anastasiia Boiko while sheltering from the Russian bombardment.

Anastasiia Boiko whose pictures of the war are shown in the exhibition It was Anastasiia who convinced her family that their best chance of survival was to flee.

"The interviews and personal items kindly shared with us by local refugee families are the heart of this exhibition," added Luke. "They want to tell their story, and we feel very proud they have entrusted us to do so."



A NEW DARK AGES WARGAME



A narrative-driven skirmish game set in the Viking Age and early medieval period, where every battle tells a story.

"Protect the village. Or burn it to the ground."

Will you stand your ground, defending your people, treasures, and livestock from invading raiders? Or will you storm the enemy's lands, loot their riches, and set fire to everything in your path? Pillage throws you into the heart of the action—climb, swim, fight, and make every decision count.

Written by Guillaume Rousselot (Noodle Wargames).

Coming soon in hardcover. Plus... new plastic army box sets, and lots of very cool new plastic kits!

What is Pillage?

Whether you're storming enemy villages in search of loot or defending your home from fire and steel, Pillage blends fast-paced mechanics with rich, cinematic moments. Climb towers, dive into rivers, rescue civilians, or set the world ablaze—no two games are ever the same. With its emphasis on storytelling, terrain, and objective-based play, Pillage turns your miniatures into heroes, cowards, and legends in a saga of your own making.

Explore a system that is both accessible and deep, designed to recreate the iconic battles of the period: raids and pillaging.

Burn villages, capture loot or future slaves, adapt your strategy to the weather, embark on your Longship, or defend your sacred relics from northern invaders!

This book focuses on the period from the 793 raid on Lindisfarne Abbey to the Battle of Hastings in 1066, but it can easily be adapted to conflicts from Antiquity through to the end of the Middle Ages.

It is a time of upheaval and conquest—a world where kingdoms are forged at the tip of a spear, where raiders strike without warning, and where glory means securing a place of honour alongside one's god.

Average game duration: 1 to 2 hours

Table size: 48" x 48"

Miniatures: 15-30 warriors representing one of the seven factions

Bases Sizes: Infantry - 25mm round, Cavalry - 40mm Round (25mm x 50mm will also work)

This 1st Pillage book offers seven Western factions. Vikings, Franks, Anglo-Saxons, Normans, Bretons, Welsh, and Irish (including Picts and Scots). Each has unique characteristics, and equipment costs differ between factions. Designed for both new and veteran players.

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



HUNTERS ENTERTAINMENT AND ANICA CIHLA JOIN FORCES TO LAUNCH SIN EATER ON KICKSTARTER



This May, tabletop roleplaying game publisher Hunters Entertainment and Anica Cihla of the new indie studio Atticus Haus will launch a Kickstarter campaign for Sin Eater, a groundbreaking new solo tabletop roleplaying game inspired by the historical practice of sin-eating.

Sin Eater draws from the fascinating historical tradition where designated individuals would ceremonially consume a ritual meal to transfer upon themselves the sins of the recently deceased, ensuring their peaceful passage into the afterlife.

This unique cultural practice serves as the foundation for an innovative gaming experience that explores themes of grief, forgiveness, the weight of human transgression, and what it means to hold the power to absolve or condemn.

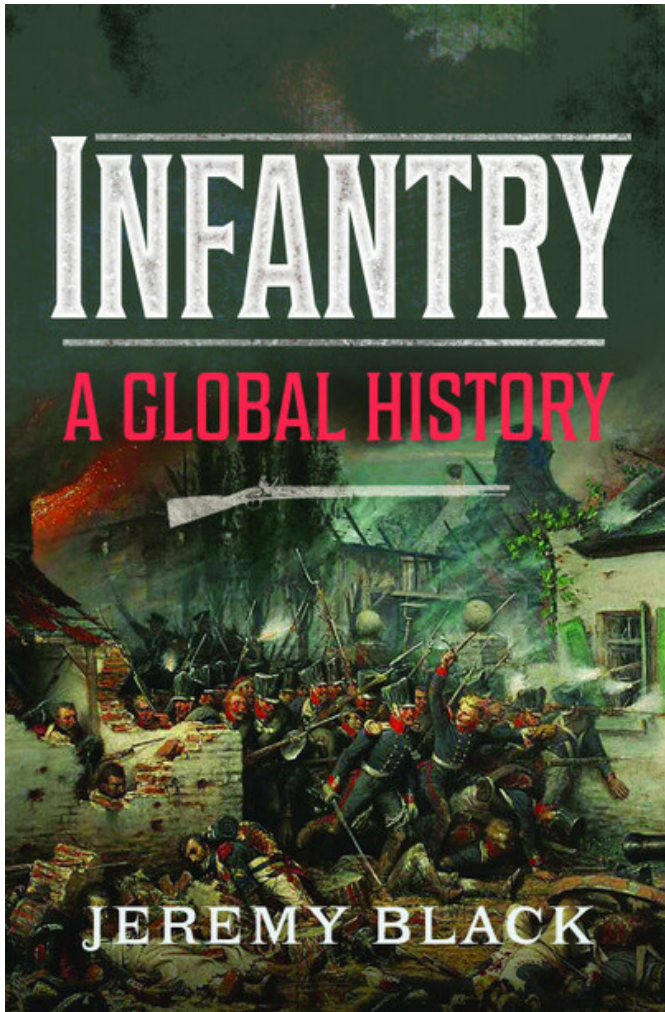
"I'm incredibly excited to be working with Hunters Entertainment on the crowdfunding and publishing of Sin Eater. Their guidance on how to improve aspects of Sin Eater's mechanics helped to bring about some of the more tactile parts of the

game, and I'm really looking forward to people getting to see what we've created together." - Anica Cihla, Project Creator

The collaboration between Hunters Entertainment and Atticus Haus represents a unique partnership that combines innovative game design with proven publishing expertise. The resulting game promises to deliver an unprecedented tabletop roleplaying experience that honors its historical inspiration while creating engaging modern gameplay.

Balance the four humors through a coinflip mechanic, craft your ritual spread by incorporating your own keepsakes into the gameplay, and decide whether the soul before you deserves everlasting peace or eternal damnation.

INFANTRY: A GLOBAL HISTORY



By Jeremy Black
Imprint: Pen & Sword Military
Pages: 232
ISBN: 9781399050470
Published: 9th April 2025

This book brings the stories of infantrymen into the spotlight, from ancient battlefields to modern-day conflicts. Often overlooked in favour of tanks or airpower, the “grunts on the ground” have been the enduring backbone of combat, carrying out missions that shape nations and the course of history.

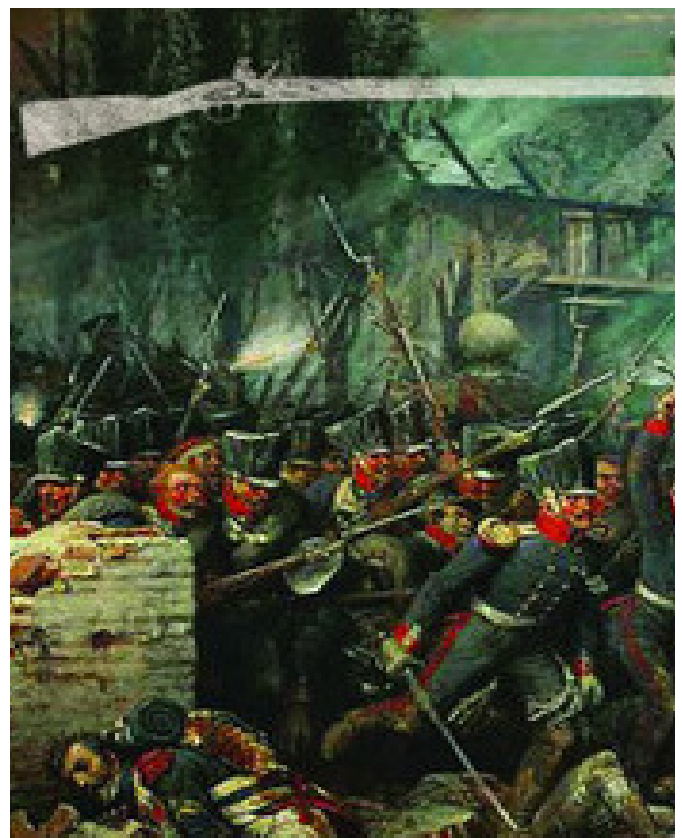
Through diverse cultures and continents, this book delves into how infantry has evolved—from early weaponry and tactics to modern military technology. By exploring the roles and challenges unique to infantrymen, it provides an in-depth look at the raw, pivotal power they bring to both state and civil conflicts.

Infantry's Role in Nation-Building: The story of the infantry is more than warfare; it's about nation-building, politics, and resilience. From coups to peacekeeping, infantrymen have shaped the political histories of countries worldwide.

This book honours their critical impact, offering an essential resource for anyone interested in military or political history.

‘The infantryman always bears the brunt’ according to Field-Marshal Wavell in 1945. The ‘Poor Bloody Infantry,’ ‘The Grunts on the Ground,’ the infantry have often been seen as the humble, indeed shunned, relations of others, from cavalry to tanks.

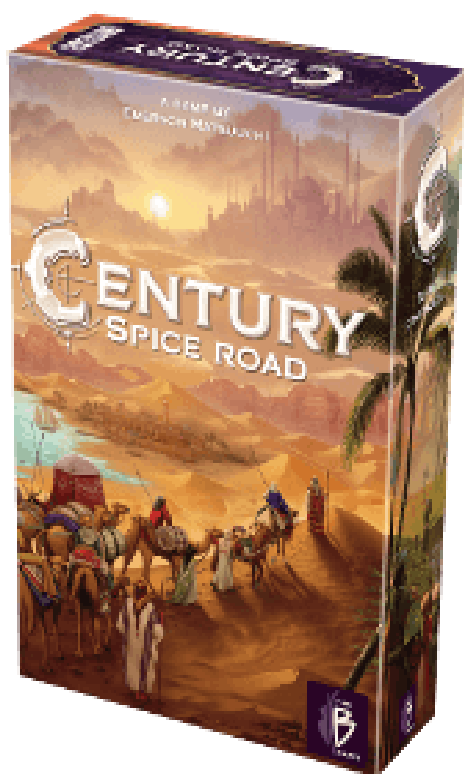
This book is their story, one from the dawn of human conflict to the present day, a study that looks round the world to consider fighting, weaponry, recruitment, contexts and impact.



Infantry as the shock of assault as well as firepower, as the force in state-to-state conflict and in civil warfare, in symmetrical and asymmetrical warfare, are considered, as are the different accounts of development that are offered.

Central to the military and to combat, infantry has also served many non-combat roles, notably as the arm of government. Indeed, infantry can be crucial to political history and nation-building, from coups to iconic battles.

ASMODEE ACQUIRES PLAN B GAMES GROUP



Asmodee, one of the world leaders in boardgames publishing and distribution, announces the acquisition of Plan B Games group, a reference in the board games industry.

Founded in 2016 by Sophie Gravel, with 18 employees based in Canada and Germany, the group operates 4 internationally renowned games publishers: Next Move, Plan B Games, Pretzel Games and Eggertspiele. The group publishes successful titles that have won or been nominated for top industry awards including Spiel des Jahres and Kennerspiel des Jahres.

With over 2 million copies sold worldwide, and available in 35 languages, Azul has received several awards, most notably the three industry references Spiel des Jahres, Deutscher Spiele Preis and l'As d'Or in 2018. The reasons behind its success include the game's accessibility, superb materials, and a particularly aesthetic design.

Amongst Plan B's other multi-award winning games are Camel Up, winner of the Spiel des Jahres 2014; Century Spice Road, a trilogy translated into 23 languages and notably named Golden Geek Best Card Game Winner in 2017; and Great Western Trail, ranked one of the 10 greatest games of all times on industry benchmark website BoardGameGeek.com.

Sophie Gravel, CEO of Plan B, comments: "I am delighted to see the Plan B Games family become part of the great

Asmodee team. Their tremendous network will offer our collections a broader distribution base as well as a bigger community of players worldwide. We will continue to strive to publish games taking the same care and attention to detail that has always been our driving force. Our goal remains the same: to offer unforgettable playing experiences, both through the depth of our gameplay and premium quality materials."

Stéphane Carville, CEO of Asmodee, adds: "The Plan B group has demonstrated, year after year, its creativity and sense of aesthetics, in creating highly successful games such as Azul, which naturally finds its place amongst our Pillars brands alongside Catan and Ticket to Ride.

We are very pleased that Sophie Gravel and her teams, with whom we have developed a close partnership through the years, will be joining our group and participating in the development of our games catalogue".



Plan B games will be exclusively distributed by Asmodee.

Editor's Challenge

It's been a busy few month's painting since the end of the festive season. I've managed to get quite a lot of items painted.

Bolt Action

One of my aims for this year is to get my Bolt Action armies painted this year, this includes the following.



- German Mid-late war
- US Late War and Korean War
- British 8th Army North Africa
- Chinese WW2 and Korean

So just before the Xmas period I bought one of the Warlord Games Black Friday mystery boxes which gave me some useful Bolt Action items, which included the Soviet tank IS-2 heavy tank, this was quickly painted, along with all the US infantry and the Greyhound from the BA starter set.

I've also managed to paint up half of the Germans from that set, along with a Veteran German MG team and a mortar unit.



I also picked up a Humber Armoured car for the North African Brits, this was quickly painted so it can be used on the table for a small skirmish game.

I still have a lot more to get painted this year, because I recently bought another mystery box from Warlord, but this one was an Allied Bolt Action box. Which luckily provided me with all the armour for my US force.





On top of that I still have British infantry to paint for North Africa, as well as some infantry pieces for my Chinese.

Scatter Terrain

This has been an ongoing project, as I picked up another Mantic mystery box and low and behold it came with more scatter, which included two Star Gate style portals.



So again, I've been rapidly painting up a lot more scatter, as you can never have too much. For me scatter makes the table, plonking a few buildings on a table looks stale until you start to add scatter around those buildings and in the larger landscape.



They add that element of reality and narrative to the table.

At the same time, they help to break up sight lines and provide much need cover.

Other miniatures from my collection or as my wife calls it the Junk Pile included a Dreadball team, which was painted very fast using Contrast paints, other minis included some more of my Tyranid force, along with a unit of Eldar for 40K.





The Shanghai Incident (1932)

A Forgotten Conflict of the Interwar Period

The Shanghai Incident, also known as the January 28 Incident, was a brief but intense conflict between Chinese and Japanese forces in the city of Shanghai in early 1932. Often overshadowed by the larger events leading up to World War II, the Shanghai Incident provides a fascinating glimpse into the political tensions, military strategies, and urban warfare of the interwar period. This article explores the historical background, the key events of the conflict, and the impact of this lesser-known clash on the region and the world.

Historical Background

The 1930s were a time of significant tension in East Asia, as Japan expanded its influence in mainland China. By the early 20th century, Japan had already established control over Taiwan and Korea and was increasingly interested in securing resources and markets within China to fuel its growing industrial economy. This expansionist policy, combined with China's weakened political state, created a climate ripe for conflict.

In 1931, Japan invaded Manchuria in northern China following the Mukden Incident, establishing the puppet state of Manchukuo. This action strained Japan's relationship with China and increased anti-Japanese sentiment within China and among the international community.

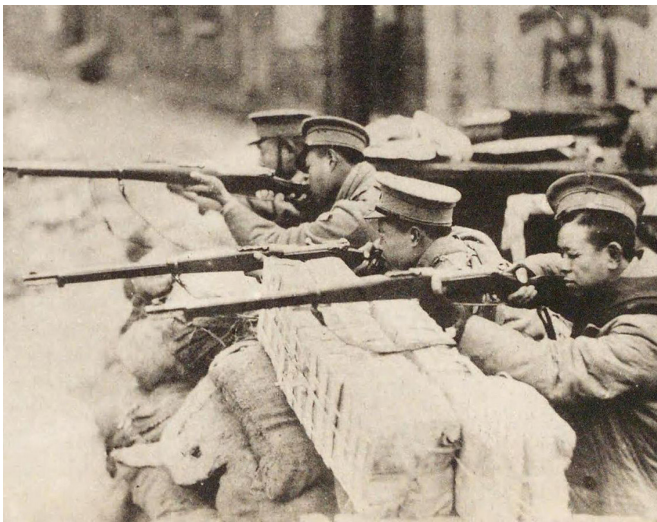


By early 1932, these tensions came to a boiling point in Shanghai, a city with significant Japanese, Chinese, and foreign populations.



Key Events of the Shanghai Incident

The conflict began on January 18, 1932, when anti-Japanese protests turned violent after the alleged murder of five Japanese Buddhist monks by Chinese citizens. This incident intensified anti-Japanese sentiment, leading to attacks on Japanese-owned businesses. The Japanese government, citing the need to protect its nationals and assets, responded with military force.



Initial Skirmishes and Bombardments

On January 28, Japanese forces, including troops from the Imperial Japanese Navy's Special Naval Landing Forces, landed in Shanghai. They were met with resistance from the Chinese 19th Route Army, a well-trained unit loyal to the Chinese Nationalist government. The

Chinese soldiers, despite being outgunned and under-equipped compared to the Japanese, fought bravely to defend the city.

Japanese forces quickly took control of key locations in the city, and the conflict intensified with airstrikes and artillery bombardments. Japanese aircraft bombed Chinese positions in Chapei (Zhabei), a densely populated area of Shanghai. The air raids caused widespread destruction and significant civilian casualties, sparking international outrage. This bombardment marked one of the first instances of urban aerial bombing in East Asia, highlighting the destructive potential of airpower in modern warfare.

The Battle for Chapei

The fiercest fighting took place in Chapei, a working-class district that became the frontline of the conflict. The 19th Route Army used defensive tactics, including constructing barricades, setting ambushes, and utilizing the dense urban landscape to their advantage. For over a month, Japanese and Chinese forces engaged in intense street-to-street combat, a style of warfare that would foreshadow the urban battles of WWII.

Despite their valor, the Chinese forces were ultimately outmatched by the better-equipped Japanese troops. The Japanese Navy's landing forces used machine guns, artillery, and tanks, while the Chinese soldiers had limited supplies and outdated weaponry. By early March, the Chinese defenders were forced to retreat from Chapei under heavy Japanese pressure.

Ceasefire and Aftermath

On March 3, 1932, with the intervention of the League of Nations and diplomatic pressure from Western powers, a ceasefire was negotiated. The conflict formally ended on May 5, 1932, with the signing of the Shanghai Ceasefire Agreement. This treaty required Chinese forces to withdraw from Shanghai and established a demilitarized zone around the city, monitored by the League of Nations. However, it allowed Japanese forces to remain stationed in the city, solidifying Japan's influence and presence in the region.



Impact and Significance of the Shanghai Incident

The Shanghai Incident was significant for several reasons. It demonstrated Japan's willingness to use force to protect its interests in China and marked a turning point in Sino-Japanese relations. The incident also highlighted the League of Nations' inability to mediate effectively in East Asia, foreshadowing its eventual failure to prevent further aggression by Axis powers in Europe and Asia. Additionally, the conflict exposed the vulnerability of urban centers to aerial bombardment and set a precedent for the use of air power in future conflicts. The destruction of Chapei and the displacement of thousands of civilians were shocking for the time and underscored the impact of modern warfare on civilian populations.

For the Chinese Nationalists, the Shanghai Incident was both a military defeat and a rallying point. The heroism of the 19th Route Army became a source of national pride, inspiring anti-Japanese sentiment and unifying different factions within China in their opposition to Japan. The Nationalist government, under Chiang Kai-shek, would use the Shanghai Incident to strengthen its resolve to resist Japanese encroachment, leading to the full-scale outbreak of the Second Sino-Japanese War in 1937.

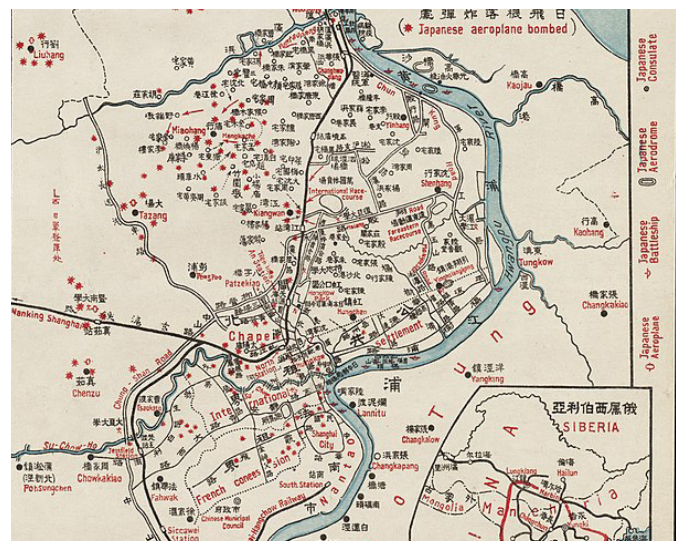
Wargaming the Shanghai Incident

For wargamers interested in recreating the Shanghai Incident, the conflict offers several unique scenarios:

- 1. Urban Combat in Chapei**
Set up a dense, urban battlefield to represent the Chapei district. Japanese players can have access to artillery and early tanks, while Chinese players rely on defensive barricades and ambush tactics.
- 2. Aerial Bombardment and Anti-Air Defenses**
Include scenarios that simulate the early use of air power in urban warfare, with Japanese air raids targeting strategic points and Chinese forces attempting to protect civilians or disrupt Japanese supply lines.
- 3. Street-to-Street Skirmishes**
Recreate small-unit skirmishes where Chinese forces hold defensive positions against superior Japanese firepower, emphasizing guerrilla tactics and close-quarter combat.
- 4. League of Nations Intervention**
Introduce political elements by incorporating diplomatic "event cards" that represent potential League of Nations sanctions or international media coverage, influencing reinforcements or morale for both sides.

The Shanghai Incident provides a compelling setting for wargaming, with asymmetrical forces, early examples of modern military technology, and the challenges of urban warfare. It's an opportunity to explore the tactics, strategies, and historical context of a conflict that foreshadowed the larger clashes of the Second World War.

The Shanghai Incident remains an underexplored yet highly impactful moment in interwar history, one that reveals the early signs of the global tensions that would soon erupt into widespread war. For history enthusiasts and wargamers alike, this conflict offers a window into the complexities of East Asia in the 1930s and a chance to honor the stories of those who lived through one of Shanghai's darkest chapters.





What Is the Appeal of the Warhammer 40K?

Jason Hubbard

Warhammer 40K (Warhammer 40,000), produced by Games Workshop, is one of the most iconic tabletop wargames in the world. Set in a dark, dystopian sci-fi universe where galaxy-spanning conflicts involve humans, aliens, and dark forces, the game has developed a dedicated global following since its launch in 1987. This article examines the elements contributing to Warhammer 40K's popularity, including its expansive lore, intricate strategy, creative modeling, and vibrant community.

A Rich and Expansive Lore

Warhammer 40K features a detailed fictional universe set in the 41st millennium, an era characterized by unending warfare, moral ambiguity, and science fiction elements. Key factions include the Imperium of Man, Orks, Eldar, Tyranids, and the Chaos Space Marines, each with their own history, culture, and motivations.

- **Grimdark Setting:** The universe of Warhammer 40K is filled with themes of endless war, religious fanaticism, xenophobia, and chaos. This setting attracts fans who appreciate a detailed world where good and evil are complex.
- **Narrative Depth:** Players can immerse themselves in the backgrounds of their chosen factions through novels, rulebooks, and stories. Every game piece has a story within this dark future, allowing fans to develop a connection with their chosen factions.





Complex Strategy and Tactical Depth

Warhammer 40K offers a level of strategy and tactical gameplay that rivals traditional strategy games.

Varied Armies and Play Styles: Each faction has distinct play styles, strengths, and weaknesses. For instance, Space Marines are adaptable and resilient, while Orks rely on overwhelming numbers and close combat. Learning how to use a faction's strengths and counter opponents' strategies is a rewarding challenge.

Customization and Flexibility: Players can customize their armies with various unit types, abilities, and upgrades. This variability keeps gameplay fresh and encourages creativity.

Tactical Play: Players plan movement, shooting, and melee phases, anticipating and adapting to the enemy's moves. Unlike traditional board games, Warhammer 40K involves measuring distances and positioning units tactically, providing a tactile experience.

Creative Modeling and Painting

One of Warhammer 40K's features is the hobby aspect of assembling, painting, and customizing miniatures.

Building and Customizing Models: Each model requires assembly, often with customization options. Players can personalize units with unique details and modifications.

Painting: Painting models is an art form, allowing players to bring their armies to life with different colors and techniques. Many dedicate significant time to painting, achieving impressive results.

Converting and Kit-Bashing: Enthusiasts use parts from different kits to create unique figures, representing characters' individuality or backstories.



This creative expression has become an entire subculture. A Strong Community and Sense of Belonging

Warhammer 40K has a robust community with shared passion for the game:



Gaming Communities: Local stores, clubs, and online forums provide spaces for players to connect, discuss tactics, lore, and play games together.

Events and Tournaments: Games Workshop organizes regular tournaments and events, where players can compete and meet other fans. Major events like Warhammer Fest attract thousands of players.

Content Creation and Social Media: Fans create blogs, YouTube channels, and social media profiles dedicated to the game. From tutorials to battle reports, community-driven content allows sharing experiences globally. Endless Re-playability and Longevity

Warhammer 40K offers re-playability due to its rich lore, varied factions, and complex strategies.

Constant Evolution: Games Workshop regularly updates rules and adds new units, factions, and storylines, keeping the game fresh and encouraging experimentation.

Long-Term Investment: Players often engage with Warhammer 40K for years, gradually building armies, learning lore, and developing new tactics. Each match offers a unique experience.

Appeal to a Wide Audience

Warhammer 40K appeals to a diverse range of people, from casual hobbyists to competitive gamers, lore enthusiasts, and dedicated painters:

Casual Players: Those who enjoy occasional games or collecting miniatures find Warhammer 40K approachable.

Competitive Players: The game has a thriving tournament scene with well-defined rules for strategic mastery. Creative Hobbyists: Fans who love building and painting can express themselves through their armies.

Story-Driven Players: The vast universe offers opportunities for reading and discussion, allowing immersion in the story.

Warhammer 40K combines immersive lore, tactical depth, creative expression, and community engagement. It is more than just a game; it is a hobby, storytelling medium, and creative outlet. This combination has allowed Warhammer 40K to remain popular for decades, offering something for everyone regardless of their specific interests.



The Athenian Army 507-322 BC

Author: *Nicholas Sekunda*

Publisher: *Osprey Publishing*

Review by *Jason Hubbard*

This fully illustrated study explores the formidable Athenian army, rivalled only by the Spartan army in terms of battlefield prowess and influence.

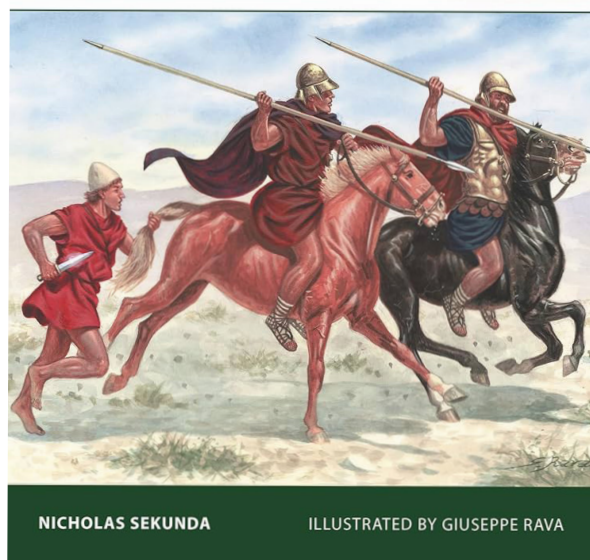
In 508 BC, the reforms of Kleisthenes established the ten tribes of Athens, inaugurating a system of military organization that remained in place for nearly 200 years until Athens' eclipse by the growing power of Macedon in the early 3rd century BC. Fully illustrated, this lively study investigates the development and effectiveness of the armies fielded by Athens during its many wars with its Greek neighbours, notably Sparta, and other opponents such as the Persian Empire. A variety of different troop types made up these armies, ranging from formidably armed and armoured hoplite heavy infantry to lightly armed archers, peltasts and cavalry.

In this book, Athens' major wars and battles of the period are summarized, and important aspects contributing to the Athenian army's battlefield prowess, influence and legacy, ranging from mobilization and training to the evolution of arms and armour, are examined in the light of the latest scholarship and archaeological finds. The eight colour plates reconstruct the appearance of components of the Athenian army at various stages of its development. The authoritative text is complemented by carefully chosen photographs, many in colour, depicting a variety of surviving artefacts, supported by informative captions.

Sekunda's book is well-researched and detailed, though it focuses heavily on Athenian cavalry. Cavalry, making up about 10% of the Army, dominates half of the colour plates, mono illustrations, and over half of the text. For instance, a ten-page section titled 'Athenian Forces 404-362' covers only cavalry. Despite this imbalance, considering the rarity of discussions on Greek cavalry, the book is still worth buying.

This book covers the ancient Athenian army, providing a brief history along with an overview of its weapons, dress, equipment, and recruitment. It includes line drawings, photographs, and colour plates, making it ideal for wargamers and those new to the topic.

The Athenian Army 507-322 BC



The book details the structure of the army, beginning with the widespread requirement for military service, starting with registration at age 17 and taking an oath. Military service was confined to the boundaries of Attica until the age of 20, continuing within these borders until age 50, and then again only within the borders until age 60. Wealthy citizens served as hoplites, providing their own equipment and being accompanied by a psilos, which typically referred to an attendant (often a slave) rather than a lightly armed combatant.

The organisation and equipment remained relatively stable during this period. The author explains its evolution in response to losses, economic pressures, and various campaigns. For instance, at the end of this period, wealthier citizens donated equipment so that poorer citizens could participate in combat. The hoplite shield was notably costly.

Osprey's Elite series includes excellent colour plates and illustrations of all troop types, conveniently placed near the relevant text. This is a defiantly buy for anyone interested in the Ancient Greek states or who is looking to build an Athenian army for wargaming.



Fantasy Warlord

A Mass Combat Gaming Experience

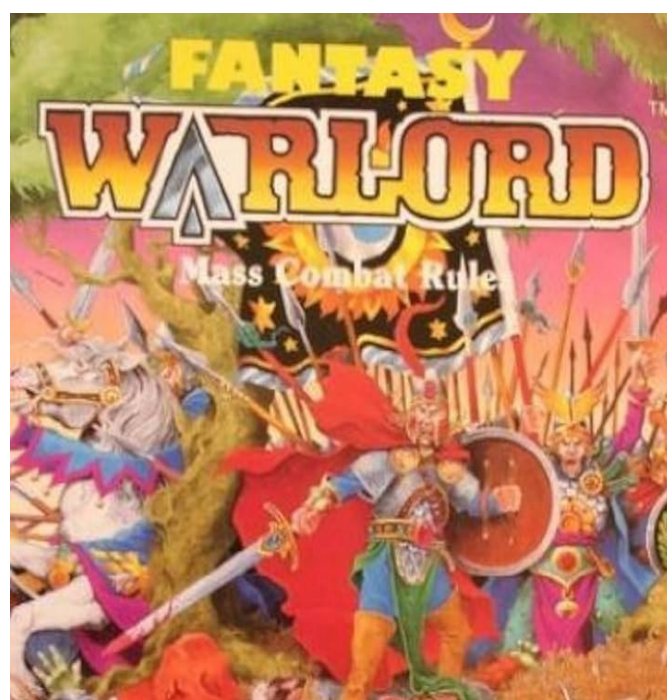
Fantasy Warlord is a tabletop game set in a fantasy world where armies clash, wizards use magical powers, and heroes lead their troops. This mass combat game is designed for wargaming enthusiasts and fantasy fans, offering a detailed experience of large-scale battles on the tabletop. This article discusses the origins, gameplay mechanics, and features of Fantasy Warlord that contribute to its unique position in mass combat gaming.

A World of Fantasy

Fantasy Warlord transports players to a fantasy setting with various factions, each possessing distinct history, culture, and strengths. Players can command factions such as the knights of the Dawn Empire, the orcish hordes, or the elven hosts, finding options that match their strategic interests and fantasy lore preferences.

Gameplay Mechanics

Mass Combat: Fantasy Warlord focuses on mass combat gameplay, allowing players to field large armies that bring the scale of fantasy warfare to the tabletop. The game uses regiments, battalions, and armies to create significant and impactful battles.

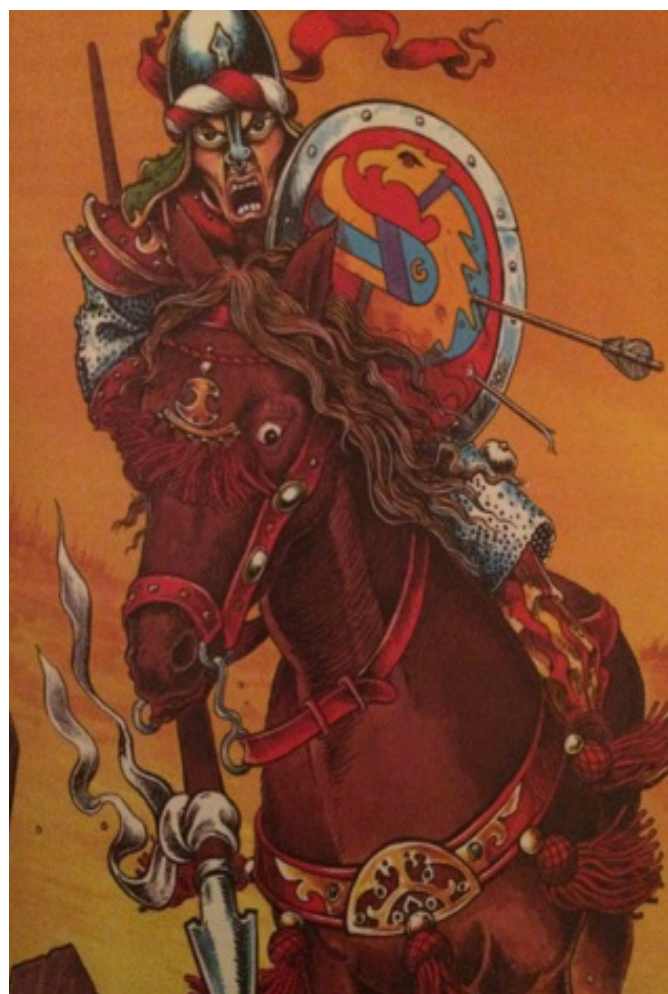


Unit Variety: The game includes a diverse range of units, from infantry and cavalry to fantastical creatures like dragons, giants, and mythical beasts. Each unit type has specific strengths, weaknesses, and abilities, adding depth to tactical decisions.



Heroes and Leaders: Heroes and leaders play crucial roles in Fantasy Warlord, leading units, casting spells, and influencing battles with their skills and abilities. Hero characters add personalized strategy elements and storytelling layers to the game.

Magic and Spells: Magic is integral to Fantasy Warlord, with wizards and spellcasters performing magical attacks, buffs, and debuffs. Magic introduces unpredictable



and exciting elements to the game.

Customization: The game offers flexibility and customization, allowing players to create armies by selecting units and heroes that suit their preferred strategies. The adaptable rules permit house rules or custom scenarios.

What Sets Fantasy Warlord Apart?

Lore: Fantasy Warlord includes extensive lore that enhances the gaming experience. Each faction has a detailed backstory, and the game's world-building enriches gameplay with narrative depth.

Strategic Depth: While accessible to newcomers, Fantasy Warlord provides strategic depth for experienced wargamers. The combination of heroes, magic, and unit tactics ensures dynamic and challenging battles.

Community and Support: Fantasy Warlord has an active community of players that offers resources, tournaments, and forums for sharing experiences and engaging with others who enjoy the game.

Expansions and Updates: The creators of Fantasy Warlord regularly release expansions and updates, keeping the game evolving and fresh with new units, factions, and scenarios.



Fantasy Warlord is a mass combat game set in a fantasy world of battles, magic, heroes, and adventure. Whether leading forces of light, darkness, or a mix of both, the game provides a detailed and immersive experience of fantasy warfare. With its rich lore, strategic complexity, and active community, Fantasy Warlord is recognized as a notable title in mass combat gaming, continuing to engage players with the excitement of fantasy battles on their tabletops.

East Africa Campaign 1940–41

The Battle for the Horn of Africa

Author: Pier Paolo Battistelli
Publisher: Osprey Publishing

Review by Jason Hubbard

An in-depth analysis of a frequently overlooked World War II campaign where British/Commonwealth, Indigenous, and Italian forces vied for control of the Horn of Africa.

In mid-1940, Italy's East African colonies constituted a considerable threat to the British Empire, particularly concerning the supply routes passing through the Red Sea to Egypt. The British High Command, apprehensive of potential maneuvers from Italian East Africa, dispatched reinforcements to its positions in Kenya and Sudan. This initiated a series of engagements across East Africa, with the British striving to isolate the Italians and safeguard their supply lines. In March 1941, General Archibald Wavell, the British theatre commander, launched a swift campaign aimed at decisively neutralizing the Italian threat.

Italian military historian Pier Paolo Battistelli offers a comprehensive account of this campaign, from the initial Italian offensives to the Allied counter-offensives into Eritrea, Ethiopia, and Italian Somaliland. Key operations covered include those at Addis Ababa, Amba Alagi, Gondar, Tug Argan, and Keren. This work evaluates the forces involved on both sides, including Orde Wingate's Gideon Force, pro-Selassie Ethiopian irregulars, and Eritrean and Somali troops, as well as Indian, South African, British, and Italian regular forces. Featuring vivid artwork, detailed maps, and diagrams, this book brings to light an often-neglected World War II campaign and the intense struggle for the Horn of Africa.

The book is logically organized, starting with background information and a 2-page chronology of events. It includes profiles of significant commanders, orders of battle, and basic plans for both sides.

EAST AFRICA CAMPAIGN 1940–41

The Battle for the Horn of Africa



PIER PAOLO BATTISTELLI

ILLUSTRATED BY JOHNNY SHUMATE

The main focus is on Wavell's campaigns against the Italians, analyzed in detail. The book also reviews the campaign's significance, discusses the region today, and suggests further reading.

This book by Battistelli provides a detailed list of places and dates related to the events. There are some inaccuracies in the citation of the units in various locations, such as the Kulkaber stronghold, where none of the Italian units mentioned on page 83 were present. The descriptions of the opposing commanders are informative. This book details an important early campaign, leading to the first Allied victory in the war. It secured British control of Egypt and the Suez Canal, crucial for the war effort. Clearing this threat allowed Wavell and the Allies to focus on North Africa. The book is written in the clear and engaging style typical of the Osprey series.



The Dunlendings

A Tale of Dispossession & Defiance in Middle-earth

Jason Hubbard



In J.R.R. Tolkien's richly woven legendarium, the Dunlendings emerge as a complex and often misunderstood people whose struggles reflect themes of displacement, cultural identity, and resistance. Hailing from the rugged hills of Dunland, west of Rohan, these men are more than mere antagonists; they are a society shaped by centuries of conflict and marginalisation.

Origins and Historical Grievances

The Dunlendings trace their ancestry to the same stock as the Men of Bree and the Drúedain, part of the broader group of Middle-earth's indigenous peoples. Their forebears, belonging to the House of Haleth from the First Age, remained in Eriador while others migrated westward. Over millennia, they became isolated, developing a distinct culture tied to their harsh, mountainous homeland.

Their fraught history with Rohan began when Gondor granted the fertile plains of Calenardhon (later Rohan) to the Rohirrim in the 25th century of the Third Age. To the Dunlendings, this land was rightfully theirs, and the arrival of the horse-lords marked the start of enduring enmity. Displaced and pushed into less hospitable regions, their resentment festered, fuelling a desire to reclaim lost territories.



Conflict with Rohan: A Clash of Cultures

The Rohirrim, modelled after Anglo-Saxon ideals, viewed the Dunlendings as primitive “wild men,” while the Dunlendings saw the Rohirrim as invaders. This cultural clash erupted into open warfare during the Long Winter of 2758–2759 T.A., when Dunlending chieftain Wulf led a devastating invasion, seizing Edoras and forcing the Rohirrim into exile. Though eventually repelled, this event cemented mutual hatred.



Tolkien’s portrayal avoids simplistic morality. The Dunlendings’ motivations are rooted in legitimate grievances, painting them as a people fighting for survival rather than mere villains. Their alliance with Saruman during the War of the Ring is thus a pragmatic choice, exploiting their desire for justice against Rohan.

Role in the War of the Ring

Saruman’s manipulation of Dunlending resentment proved pivotal. Promising restoration of their lands, he recruited them to bolster his Uruk-hai army. Their participation in the assault on Helm’s Deep (as depicted in **The Two Towers**) underscores their desperation. However, post-war, Aragorn’s reign brought

reconciliation. The Reunited Kingdom granted them clemency and lands, hinting at a fragile peace.

Culture and Society

Dunlending society, though scantily detailed, is portrayed as rustic and tribal. Their Celtic-inspired culture contrasts with the Rohirrim’s Anglo-Saxon ethos, reflecting Tolkien’s use of real-world historical tensions (e.g., Anglo-Saxon/Celtic conflicts). Living in close-knit clans, they thrived in Dunland’s hills, their identity deeply intertwined with the land they fought to regain.



Portrayal in Adaptations

Peter Jackson’s films briefly feature Dunlendings as the “wild men” at Helm’s Deep, though their backstory is minimised. Extended editions hint at their manipulated role, aligning with Saruman’s machinations. While simplified, these depictions maintain their essence as a wronged people seeking retribution.

Legacy and Significance

The Dunlendings enrich Tolkien’s world by embodying the consequences of expansion and displacement. Their narrative challenges black-and-white perceptions of good and evil, emphasising that history is often written by the victors. Through their story, Tolkien invites reflection on justice, reconciliation, and the enduring impact of past wrongs.

In conclusion, the Dunlendings are a testament to Tolkien’s nuanced storytelling, where even marginalised voices contribute to the epic tapestry of Middle-earth. Their struggle for identity and homeland resonates beyond fantasy, echoing real-world histories of cultural conflict and resilience.

LOTR Scenario

Trouble at the Prancing Pony



Background

Tensions are running high in Bree. Strange folk have been seen wandering through town, and whispers of trouble are everywhere. As night falls and rain begins to pour, a group of suspicious figures appears in the streets around the Prancing Pony. Some are hunting someone within, while others are just out to cause trouble. Little do they know, the townsfolk of Bree are ready to defend their home—and the famous inn—at any cost.

Objective

The scenario centers around a fight for control of the Prancing Pony and the immediate area around it. The attackers are looking to enter the inn to search for someone or something of value, while the defenders are focused on stopping the intruders from reaching their objective.

- **Attackers' Objective:** Reach the main doors of the Prancing Pony and hold them for two consecutive turns to "enter" the inn and achieve their goal.
- **Defenders' Objective:** Stop the attackers by eliminating or driving them away from the inn, protecti-



Forces

Attackers:

- The attackers could be a group of ruffians, bandits, or even agents of a dark power. They are tough and ruthless but less disciplined than a true military force.
- Suggested force size: 5-8 models, including:
 - o Leader: Strong but stealthy, perhaps an assassin or brigand leader with moderate combat skills.
 - o Thugs: Tough melee fighters armed with swords, axes, or clubs.
 - o Archer: One or two archers who can cover the group's advance.

Defenders:

- The defenders consist of Bree's townsfolk, inn staff, and a few wandering Rangers who happened to be at the Prancing Pony when trouble started.
- Suggested force size: 5-8 models, including:
 - o Innkeeper Barliman Butterbur: A sturdy defender with modest fighting skills (more for morale than for combat).
 - o Rangers: One or two Rangers, skilled at both melee and ranged combat.
 - o Bree Townsfolk: Civilians with limited combat skills but armed with improvised weapons (pitchforks, clubs, etc.).
 - o Stable Hand or Guard: A tougher Bree citizen with a bit more experience fighting off trouble.



Table Layout

The battlefield represents the area immediately around the Prancing Pony, including:

- The Prancing Pony Inn: Situated near the center of the table, with entrances at the front and side.
- Stables and Yard: Located to one side, offering some cover but potentially flammable if things go awry.
- Alleys and Walls: Narrow alleys between buildings and low stone walls or fences provide cover and add to the crowded feel of Bree.

- Market Stall or Wagon: Located near the Prancing Pony, providing partial cover for both attackers and defenders.

Deployment

1. Attackers: Deploy at the edges of the table, representing them sneaking in from various points around town.
2. Defenders: Deploy near the Prancing Pony itself, with Barliman and some townsfolk by the front entrance, the Rangers positioned in the yard or alleys nearby, and other defenders scattered around the inn to react to the attack.

Special Rules

1. Nighttime and Poor Visibility

- Visibility Range: Line of sight is limited to 12 inches for all models due to darkness and rain. Models can attempt to "sneak" up close using shadows and cover without being seen.
- Lantern Light: Any model within 3 inches of a lantern (marked on the map) can be seen from up to 18 inches away. This can be used tactically by both sides to expose enemies.

2. Intimidation and Morale

- Bree townsfolk are not hardened fighters and may be more prone to flee. Whenever a townsfolk model is attacked (but not necessarily wounded), they must make a morale check. On a failure, they fall back 6 inches away from the enemy and can only rally when a Ranger or Barliman is within 3 inches.

3. Cover and Close Quarters

- The tight, urban layout of Bree offers a lot of cover and close-range combat opportunities. Any attack through a window, doorframe, or over a low wall grants the defender +1 to their defense roll.

4. Rain and Mud

- The rain has made the ground slick, especially near the stables and yard. Any model moving through these areas must roll a D6:
 - o On a roll of 1, they slip and fall prone, losing any remaining movement for that turn.

5. Innkeeper's Resolve

- Barliman Butterbur is dedicated to protecting his inn. If Barliman is within 3 inches of any townsfolk or guard model, they receive a +1 bonus to morale checks. He may not be the strongest fighter, but his presence inspires those around him to hold their ground.



Victory Conditions

- **Attackers' Victory:** The attackers win if they reach the Prancing Pony's main doors and hold the position for two consecutive turns, symbolizing their entry into the inn. Alternatively, they can achieve victory by routing all defenders.
- **Defenders' Victory:** The defenders win if they repel the attackers, either by defeating all attacking models or by holding them off until the end of the 10th turn, at which point the Bree Guard arrives, forcing the attackers to flee.



Optional Events and Twist

To add unpredictability to the scenario, consider introducing one or more random events at the start of each turn by rolling a D6:

1. **Lantern Falls:** A lantern is knocked over, illuminating a 6-inch area and removing the darkness penalty in that zone until the end of the turn.
2. **Terrified Townsfolk:** A frightened villager runs across the board. Models must avoid or dodge them; any model that fails to dodge is delayed for one turn.
3. **Rider Approaches:** A mysterious rider appears at the edge of the board, surveying the scene. They're neutral to both forces but may attack anyone who approaches within 3 inches.
4. **Stable Fire:** A stray arrow or lantern lights the stables on fire. Smoke fills the area, limiting visibility further, and models within 3 inches must fall back.



5. **Reinforcements:** Either side receives one additional model. If the roll favors attackers, they gain a thug or archer; if defenders, they receive a Bree guard or another townsfolk.
6. **Shouting Crowds:** Townsfolk begin to gather nearby, attracted by the noise. All models within 6 inches of the crowd gain +1 to morale checks for the turn.

"Trouble at the Prancing Pony" is a skirmish scenario that combines close-quarters fighting, unpredictable night-time elements, and the charming but tense atmosphere of Bree. Whether playing as ruffians out to make trouble or as defenders seeking to protect the iconic inn, players will find plenty of tactical challenges and narrative moments in this action-packed scenario.

Mukden 1905

Russia and Japan's Battle for Manchuria

Author: John Valitutto

Publisher: Osprey Publishing

Review by Jason Hubbard

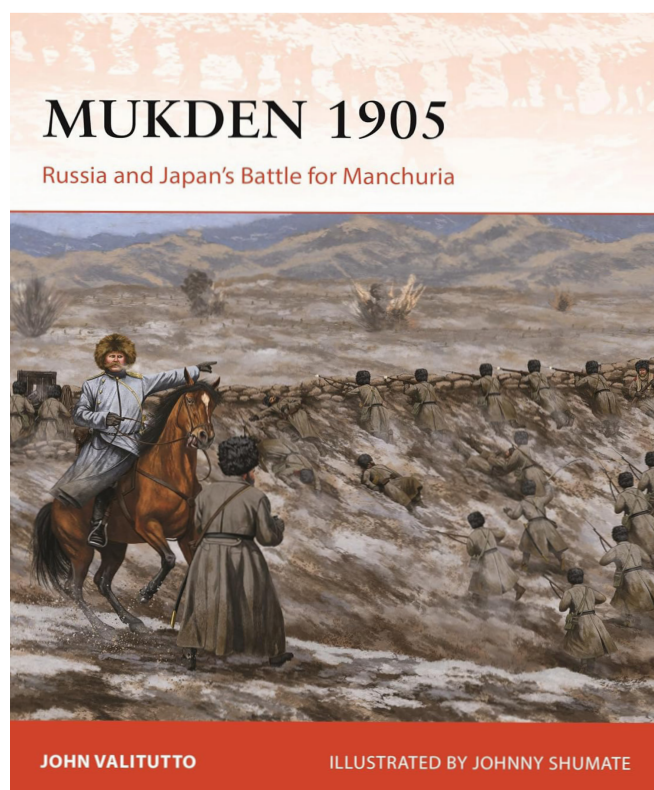
A compelling narrative of the largest land battle of its time, and the decisive engagement of the Russo-Japanese War.

Mukden stands out as the most significant battle of the Russo-Japanese War. By February 1905, the conflict had reached its culmination, as Port Arthur had fallen to the Japanese after an epic six-month siege. Now free to mass all his field armies, Japanese commander Marshal Oyama shifted his focus to the Russian forces assembled around the city of Mukden. The Russians, led by General Kuropatkin and numbering over 300,000 men, had finally achieved sufficient strength to conduct their own offensive. A Russian victory would be vital to save both deteriorating morale in the army, as well as to reassure the home front.

This fascinating work documents the decisive set-piece battle between the opposing sides on the plains and hills of Manchuria. Maps, diagrams, battlescene artwork and period photos bring to life the brutal clash, the largest battle in history up to that point. Exploring the unabated fighting across a 90-mile-long front in the depths of winter, John Valitutto considers the effectiveness of each armies' manoeuvres, the trench warfare that prefigured World War I, and the influence of machine guns and massed heavy artillery on the battle's outcome. Mukden made it clear to all that the conduct of war was changing, with new technologies and tactics demonstrating their terrible potential to the world.

The Russo-Japanese War, once deemed the largest battle in history, taught many lessons that could have been applied by later authorities. The book provides detailed fighting descriptions and comprehensive order-of-battle data, which is rare for this conflict. It is an affordable and well-produced resource on a significant battle with similarities to the events of 1914.

For three or four months, Russian and Japanese armies faced each other along a front south of Mukden, Manchuria. In February 1905, skirmishes escalated into the battle of Mukden. Despite reinforcements and extensive operations, the battle was not decisive but marked the last major confrontation of the Russo-Japanese war.



This work details the pivotal battle between opposing sides in Manchuria's plains and hills. Maps, diagrams, battlescene artwork and period photos bring to life the brutal clash, the largest battle in history up to that point. Exploring the unabated fighting across a 90-mile-long front in the depths of winter, John Valitutto considers the effectiveness of each armies' manoeuvres, the trench warfare that prefigured World War I, and the influence of machine guns and massed heavy artillery on the battle's outcome. Mukden made it clear to all that the conduct of war was changing, with new technologies and tactics demonstrating their terrible potential to the world.

Any wargamer interested in post Victorian warfare prior to the First World War then this volume is a perfect addition to bookshelf. It's a great campaign to recreate on the tabletop as it a conflict that had military techniques that would be later re-created in WW1.



Gundam & Gunpla: The Legacy of Giant Robots and the Craft of Building Icons

*Since 1979, the *Gundam* franchise has redefined science fiction, combining futuristic warfare with human drama. Simultaneously, *Gunpla* (Gundam plastic models) has enabled fans to become creators. Together, they constitute a cultural phenomenon encompassing anime, merchandise, and global fandom. This article provides an in-depth exploration of their origins, evolution, and impact.*

What Is Gundam?

Gundam is a Japanese mecha franchise created by Yoshiyuki Tomino and Sunrise studios. Unlike earlier anime featuring superpowered robots (such as *Mazinger Z*), Gundam introduced Real Robot storytelling—narratives grounded in war-driven contexts where machines serve as tools rather than deities. Pilots confront trauma, politics, and moral complexities while operating towering “Mobile Suits” that symbolize both technological advancements and the atrocities of conflict.

The franchise’s iconic machines, such as the white-and-blue RX-78-2 Gundam, are often depicted as symbols of hope or rebellion. The stories span various timelines, including:

Universal Century (UC): The original saga (*Mobile Suit Gundam*, *Zeta Gundam*).

Alternate Eras: Standalone series such as *Gundam Wing* (1995), *Gundam Seed* (2002), and *Gundam 00* (2007).

The History of Gundam: From Flop to Global Empire
1979: A Rocky Start





The first *Mobile Suit Gundam* TV series initially failed due to its mature themes and complex plot. However, reruns and a trilogy of recut films (1981–1982) sparked a cult following, known as the “Gundam Boom.”

The 1980s–1990s: Expanding the Universe

- Zeta Gundam (1985) and Char’s Counterattack (1988) enriched UC lore.
- Gundam Wing (1995) penetrated Western markets via Toonami, making Gundam a household name in the U.S.
- 2000s–Present: Innovation & Mainstream Dominance
- Series like Gundam Seed and Iron-Blooded



- Orphans (2015) modernized themes for new generations.
- The 2010s saw life-sized Gundam statues in Japan (18-meter RX-78-2 in Tokyo) and the Gundam Global Challenge to construct a functional giant robot.

What Is Gunpla?



Gunpla (short for Gundam Plastic Model) refers to scale model kits of Mobile Suits from the franchise. Produced by Bandai since 1980, these DIY kits allow fans to build, customize, and display their favorite mechs.

Why Gunpla Stands Out

- No Glue Required: Pieces snap together, making them accessible to beginners.
- Grades for All Skill Levels:
- High Grade (HG): Affordable, 1/144 scale.
- Master Grade (MG): Detailed 1/100 kits with inner skeletons.
- Perfect Grade (PG): Premium 1/60 models with LED compatibility.
- Real Grade (RG): Miniature complexity at 1/144 scale.
- Customization: Paint, decals, and modifications offer endless creativity.

The History of Gunpla: From Toy to Art Form *1980: Birth of a Hobby*

Bandai released the first Gunpla kits alongside the original series. Early models were simple and chunky, but sales surged as Gundam’s popularity grew.

1990s: The Master Grade Revolution
The 1995 MG RX-78-2 introduced articulated inner



frames, setting a new standard for detail.

2000s–Today: Global Obsession

2006: Gundam Seed kits ushered in a new wave of fans.

2010s: Social media transformed Gunpla into a global community, with YouTube tutorials and Reddit forums.

2020: Bandai commemorated Gunpla's 40th anniversary with limited editions and collaborations (e.g., Gundam x NASA).

Cultural Impact: Beyond Anime and Models

Art & Engineering: Gunpla building is lauded as a meditative hobby and even incorporated into Japanese school curricula.

Fashion & Collaborations: Gundam partners with brands such as Uniqlo, Pokémon, and luxury label Sacai.

Global Fandom: Over 700 million Gunpla kits have been sold worldwide, with expos held from Los Angeles to Singapore.



A Universe Built to Last

Gundam's enduring appeal lies in its humanity—stories centered on flawed heroes and the consequences of war. Gunpla, meanwhile, transforms viewers into artists, bridging fiction and reality.



As Bandai develops new series (such as The Witch from Mercury in 2022) and experiments with AR/VR, the Gundam universe continues to evolve, demonstrating that giant robots represent more than metal—they reflect our world.

Whether you are a long-time fan or a curious newcomer, now is an excellent time to explore Gundam's legacy or build your first Gunpla kit.





Solo Rules for Gangs of Rome

Navigating the Eternal City Alone

Gangs of Rome, a skirmish-level wargame set in the chaotic streets of ancient Rome, is perfect for solo play. The dynamic nature of its scenarios and the unpredictable interplay of civilians and terrain make it easy to adapt for a single player. These solo rules introduce an AI-controlled gang and neutral NPCs, offering challenging and engaging gameplay.

Setting Up for Solo Play

- **Player Gang:** Build your gang as usual, following the *Gangs of Rome* rules for character creation.
- **AI Gang:** Assemble an opposing gang using similar points but guided by AI behavior patterns.
- **Civilians and NPCs:** Place civilians as per the scenario or scatter them randomly across the board. Use their existing rules for movement and interactions.

AI Gang Behaviour

- The AI gang operates using simple decision-making mechanics, ensuring unpredictable and thematic actions.

Behaviour Profile

At the start of the game, roll a d6 to determine the AI gang's overall behavior:

- 1-2. Aggressive: Prioritizes attacking the nearest enemy.





3-4. Cautious: Avoids direct conflict unless it has numerical superiority.

5-6. Opportunistic: Focuses on objectives but will attack if a chance arises.



Activation Sequence

Activate each AI fighter individually during their turn:

1. Target Selection: Determine their target based on their behavior profile:
 - Aggressive: Closest enemy.
 - Cautious: Closest vulnerable enemy (wounded, isolated).
 - Opportunistic: Nearest objective or exposed enemy.

2. Movement: Move the AI model toward their target:

- Use the shortest path but avoid unnecessary hazards (e.g., fire, dangerous terrain).
- Civilians may block paths; roll a d6: on 4+, the AI attempts to shove the civilian out of the way.

3. Actions:

- If the target is in range, attack.
- If moving into contact is impossible, use any abilities or actions to disrupt the player's gang.

Scenario Adjustments for Solo Play

Most Gangs of Rome scenarios can be adapted for solo play with minimal changes. Add thematic objectives or random events to enhance the experience.





Random Events Table

At the start of each turn, roll a d6:

1. **Patrolling Guards:** Roman soldiers appear and disrupt the nearest skirmish. Roll randomly to determine their allegiance.
2. **Escaping NPC:** A civilian carrying loot flees through the board; players can attempt to intercept them.
3. **Structural Collapse:** A random building or terrain feature becomes unstable; treat it as dangerous terrain.
4. **Marketplace Disruption:** Civilians panic and scatter, moving d6" in random directions.
5. **Reinforcements:** The AI gang gains a new fighter who appears at a random edge.
6. **Ambush:** A hidden AI gang member attacks the nearest player model from a concealed position.

Victory Conditions

Use standard victory conditions for your chosen scenario, but add solo-specific challenges:

- **Time Pressure:** Limit the number of turns to force decisive action.
- **Civilians Saved:** Score points for avoiding civilian casualties or herding them to safety.
- **AI Objectives:** Assign the AI gang specific goals, such as capturing loot or eliminating key player models.

Optional Enhancements

Hidden Information

For added tension, use face-down markers to represent both AI models and objectives. Only reveal them when a player model comes within 6".

AI Gang Special Abilities

Roll a d6 for each AI gang member at the start of the game:

- 1-2. **Brawler:** Gains +1 to attack rolls.
- 3-4. **Streetwise:** Ignores difficult terrain penalties.
- 5-6. **Elusive:** Gains a free dodge action if attacked.

Example Scenario: The Magistrate's Coin

Setup

A wealthy magistrate has been ambushed, scattering his coins across the marketplace. Both your gang and the AI gang seek to collect as much wealth as possible before the guards arrive.

- **Objective:** Collect the most coin tokens by the end of 6 turns.
- **Special Rules:**
- Civilians will move randomly each turn, potentially blocking or aiding access to coins.
- Guards will arrive on turn 4 and attack any gang member they see.

These solo rules for Gangs of Rome allow you to bring the bustling, chaotic streets of ancient Rome to life, even when playing alone. Would you like more scenario ideas, custom tables, or printable AI behavior charts?

Hamburger Hill

Author: James H Willbanks

Publisher: Osprey Publishing

A highly illustrated, authoritative exploration of Operation Apache Snow, including the infamous Battle of Hamburger Hill (Ap Bia Mountain), one of the most significant and well-known actions in the Vietnam War.

Operation Apache Snow was the result of a renewed Free World effort in early 1969 to neutralize the North Vietnamese forces in the A Shau, a 45km-long valley located in the southwestern Thua Thien Province. This area had long provided an infiltration corridor for Communist forces from the Ho Chi Minh Trail in Laos to the coastal cities of northern I Corps Tactical Zone.

The ensuing battle to take Ap Bia Mountain, which became known as Hamburger Hill, lasted for ten days. Although US and South Vietnamese forces were ultimately successful in taking the hill, the heavy Free World casualties incurred in the bitter fighting caused a furor in Congress, with many congressmen denouncing the action.

In this work, respected Vietnam War historian James H. Willbanks documents the planning and execution of Operation Apache Snow. The progress of the operation is carefully presented using maps and diagrams, and the forces and weaponry of both sides are brought to life in photos and colour battle scenes.

Willbanks also explores why, despite the Allied success in taking Hamburger Hill, the battle came to symbolize the frustration of winning costly encounters without ever consummating a strategic victory.

The author has managed to set put the battle and its aftermath for a modern audience that includes both the military and political elements. There are experts who will insist that the US military weren't actually defeated on the battlefield yet the idea of a victory or defeat on the fields of Vietnam is a difficult notion. The US military lost over 50,000 troops during this conflict so by 1969 the public back home in America were becoming war weary.

This book looks at the American effort to take Hill 937 (Hamburger Hill) in the A Shau Valley. The author points out that the American forces plunged in to battle with

Review by Jason Hubbard

EAST AFRICA CAMPAIGN 1940–41

The Battle for the Horn of Africa



limited to almost zero intelligence, they knew this was part of a major route from the North to the South for North Vietcong forces, but not the strength of those troops. As a result, they underestimated the size of those NVA troops.

James presents a straightforward account of the battle, detailing days of attack, counter-attack, and attrition. Willbanks develops a compelling narrative that underscores the inadequate tactical decisions made by commanders. The book includes topographical maps, although additional detail would be beneficial. The final assault's 3D map effectively illustrates the terrain.

Despite the limited number of maps, the clear narrative provides an accurate depiction of the unfolding events. Hamburger Hill 1969 helps younger modelers and history enthusiasts understand the war's military significance and the moral and political controversies it sparked, leading to Vietnamization and ultimately South Vietnam's defeat six years later.

Budget Hobby Tools for Wargaming



Wargaming is a fantastic hobby, but like many creative pursuits, it can quickly become expensive if you're not careful. Fortunately, there are plenty of budget-friendly tools and techniques that allow you to achieve professional-looking results without breaking the bank. Here's a guide to essential and affordable tools for painting miniatures, crafting terrain, and assembling your wargaming projects.

Essential Tools for Miniature Assembly

Hobby Knife

- Budget Option: Standard craft knives like the X-Acto or even utility knives from a hardware store work perfectly. Replacement blades are cheap and easy to find.
- Tip: Keep your blades sharp—dull blades are more dangerous and less effective.

Cutting Mat

- Budget Option: Use self-healing cutting mats from discount craft stores or repurpose an old plastic placemat to protect your work surface.

Super Glue and Plastic Cement

- Budget Option: Generic super glue from a dollar store works well for most miniatures. For plastic miniatures, brands like Loctite or generic model cements are both affordable and effective.

Painting on a Budget

Brushes

- Budget Option: Inexpensive synthetic brushes from brands like Royal & Langnickel or even multipacks from dollar stores can be surprisingly good.





Start with a small round brush (size 0 or 1) and a larger one for basecoats.

- Tip: Avoid bargain brushes for fine detail work, but use them for terrain or rough basecoating.

Paints

- Budget Option: While wargaming-specific paints like

Citadel or Vallejo are high quality, acrylic craft paints from brands like Apple Barrel or FolkArt are great for beginners. Thin them with water or flow improver for better consistency.

- Tip: Invest in a few high-quality paints for metallics or washes, as these can be harder to replicate with craft paints.

Palette

- Budget Option: Use an old ceramic plate, plastic lid, or a piece of baking parchment for a makeshift wet palette. A damp paper towel under parchment paper keeps paints workable longer.

Primers



- Budget Option: Generic spray primers from hardware stores (e.g., Rust-Oleum or Krylon) are often cheaper than hobby-branded primers. Look for flat black, gray, or white finishes.

Terrain Crafting Tools

Hot Glue Gun

- Budget Option: Affordable glue guns are widely available at craft stores or online, often for under \$10. Stock up on glue sticks in bulk for large projects.



Lighting and Magnification

Lighting

- Budget Option: Clip-on LED desk lamps provide ample light for detailed work. Look for lamps with adjustable arms and daylight bulbs.

Magnifiers

- Budget Option: Inexpensive magnifying glasses or reading glasses from a pound/dollar store can help with fine details. Headband magnifiers are another affordable option for prolonged use.





Additional Handy Tools

Clippers

- Budget Option: Nail clippers or inexpensive wire cutters from hardware stores can substitute for specialized hobby clippers.

Files and Sandpaper

- Budget Option: Emery boards (nail files) or fine-grit sandpaper are excellent for smoothing mold lines and edges.

Storage Solutions

- Budget Option: Use tackle boxes, plastic food containers, or drawer organizers for storing miniatures and paints.



Where to Shop

- Dollar and Pound Stores: Great for glue, brushes, palettes, and other general supplies.
- Craft Stores: Watch for sales or coupons from stores like Michaels or HobbyCraft.
- Hardware Stores: Look for primers, utility knives, and sandpaper.
- Online Marketplaces: Websites like Amazon or eBay often offer bulk deals on tools and materials.



Building and painting wargaming miniatures on a budget is entirely achievable with a little creativity and resourcefulness. Many affordable tools are just as effective as high-end alternatives, and starting with budget-friendly options allows you to invest in premium items as your skills grow.

Whether you're assembling your first army or crafting a sprawling battlefield, these tips and tools ensure you can do it without spending a fortune.

Would you like advice on creating a budget shopping list for specific projects?



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