

irregular

Winter Issue 2025

magazine



Rise of Rome
WW1 Tank Battles
Shanghai Gangsters

British Civil War
Invasions

Plus Interviews, Reviews, and much, much more



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Winter Issue 2025

Editorial

Jason Hubbard

Welcome back to another issue of Irregular Magazine.

It's Christmas and the festive season, which means planning for new projects in 2026. For many Christmas will bring some new goodies for those 2026 projects, which will include starter sets and new armies.

2026 for me will bring several new starter sets for new projects that includes Judge Dredd, Fallout, Cruel Seas and Epic Battles. I also plan to produce a short video series on our YouTube channel that will look at utilising local history for wargaming campaigns and projects.

This has been a good year for a number of games with new editions such as Blood Bowl, a completely new faction/army for Warhammer Old World in the form of Cathay.

Part of next year's plan are to attend more wargaming shows, with Salute and UK Games Expo on the list of potential shows to attend. I will be attending the local shows such as Chillcon and Joy of Six, possibly Partizan.

Well that's all folks.....

We'll see you just before Christmas with another jam packed issue.....



Editor's Challenge

Over the last few months, I've been busy at my painting desk, working my way through a variety of miniatures and terrain pieces that have really added character to my tabletop games. My hobby journey has taken me from the high-octane world of Gaslands, through the gritty battlefields of Bolt Action, into the fantasy realms, and even to the bustling streets of ancient Rome.

To kick things off, I tackled a collection of Hot Wheels cars, customising and weathering them for use in Gaslands.



Each vehicle has been uniquely modified, with rust effects and bold paint jobs that make them stand out during high-speed chases and explosive collisions on the tabletop.

Next, I turned my attention to historical miniatures, painting up a squad of World War II Chinese infantry for Bolt Action.



The process was both rewarding and educational, as I researched authentic uniforms and insignia to ensure an accurate representation. These figures now look fantastic leading the charge in my games, adding a fresh dynamic to my armies.





On the fantasy front, I've completed a delightful selection of figures, including two mischievous imps with vibrant skin tones and detailed features. Alongside them, a handful of other fantasy characters have also received some attention, expanding my collection and offering new options for roleplaying and skirmish games.



For those stepping into the ancient world, I painted a group of Roman civilians for Gangs of Rome. These miniatures bring extra life to the crowded alleyways and bustling markets, and their subtle details were a joy to pick out with a fine brush.

I've also jumped into the On Table Top terrain challenge, which has really helped me diversify my painting projects. So far, I've completed a small 28mm workshop perfect for a variety of settings, a 15mm workshop for smaller-scale battles,



some 15mm sci-fi buildings that add a futuristic flare, and numerous pieces of 28mm scatter terrain. These additions not only look great but have made my gaming tables much more immersive and visually interesting. All in all, it's been a productive period for my painting hobby.



Whether it's vehicles roaring across the wasteland, soldiers braving the battlefield, fantasy creatures causing chaos, or terrain pieces setting the scene, each project has brought something new and exciting to my collection. I'm looking forward to seeing what the next few months will bring!





Welcome to the Wrecking Yard!

Your Beginner's Guide to Gaslands

Jason Hubbard

Ever looked at a Hot Wheels car and thought, "That would look amazing with a mounted machine gun"? Then welcome, friend, to Gaslands: Refuelled! This isn't just a wargame; it's a gloriously destructive, high-octane demolition derby on your tabletop, powered by toy cars and a healthy dose of pure, unadulterated chaos.

Gaslands is a miniatures game by Osprey Games where you take control of custom-built, weaponized vehicles in a post-apocalyptic arena. It's fast, furious, and best of all, incredibly accessible.

What is Gaslands? The Core Concept

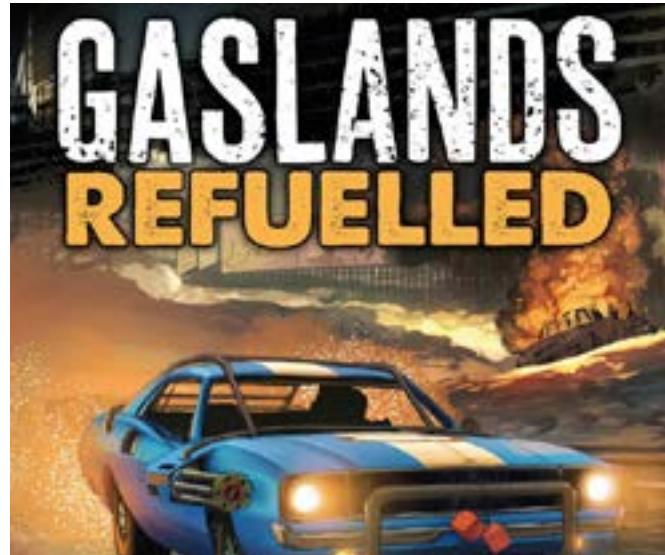
Imagine Mad Max meets Death Race, played out with your favorite die-cast cars. In a nutshell:

- Objective: Race for glory, obliterate your opponents, survive, or complete specific scenario objectives.
- Vehicles: You'll modify real-world die-cast cars (Hot Wheels, Matchbox, etc.) with weapons, armour, and thematic flair.
- Movement: Unique to Gaslands, movement is handled using a series of templates that dictate turns, slides, and straight-line speeds. It feels incredibly dynamic and fluid.
- Dice: Custom D6s (or regular D6s with specific face interpretations) resolve shooting, collisions, and audience participation.





- Glory: The ultimate resource! Earn it by wrecking opponents, hitting targets, and performing audacious stunts. Spend it to upgrade your vehicles, use special abilities, and win the game.



Why Gaslands?

1. Affordable: Most of your "miniatures" are under \$2 die-cast cars! The rulebook is also very reasonably priced.
2. Creative Freedom: This is where you get to unleash your inner mad mechanic. Customize your cars with bits, glue, and paint.

3. Fast & Fun: Games are quick, brutal, and rarely play out the same way twice.
4. Low Barrier to Entry: You don't need dozens of finely painted models. A few cars, some templates, and dice, and you're good to go.



Getting Started: Your Shopping List

Here's what you'll need to kick off your Gaslands career:

1. The Rulebook: Gaslands: Refuelled. Essential! Get the physical copy if you can, it's a great reference.
2. Die-Cast Cars (Hot Wheels/Matchbox): This is the fun part!

- o Quantity: Start with 3-5 cars. You won't use them all in every game, but it gives you options.
- o Types: Look for variety. A big truck for ramming, a fast buggy for racing, a nimble car for outflanking. Don't be afraid to pick up some wacky ones that inspire you.



- o Scale: Hot Wheels/Matchbox (roughly 1:64 scale) are perfect. Avoid larger or smaller cars initially, just for consistency.

3. Hobby Knife / Clippers: For modifying your cars.
4. Super Glue / Plastic Glue: To attach all those glorious bits.
5. Bits Box Fodder: This is where the magic happens!

- o Old model sprues, plasticard, paper clips, beads, bottle caps, spare parts from other miniatures games, tiny chains, mesh from old strainers – anything that looks like it could be a weapon, armour, or cool detail.
- o Pro-Tip: Raid dollar/pound stores for cheap plastic toys that can be cannibalized for parts.

6. Paints & Brushes (Optional, but Recommended): A few basic acrylic paints (e.g., black, brown, silver, rust colors, a primary color for your team) will make your cars look fantastic. A cheap brush set is fine.

7. Movement Templates & Skid Dice (Optional, but Recommended): You can proxy these with cardboard cutouts and regular D6s (see the rulebook for how), but dedicated sets make gameplay smoother and more thematic. Many third-party manufacturers sell acrylic sets.

8. Regular D6s: About 6-8 will do.
9. Measuring Tape/Ruler: For ranges and distances.
10. A Playing Surface: A 3x3 or 4x4 foot surface (a battle mat, old sheet, or even a cardboard box opened flat) is ideal.
11. Terrain: Books, old boxes, toy building blocks, rocks, anything to create obstacles and interesting features.

Your First Steps: Building Your First Wrecking Machine

1. Choose Your Ride: Pick a Hot Wheels car you like. Maybe a cool muscle car or a rugged pickup.
2. Mount Your Weapons:
 - o Gatling Gun: Glue a piece of plastic sprue or a cut-down pen tip to the roof or hood.
 - o Ram: Glue some plasticard strips or cut-up sprue to the front bumper.
 - o Armour Plates: Cut small, irregular shapes from plasticard (or even thick cardboard) and glue them to the sides or rear of the car.
 - o Don't be afraid to go wild! Glue a bead to the side for a mine dispenser, a paper clip for a roll cage, etc.
3. Weathering (Optional, but Fun):
 - o Rust: Dab on some brown or orange paint.
 - o Grime: Drybrush some dark brown or black paint onto recessed areas.
 - o Bullet Holes: Use a pin vice or a small drill bit to make tiny holes.
 - o Spikes: Cut small plastic triangles or use the ends of plastic ties.
4. Prime (Optional): A spray of black or grey primer will help your paint stick.



5. Paint (Optional): Give it a base coat, pick out some details, maybe a splash of your team's colour. Don't aim for perfection; "gritty" and "weathered" look best!

How to Play (The Very Basics)

1. Build Your Team: You'll choose vehicles and equip them with weapons and upgrades, all within a set "Gear" value (the game's points system). The rule-book has full lists.

2. Activate Vehicles: Players alternate activating one vehicle at a time.

3. Movement is Key:

o Gear Phase: Shift up or down a gear. Your gear determines which movement template you use. Higher gear = faster, longer moves.

o Movement Template: Pick a template (e.g., "Straight," "Gentle Turn," "Hard Turn," "Swerve," "Slide") and place it against your car's front. Move your car to the end of the template.

o Skids: If you make certain moves (like a Hard Turn at high speed), you roll a skid die. This can result in a "Skid" (minor course correction), "Spin" (180 turn), or "Wobble" (lose control and potentially crash).



4. Action Phase: After moving, your vehicle can perform an action, usually shooting a weapon.

o Shooting: Roll a number of D6s determined by your weapon. Hit on 4s, 5s, or 6s (depending on skill and range).

o Damage: Opponents take damage, reducing their Hull (health).

5. Collisions & Wrecks:

o If you hit another vehicle or terrain, you both take damage.

o When Hull reaches 0, the vehicle is Wrecked! Remove it from play in a glorious explosion of plastic and paint.

6. Sponsor Perks & Perks: Each team has a "Sponsor" (like Mishkin, Warden, or Idris) who gives you special abilities. You can also buy individual "Perks" for your vehicles.

Your First Game: Simple & Sweet

Don't dive into complex scenarios. Try a simple Death Race or Arena Combat game:

- Arena Combat: Just two or three cars per side, battling to be the last one standing in a small arena. No objectives, just pure destruction.

- Death Race: Set up a simple track with a few checkpoints. The goal is to cross the finish line first, but feel free to shoot each other along the way!

Beyond the Basics: What's Next?

Once you've got the hang of it, the world of Gaslands explodes:

- More Vehicles: Build out a bigger roster of cars, trucks, buggies, and even bikes!

- Advanced Rules: Explore audience votes, sponsors, specific scenarios, and weapon upgrades.

- Campaigns: Gaslands is excellent for narrative campaigns, linking games together as your vehicles gain experience and scars.

- Community: The Gaslands community is incredibly welcoming and creative. Share your builds, ask questions, and get inspired!

So grab some hot wheels, a tube of superglue, and get ready to unleash your inner gearhead. The arenas of Gaslands are calling, and they're hungry for chrome and carnage!

The Channel Barrier

Wargaming the French Invasion Attempts on Britain

by Jason Hubbard

For the dedicated wargamer, the concept of a successful cross-Channel invasion of Great Britain, post-1066, is the ultimate tantalizing ‘what-if’. France, Britain’s perennial rival, attempted this feat repeatedly across three centuries. What we find is not a series of epic land battles, but a recurring lesson in the brutal realities of naval power, logistics, and fate.

This is the wargaming story of how the Channel became the graveyard of French strategic ambition, culminating in the single, bizarre, and highly-wargameable engagement that stands as the Last Invasion of Britain.

The Great Blow (1692): The End of the Jacobite Fleet

The Nine Years’ War saw arguably the most serious attempt to launch a full-scale invasion force. Its goal was to restore the deposed Catholic King James II (the Jacobite cause) to the English throne.



The Setup: A large French army, including trained regulars and Irish regiments, waited at Saint-Vaast-la-Hougue in Normandy. Admiral Tourville’s fleet was tasked with clearing the Channel of the combined Anglo-Dutch force.

The Fiasco (The Naval Scenario): Tourville was intercepted off Barfleur by a vastly superior Allied fleet. Though the initial battle was drawn, the days-long pursuit was a disaster. It culminated in the infamous Action at La Hougue, where 15 French ships of the line—including the enormous flagship Soleil Royal—were cornered, run aground, and systematically destroyed by Anglo-Dutch fireships and armed boats.

- **Wargaming Hook:** The Action at La Hougue is a perfect close-quarters naval scenario. The French player must utilize beached ships as fortified artillery platforms protected by shore batteries and entrenched ground



forces, while the Allied player uses small-boat flotillas and fireships in a chaotic, desperate night attack.

The goal is simple: total destruction of the fleet.

- The Campaign 'What If': Had Tourville somehow won at Barfleur, a hypothetically successful landing would unleash French regulars against a very small, unprepared British garrison. This makes for an excellent small-scale, 'Black Powder' land campaign, fighting for control of the roads to London.

The Storm and the Jacobite Hopes (1744)

In the War of the Austrian Succession, the French planned another major strike.

The Setup: Marshal Saxe was ready with 10,000 troops at Dunkirk to install James Francis Edward Stuart.

The Fiasco (The Logistics Scenario): The French covering fleet was deterred by the size of the British fleet. However, it was nature, not men, that ended the invasion. As the transport fleet put to sea, a violent, sudden storm scattered and wrecked the vulnerable transports. Twelve ships were lost with all hands. Saxe's horrified veterans were forced to disembark, swearing off naval warfare.

- **Wargaming Hook:** This is a wargamer's logistics nightmare. The French player's victory condition is simply getting a critical mass of troops and supplies to



the English shore. The main hazard is the "Weather Card" deck: a high-level storm roll means losing valuable units and transport capacity, forcing a decision: press on with reduced forces or abort the mission.



The Grand Plan and Hawke's Hurricane (1759)

During the Seven Years' War, France planned a massive, three-pronged invasion to force peace.

The Fiasco (The Naval Decider): The grand design was crippled by successive naval defeats: one Toulon fleet was mauled at Lagos (August), and the Brest fleet was cornered in November.

Admiral Sir Edward Hawke pursued the French into Quiberon Bay in a rising gale, executing one of history's most audacious naval attacks. In a high-risk gamble, Hawke shattered the French fleet against the rocks and shoals.

- **Wargaming Hook:** Quiberon Bay demands a naval game system that rigorously models extreme weather. Visibility, movement, and cannon accuracy are severely penalized. The French player must attempt to anchor or escape, while the British player (Hawke) accepts maximum risk for the chance of a total victory. The terrain, with its treacherous shallows, becomes a third, deadly force on the board.

The Last Invasion: The Battle of Fishguard (1797)

The most bizarre, and last, time a hostile foreign force landed on British soil provides a fantastic small-scale scenario from the Revolutionary Wars.



The Setup: As a diversion for a larger, aborted invasion of Ireland, a force of about 1,400 French troops—the Légion Noire, a rag-tag mix of regulars and convicts in captured British uniforms dyed black—landed at Carreg Wastad Point, Pembrokeshire, Wales, led by the Irish-American Colonel William Tate. Their mission was to sack Bristol and inspire revolutionary chaos.

The Fiasco (The Skirmish Scenario): The plan instantly devolved. Tate's convicts, having been ordered to "live off the land," discovered local farms laden with plundered brandy from a recent wreck. Discipline dissolved into mass intoxication. Local defense was an improvised comedy of errors, led by the inexpert Lieutenant-Colonel Knox and the decisive Lord Cawdor, who assembled a force of militia, yeomanry (cavalry), and impressed sailors.



The French, seeing the converging lines of local volunteers and—crucially—local women in their traditional red cloaks and tall black hats (mistakenly believed to be Redcoat reserves), panicked.

- **Wargaming Hook:** The Fishguard Skirmish is a perfect 28mm or small-unit game.
 - **French Victory Condition:** Secure a line of retreat or successfully raid a high-value objective (Fishguard town, an armoury) before morale collapses. The "Convict" unit quality should reflect poor discipline, high desertion rates, and a tendency to loot rather than fight (use a separate Morale/Intoxication track!).
 - **British Victory Condition:** Force the French surrender. Units include the 'Fishguard Volunteers' (Green Troops), the 'Castlemartin Yeomanry' (Cavalry), and a special "Jemima Nicholas" character unit (the local cobbler said to have captured twelve Frenchmen single-handedly) with unique high-morale/melee stats, representing local resistance. The "Welsh Women Bluff" is a strategic asset token that, when revealed, hits French morale for a devastating penalty.



The Enduring Barrier

The story of France's attempts to invade Britain is a masterclass in why island nations with powerful navies are so difficult to conquer. It demonstrates the truth wargamers know well: the best strategy can be ruined by poor logistics, uncommitted troops, a critical naval loss, or a single, devastating weather roll. These historical near-misses and farcical failures offer truly unique and rewarding scenarios for the naval and small-scale land wargamer.



The Derbyshire Peak District Skirmishes

A Historical Wargaming Adventure

by Jason Hubbard

For enthusiasts of historical wargaming, there's nothing quite like bringing the past to life on a tabletop. The Derbyshire Peak District, with its rugged hills, winding valleys, and picturesque villages, provides the perfect backdrop for such adventures. "The Derbyshire Peak District Skirmishes" isn't just a game—it's an immersive journey into history, strategy, and miniature warfare.

Setting the Scene

The Peak District has long been a landscape of strategic importance. Its natural features—craggy outcrops, narrow passes, and hidden glens—make it an ideal stage for skirmishes, both real and imagined.



Historical wargamers can recreate clashes from various periods, whether it's a Border skirmish, a civil conflict, or a custom scenario inspired by the terrain.

Miniature gamers often find that the unique topography of the Peak District adds layers of tactical depth.

Elevation affects line-of-sight, hills provide natural defensive positions, and valleys can be used for ambushes or flanking maneuvers. The environment is as much a part of the game as the armies themselves.

Building the Game

Players can start by designing scenarios inspired by historical events or completely original conflicts. Tables are transformed into detailed landscapes, complete with miniature villages, rivers, and hills. Local architecture, such as stone walls and farmsteads, can add authenticity and tactical complexity.



Army composition is another key aspect. Whether you favor infantry, cavalry, or artillery, the choice of units—and how they interact with the terrain—can dramatically influence the outcome of the skirmish. Games can be designed for small-scale encounters, where every figure counts, or larger battles that test strategic planning and command skills.

The Thrill of Historical Immersion

What makes the Derbyshire Peak District Skirmishes truly special is the blend of history and creativity. Players don't just roll dice—they step into the shoes of commanders, making decisions based on both historical tactics and the challenges posed by the landscape. Each skirmish becomes a story, a miniature reenactment of strategy, bravery, and chance.

Beyond the tactical gameplay, these skirmishes foster community and collaboration. Players share painting tips, terrain-building techniques, and historical research, enriching the hobby and creating lasting memories.



Conclusion

"The Derbyshire Peak District Skirmishes" offers more than just a game; it's a historical wargaming adventure that combines creativity, strategy, and a love of history.

Whether you're an experienced wargamer or new to the hobby, the Peak District's dramatic landscapes provide the perfect canvas for your next tabletop battle.

Step onto the hills, navigate the valleys, and let your miniatures bring history to life—one skirmish at a time.





Freeleague Publishing: Dragonbane Bestiary

The Dragonbane Bestiary spans 146 pages filled with monsters, each featuring its own random encounter chart, vivid descriptions, and striking artwork. The charts and adventure seeds bring unique character to the book, making it easy and enjoyable for any game master to add these creatures into their campaigns.

The book provides a chart showing each Kin's Ability and the D20 number for selection. Each monster is presented over two pages, with one page dedicated to artwork. Section introductions are straightforward and informative; for instance, the Rare Kin section briefly explains what a Rare Kin is.



The first supplement for the new Dragonbane edition, Bestiary, features 63 creatures for your game sessions.

Each monster comes with a characteristics table, Theodora's detailed description, a suggested encounter, and an adventure hook, making it simple to add them to any story. Even more interesting is that the first two chapters, one for the Nightkin and one for the Rare Kin, present creatures that, at the discretion of the gaming group, can be used as player characters.

Each creature features a large, highly detailed illustration that effectively communicates the game's tone and its creatures to players. This product is suitable for both Game Masters and players, offering helpful setting details in descriptions of monsters and 17 playable bloodlines if the group consents. Overall, I recommend this attractive and engaging supplement.

Campaign: Paths of Glory

Dragonbane: Path of Glory is a campaign book meant solely for Gamemasters. I'll avoid spoilers and only discuss limited story elements. Players considering this adventure should continue reading at their own risk. Path of Glory was first published in 1985 and comprises three sequential adventures:



The Dead Forest, Gates of Power, and Heart of Darkness. This campaign is set within the same world as The Secret of the Dragon Emperor campaign featured in the Dragonbane core rulebook; however, the two campaigns are entirely independent from one another. Path of Glory is a paperback of about 190 pages. The hardcover comes in either color or gold embossing with an illustration by Johan Egerkrans.

As with other products from the Swedish publisher, this volume is well structured, featuring a clear and practical table of contents. Let's examine what this Dragonbane adventure collection includes.

The manual contains three interconnected macro plots, allowing them to be played as a campaign—making this the second campaign for the RPG after The Secret of the Dragon Emperor from the starter set.

The plot follows a typical swords and sorcery formula but muddles its themes.



Although "The Dead Forest" opens with an appeal to mystery and heroism, the story mainly emphasizes the pursuit of riches, making world-saving seem like an afterthought. With greedy non-player characters and only occasional nods to heroics, Dragonbane feels less about selflessness and more about practical motivations—after all, you can't enjoy treasure if the world is destroyed.



The campaign in the game is clearly sword & sorcery themed. Its challenges grow tougher as you progress, and there's a chance some characters won't make it to the story's conclusion.

While all three main regions support adventure, the map is large enough to allow for side quests in areas like the Ancient Mounds and Deepmire Swamp. The manual provides green info boxes and a table of chance encounters that can be used elsewhere.

FORGED IN IRON & FIRE

WARGAMING THE RISE OF ROME AND ANCIENT ITALY

JASON HUBBARD



For wargamers, few historical periods offer a richer tapestry of conflict, tactical evolution, and sheer narrative drama than the formative centuries of the Roman Republic. This isn't just about the glorious Imperial Legions—it's a brutal, chaotic scramble for dominance in a fragmented Italy, a true sandbox of military experimentation where the very definition of a "Roman" army changed with every major conflict.

From local skirmishes against vengeful Samnites to existential showdowns with Hellenic heavyweights, the rise of Rome is a goldmine for tabletop campaigns and one-off battles.

The Crucible: Italy Before the Republic

The early days of Roman expansion offer a delightful array of distinct, hard-hitting factions ripe for the tabletop. Forget just Romans vs. Barbarians; this is a true melting pot of armies, each with its own tactical flavour.

- The Etruscans: Rome's early neighbours and often-adversaries, their armies offer a blend of spearmen and early Roman-style formations, perfect for early Republic scenarios.

- The Samnites: The thorn in Rome's side for over a century. These rugged, mountain warriors, often deploying in loose, flexible formations, forced the early Roman military to adapt and evolve, leading to the development of the famous Maniple system.

Wargaming the Samnite Wars (343–290 BC) is a test of patience, mountain-fighting, and the Romans' burgeoning discipline versus fierce tribalism. Key battles include the defeat at the Caudine Forks—a perfect scenario for a Roman player to overcome a tactical disaster.

- The Gaul's: The perennial threat from the north. The sack of Rome (390 BC) left a permanent scar.



A Gallic army provides a terrifyingly fast, furious, and fragile opponent, relying on a ferocious initial charge. Their warbands are the antithesis of Roman discipline, making for great "Hammer and Anvil" matchups.

The Defining Conflict: The Pyrrhic Wars (280–275 BC)
This is the true baptism of fire, the moment the rising Roman power in Italy collided with the veteran, professional armies of the Hellenistic world.



Why Wargame it?

1. **Exotic Opponent:** King Pyrrhus of Epirus brings the full might of the Alexandrian military machine to Italy: elite heavy cavalry, phalanxes bristling

with long sarissas, and, of course, war elephants.

2. **Tactical Shock:** Roman armies, used to fighting tribal spearmen and flexible Italians, were forced to find a way to counter the sarissa phalanx. The maniple system, with its flexibility and use of the pilum, proved to be the answer, but at a terrible cost.

3. **The Pyrrhic Victory:** The famous term—winning at a cost too great—is a great wargaming mechanic. Can you win the battle for the historical victory points, but suffer such crippling losses that you lose the campaign? Battles like Heraclea and Asculum are classic scenarios where the Roman player must grapple with overwhelming tactical obstacles.

The Great Game: Rome vs. Carthage (The Punic Wars)
The struggles for Italy paved the way for the most dramatic conflict of the ancient world. The Punic Wars (264–146 BC) are mandatory wargaming fodder.

- **Army Evolution:** The wars perfectly bracket the transition from the relatively simple, citizen-levy Roman army to the hardened, professional, and ultimately victorious force of the Polybian era.
- **The Generals:** Hannibal Barca and Scipio Africanus are two of the greatest military minds in history.¹ Recreating their engagements—from the strategic brilliance of Cannae (a textbook double envelopment) to the ultimate showdown at Zama—provides endless replay ability.
- **Unique Forces:** Carthaginian armies are a fascinating mix of Liby-Phoenician heavy infantry, ferocious Gallic and Spanish mercenaries, Numidian light cavalry (the best in the world), and, again, those magnificent, terrifying war elephants. Your Carthaginian player must manage a diverse, multinational force, while the Roman player relies on the steadfast, but often slow-to-adapt, legions.





Campaigning Considerations for Wargamers

The rise of Rome lends itself perfectly to linked campaign play:

- **The Italian Allies:** Remember, the Roman army wasn't just Romans. A significant portion of its strength came from the Italian Allies (Socii). In your army lists, managing the loyalty and contribution of these allied wings is a fantastic strategic element, especially when fielding a Republican Roman list.
- **The Changing Legion:** The early Romans fought in an array of formations before the Maniple (Hastati, Principes, Triarii) solidified. Reflect this in your campaigns—an earlier Samnite War army will feel very different on the table than a force raised to face Hannibal.

- **Strategic Layer:** Consider a campaign map of Italy. Battles over resource-rich Samnite towns, control of the fertile plains of Campania, or the securing of vital sea lanes during the Punic Wars can add a compelling strategic layer to your tactical tabletop engagements.



Whether you prefer the grand scale of a "Big Battle" rule set like Swordpoint or Hail Caesar, the detailed manoeuvring of a system like Commands & Colours:

Ancients, or the smaller skirmishes of Saga, the Rise of Rome and Ancient Italy offers an unparalleled historical journey from a local power broker to the undisputed master of the Mediterranean.

Pick your faction, deploy your maniples, and prepare for glory!



Iron Giants on the Somme Recreating the First Tank Battles of WW1

For wargamers, few moments in military history offer a more dramatic shift in tactics and technology than the birth of the tank. Forget the massed armour engagements of World War Two—the first tank battles of the Great War were a haphazard, chaotic, and profoundly surprising affair. They offer a unique, asymmetrical challenge that can inject a thrilling new dimension into your Western Front wargaming.



The debut, of course, was the Battle of Flers-Courcelette on September 15, 1916, a phase of the grim Battle of the Somme.¹ It was here that the British unleashed the secretive and ungainly Mark I tank.² If you want to game this pivotal moment, you must discard modern notions of tank warfare.

The Reality of the Mark I: Not a Breakthrough Weapon Yet

On paper, 49 Mark I tanks were deployed.³ In reality, mechanical unreliability and the brutal terrain meant only around 15 actually made it into action.⁴ Their role was not to spearhead a deep offensive, but to act as mobile bunkers that could:

1. Crush Barbed Wire: A near-impassable obstacle for infantry.⁵
2. Suppress Machine Guns: The bane of the Western Front.
3. Cross Trenches: Bridging the impossible gaps of No Man's Land.

This context is vital for your scenario design.
The Tank Force: Males vs. Females

The tank section was divided into two distinct types:⁷

- Male (M): Armed with two 6-pounder guns



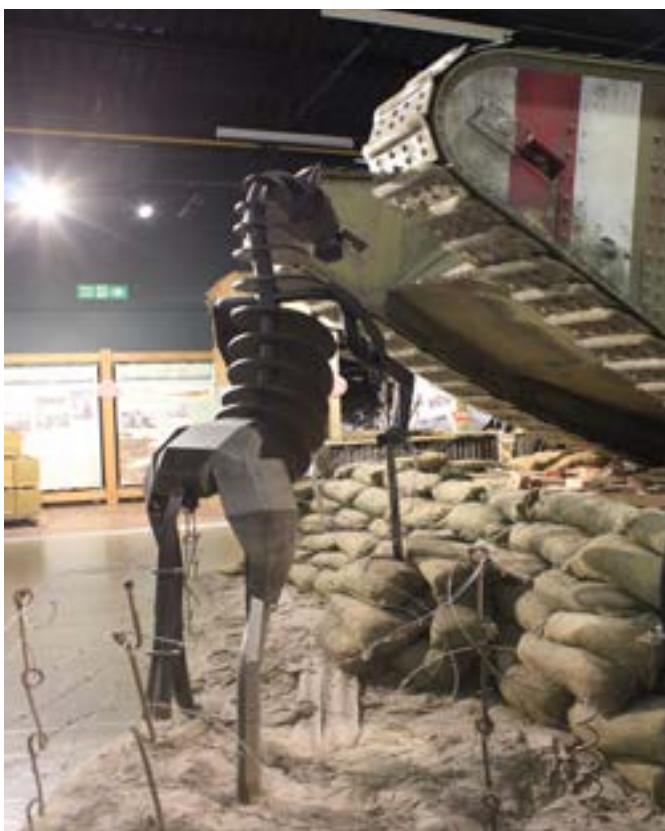
(one per sponson) and three machine guns. Your primary anti-bunker and heavy suppression asset.

- Female (F): Armed only with five machine guns. Used purely for infantry support and close-range suppression.

When designing your scenarios, focus on small groups: a typical force might be 1-3 tanks supporting a brigade-sized infantry assault.

Gaming the Early Tank: Rules Modifications

To accurately capture the drama and fragility of the Mark I, any existing ruleset (whether it's Great War Spearhead, Bolt Action WW1, or your own preferred system) needs the following special rules:



The Mechanical Nightmare

The greatest enemy of the Mark I was itself. They were prone to overheating, track slippage, and engine failure.

- Random Halt: At the start of every movement phase, each tank must pass a Reliability Test (RT) on 1D6.



- o Success (4+): Moves normally.
- o Failure (1-3): The tank is Immobilised for the turn. On a roll of 1, it is Out of Action (representing a major breakdown or immobilisation beyond immediate repair).
- Speed: Their top speed was a walking pace. Base Movement for all tanks should be no more than 4-6 inches (depending on your scale). They are supporting infantry, not outrunning it.

The German Reaction: Artillery & Shock

The Germans had no specialised anti-tank weapons and no doctrine. The first response was simple panic and, where possible, concentrated artillery fire.

- Artillery Priority: Any German artillery unit that can see a Mark I automatically prioritises it as a target. Give the German player a bonus to hit (e.g., +1 to their firing roll) against tanks, reflecting the ease of a stationary target hitting a huge, slow-moving metal box.
- Infantry Shock: German infantry units targeted by a moving tank suffer a morale penalty (e.g., -1 to their next Morale Check) on the turn they are first engaged, reflecting the sheer terror of facing the unknown "landship."

Tank Destruction and Damage

The Mark I's armour was proof against small arms fire, but not the heavier stuff. We suggest a simple D6 damage track:

Roll	Damage Location	Effect
1-2	Track/Engine	Tank is Immobilised. Cannot move.
3	Sponson Weapon	Male: One 6-pounder gun is disabled. Female: Two machine guns are disabled.
4-5	Driver/Crew Stunned	Tank loses its next Action (cannot fire or ram).
6	Catastrophic Hit	Tank is Wrecked and removed from play.



To Hit: Attacks from Field Guns, Heavy Mortars, or direct hits from a HE shell should use a target number of 3+ to inflict damage on the D6 table above.

Scenario Focus: Flers Village

A fantastic, compact scenario is the assault on the village of Flers itself.

Forces:

- Attacker (British): Two infantry battalions (supported by a section of Pioneers), and 3 Mark I tanks (a mix of Male and Female).
- Defender (German): Two infantry companies, dug in with at least 4-6 Machine Gun positions (manned), and one Field Gun (or a Heavy Mortar emplacement) on a ridge overlooking the village.

Objectives

The British win by securing and holding the church in the centre of Flers by Turn 10, but the German victory condition is simply to Knock Out all 3 Mark I tanks before the church is taken, denying the British the psychological victory and proving the new weapon a failure.

The Terrain

Your table must reflect the devastation of the Somme. This means:

- Mud: Movement over open ground is slow (e.g., -1 inch movement for all infantry).
- Craters: Impassable to wheeled vehicles and slowing infantry.
- Trenches: The key obstacle. Tanks cross them automatically, but German units gain Hard Cover bonuses while inside them.
- Barbed Wire: Infantry must spend a full turn cutting it. Tanks simply roll over it (and any infantry within a small radius of the tank's path must take a casualty or suppression check).

Recreating this moment isn't just about moving models—it's about capturing the immense friction, the mechanical frailty, and the terrifying, game-changing arrival of a weapon that changed the face of war forever. Good luck, wargamers. You'll need it.

The Gangs of Old Shanghai

Crime, Corruption, and Conflict in the Paris of the East

by Jason Hubbard

In the 1920s and '30s, Shanghai was a city unlike any other — glamorous, dangerous, and utterly lawless. Known as "The Paris of the East" and "The Whore of the Orient", it was a place where fortunes were made overnight and lives were lost just as quickly. Beneath its Art Deco skyline and smoky jazz clubs thrived a criminal underworld of gangs, spies, and warlords.

For wargamers, this volatile setting offers a treasure trove of inspiration — perfect for small-scale skirmishes, pulp-style adventures, and narrative campaigns blending crime, politics, and intrigue.

A City Divided

Shanghai was, in effect, three cities in one:

- The International Settlement, controlled by British and American powers, where the police patrolled with stiff upper lips and Thompson guns.



- The French Concession, a self-contained enclave famous for its opium dens, cabarets, and easy corruption.
- The Chinese-administered districts, chaotic and vibrant, ruled by local strongmen, secret societies, and desperate workers.

Each zone had its own laws, police, and gangs — and criminals could slip from one jurisdiction to another simply by crossing the street. No wonder Shanghai became the criminal capital of Asia.

The Green Gang: Power Behind the Throne

At the heart of Shanghai's criminal empire stood the Green Gang (Qing Bang), led by the legendary Du Yuesheng, known as "Big-Eared Du."

Under his control, the Green Gang ran opium, gambling, and prostitution rackets with ruthless efficiency. But Du wasn't just a crime boss — he was a political power-



broker, working hand-in-glove with Chiang Kai-shek's Nationalist government (KMT). In return for suppressing Communist unions and controlling the docks, the gang enjoyed virtual immunity.

On the tabletop

A Green Gang crew might include smartly dressed enforcers in mandarin jackets or Western suits, pistol-toting lieutenants, and opium runners with Mauser "Broomhandles." They make a great centrepiece faction for campaign play — balancing brute force with political connections.



The Green Gang's dominance didn't go unchallenged. The Red Gang and other smaller societies fought for control of the city's lucrative rackets, while Communist



partisans and KMT agents used the criminal underworld to wage their shadow wars. Add in foreign smugglers, Russian émigrés, and Japanese spies, and you have a combustible mix of intrigue and violence.

On the tabletop

Smaller gangs or revolutionary cells are ideal opponents for the Green Gang. They're unpredictable and desperate — perfect for skirmish scenarios featuring ambushes, kidnappings, or double-crosses in the narrow lanes of the French Concession.

Law, Disorder, and Corruption

Policing Shanghai was as complicated as the city itself. The British-led International Settlement Police, the French Gendarmes, and the Chinese municipal police all operated with conflicting authority — and often, questionable motives. Many officers were on a gangster's payroll. Justice could be bought, sold, or simply outgunned.

On the tabletop

Mixed police forces make excellent secondary factions — from honest beat cops caught in a crossfire to corrupt inspectors playing both sides. A scenario might see police raiding a gambling den, only to find themselves negotiating with a well-connected gang lieutenant.

Warlords and Revolution

Shanghai's chaos wasn't limited to street crime. Regional warlords, political parties, and revolutionary groups all sought to control the city's wealth.

Gangs became tools of power — intimidating workers, collecting taxes, or enforcing political will. As tensions between the Nationalists and Communists escalated,

Shanghai's streets became a battlefield of ideology as much as crime.

On the tabletop

Expand your campaign from crime to politics — introduce KMT officers, Communist agents, or warlord militias. A campaign could start with gang skirmishes and grow into full-blown street battles between revolutionary factions.

Wargaming Old Shanghai

Setting the Scene

Shanghai offers one of the richest backdrops in interwar history. Picture crowded alleyways lined with rickshaws and neon signs, smoky mahjong parlours, bustling docks, and opulent nightclubs filled with jazz and gun smoke.



Miniatures & Terrain

- Pulp Figures and Copplestone Castings both have excellent ranges for interwar pulp and gangsters.
- Warlord Games' Chinese Warlord and Interwar ranges work well for political or larger-scale conflicts.
- Kitbash using 1920s civilians, triad miniatures, and period vehicles for a cinematic look.
- For terrain, combine colonial buildings with Chinese architecture — bamboo markets beside Art Deco hotels.

Rulesets to Try

- Pulp Alley — Narrative-driven and characterful; perfect for gang showdowns or espionage missions.
- Mad Dogs with Guns — Focuses on gangster-era skirmishes; easy to adapt for Shanghai's underworld.
- 7TV Pulp — Ideal if you want to lean into the cinematic and pulp aspects.
- Bolt Action: China Incident (homebrew) — For larger engagements or historical campaign play.



Scenario Ideas

1. The Opium Den Raid — Police storm a Green Gang hideout while rival gangsters move in to steal the stash.
2. The Dockside Deal — A weapons exchange between smugglers goes wrong as warlord agents arrive.
3. The Assassin's Street — Communist agents attempt to eliminate a KMT-backed gang leader.
4. The Jazz Club Job — Foreign crooks plan a heist in a nightclub teeming with spies and soldiers.
5. Warlord's Ultimatum — A regional strongman demands tribute from the Green Gang, forcing them to fight or submit.

For wargamers, 1920s–30s Shanghai is a goldmine of storytelling and tabletop variety. It combines the grit of gang warfare with the intrigue of espionage and the chaos of revolution. Whether you want historical realism, pulp adventure, or a cinematic mix of both, the city's criminal underworld provides endless scope for skirmishes, campaigns, and hobby creativity.

So light the lanterns, cue the jazz, and step into the smoky backstreets of the Paris of the East — where every alley hides a deal, a double-cross, or a gunfight waiting to happen.



A Very British Civil War

What If 1938 Turned to Chaos?



An England Divided

It's 1938, and Britain stands on the brink of something unthinkable. The abdication crisis has ended not in resignation, but rebellion.

King Edward VIII has refused to give up the throne — and with the support of Oswald Mosley's British Union of Fascists, he's turned against Parliament. As the King's forces tighten their grip on London, the nation fractures.

Trade unions, local councils, and even the Church of England declare their own allegiances.

What was once the green and pleasant land descends into a patchwork of factions, barricades, and home-made militias.

This is the setting of A Very British Civil War — a community-driven, alternate-history wargame that reimagines Britain's descent into chaos. It's part history, part imagination, and completely British in its eccentricity.

From History to Hypothesis

The origins of A Very British Civil War (AVBCW) lie not in a rulebook, but in a thought experiment.

Created by a group of hobbyists in the late 2000s, it began as a "what if" project:



What if the political turmoil of the 1930s — the rise of fascism, the abdication crisis, and class unrest — had tipped the country into civil war?

It's an idea that feels eerily plausible. In real history, Edward VIII's abdication in 1936 was followed by the growing influence of fascist movements in Britain, labour strikes, and unease about another European conflict.

The creators of AVBCW simply nudged that tension a little further — and imagined the unravelling of Britain's fragile democracy.

Unlike most wargames, A Very British Civil War isn't tied to a single ruleset.

Players use existing skirmish or platoon-level systems — Bolt Action, Chain of Command, Triumph & Tragedy — or invent their own.

What binds the community together isn't a codex or an army list, but a shared alternate timeline.

Factions of a Fractured Nation

AVBCW thrives on its diversity of factions. The war doesn't divide neatly into two sides — it's an entire spectrum of belief and ambition.



The Royalists & the British Union of Fascists (BUF)
The King and his allies form the authoritarian heart of the new regime.

The BUF, led by Mosley, provides its paramilitary muscle — black-uniformed, disciplined, and disturbingly efficient.

Royalist forces control London, key ports, and major industrial centres — but face resistance on every front.

The Anglican League

In a uniquely British twist, the Church of England rises up as one of the major rebel factions. Outraged by the King's alliance with fascism, the clergy declare a "moral crusade" to defend traditional English values and rural parishes.

The sight of vicars with Lee-Enfields defending their village greens has become one of the defining images of the setting.

The Socialist and Workers' Militias

Inspired by the Spanish Civil War, trade unions and local workers form militias across the industrial north and Wales. Their ranks are filled with miners, steelworkers, and railwaymen — their weapons a mix of scavenged rifles and captured kit.

For many players, these forces bring the gritty realism of working-class Britain into the wargame world.

The Local Defence Leagues

Not everyone picks a side. County brigades, local councils, and eccentric aristocrats carve out independent fiefdoms.

From Cornish nationalists to the “People’s Republic of Yorkshire”, AVBCW encourages players to invent local factions based on their own communities.

And that’s where its real power lies — the war isn’t fought in faraway fields, but in your backyard.

Britain as a Battlefield

If A Very British Civil War has a signature strength, it’s in its terrain.

This is not the rubble-strewn Europe of 1944 or the deserts of North Africa — this is hedgerow Britain. Players recreate everything from sleepy Cotswold villages to industrial steel towns.

A post office becomes a strongpoint. A cricket pavilion becomes a command post. Even a vicarage or pub might serve as the local headquarters of a rebel faction.



For many, the joy lies in localising their battles. You’ll find games set in Shropshire farmsteads, along the Welsh borders, and even in the suburbs of Sheffield.

It’s alternate history that feels personal. And for hobbyists, that opens endless opportunities. Conversions mix WWI surplus uniforms, civilian figures, and early WWII kit.

Armoured cars get homemade gun turrets; trench coats and tweed jackets are as common as greatcoats. Every army looks unique, and every table tells a story.

The Battle for Stocksbridge Steelworks

To show how local storytelling works in AVBCW, we imagined a South Yorkshire campaign — The Battle for Stocksbridge Steelworks, 1938.

In this scenario, King Edward’s BUF forces push north from Sheffield to secure the valuable steel mills of Stocksbridge.

But local workers, led by union organisers and supported by the Anglican League, rise in defence of their livelihoods.



The result?

A tense, character-driven battle fought among blast furnaces, rail sidings, and slag heaps — with cobblestone streets and steel gantries providing cover for both sides.

The table blends industrial history with alternate politics. You can almost smell the coal smoke as workers in flat caps trade fire with black-shirted storm troopers under the shadow of the mill.

It’s an example of how A Very British Civil War lets players bring their region’s history — and its identity — onto the tabletop.

Building Your Britain

For newcomers, the appeal of AVBCW is in its open-ended creativity.

You don’t need to follow an official campaign or buy a branded army — you simply ask, “What would my town have done?” Would your local factory side with the King, or the unions? Would your parish vicar take up arms for the Anglican League?

Would your local hunt club become a private militia defending its estate?

From that question comes your faction, your story, and your first battle.

Hobbyists often share their creations online through the Gentleman's Wargame Parlour and the AVBCW Facebook groups, where new regional campaigns appear constantly: "The Cornish Secession", "The Battle for Birmingham", "Operation Yorkshire Tea". It's a living, evolving narrative — one built by the community rather than a company.



Rules? Optional. Story? Essential.

One of the most liberating aspects of A Very British Civil War is its flexibility. There's no official rulebook — just a series of sourcebooks and articles offering historical context, uniforms, and inspiration.

Players use whatever system fits their style. If you prefer cinematic skirmishes, Bolt Action works perfectly. If you enjoy more detail and realism, Chain of Command provides tactical depth. Some groups even use home-brew rules to emphasise narrative moments — sabotage missions, propaganda raids, or political negotiations.

Because the heart of AVBCW isn't competition — it's storytelling.

Why It Endures

More than a decade after its creation, A Very British Civil War continues to inspire hobbyists because it combines three irresistible elements:

- Authentic history that feels real.
- Creative freedom to tell your own stories.
- A distinctly British sense of humour and eccentricity.

It's a setting where a bishop might lead troops into battle, or where a Women's Institute tea convoy becomes an elite supply unit.

It captures the imagination in the same way classic British wargames always have — grounded in history, but brimming with personality.

A Mirror of Ourselves

At its heart, A Very British Civil War is about what happens when a country turns inward — when ideology meets everyday life.

It's a cautionary tale dressed up as a hobby, and that gives it surprising emotional depth.

But it's also tremendous fun.

It invites players to laugh at the absurdity, to revel in the creativity, and to celebrate the small quirks that make Britain... well, Britain.

As one player once put it:

"It's the only wargame where you can have a tank painted like a Morris Minor and a priest leading a cavalry charge — and it still makes perfect sense."

And perhaps that's the most British thing of all.

Want to Learn More?

- Search A Very British Civil War on the Gentleman's Wargame Parlour or Facebook to find community projects and free downloads.
- Check out fan-made supplements such as The Anglican League, Scotland the Brave, and The Welsh Rebellion.
- Or better yet — pick your hometown, gather your friends, and imagine how your street would have fared in 1938.

Because in A Very British Civil War, history is what you make it.



Dungeon Delve and Glory

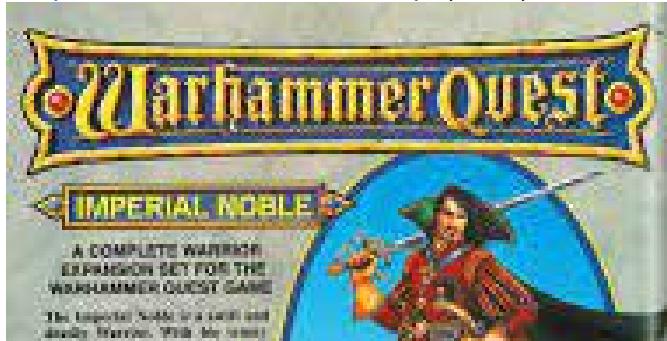
A Look Back at the Original Warhammer Quest (1995)

In the spring of 1995, Games Workshop released Warhammer Quest, a fantasy dungeon-crawling adventure game that quickly achieved legendary status. Positioned as a spiritual successor to the popular HeroQuest and Advanced HeroQuest, Warhammer Quest moved beyond those titles, delivering a pure, dark fantasy



dungeon experience that perfectly captured the deadly atmosphere of the Warhammer Old World.

It wasn't just a board game; it was a sprawling, cooperative role-playing experience in a box, celebrated for its unique mechanics and immense replayability.



The Gameplay Loop: Pure Dungeoneering

At its heart, Warhammer Quest was a game of exploration and brutal combat for one to six players.

- **Co-op Focus:** Unlike Games Workshop's skirmish games, Warhammer Quest required players to cooperate, controlling a band of Warriors against hordes of monsters, with the dungeon itself controlling the enemy forces. The core set featured the iconic quartet: the Barbarian, Wizard, Dwarf, and Elf.
- **Procedurally Generated Dungeons:** The map was built dynamically as the Warriors explored. Players would flip over Dungeon Tiles and consult a Dungeon Card to randomly determine the type of room or corridor they had found. This system ensured that no two quests were ever the same.
- **The Power and Monster Phase:** Each turn involved a Power Phase where the Wizard gathered energy for spells, which also carried a risk of triggering an Unexpected Event (often an enemy ambush). This tension



was followed by the Warriors' Phase for movement and attacks, and finally the Monster Phase, which saw the dungeon's inhabitants react.

- **Loot and Death:** The game was famously deadly and unforgiving. Life was cheap, and even a low-level monster could be a threat. Successfully clearing a room yielded treasure, experience, and the chance for epic loot, feeding into a compelling cycle of risk and reward.

The Roleplay Element and Campaign Depth

What truly elevated Warhammer Quest above its predecessors was its robust system for campaign play, which blurred the lines between board game and tabletop RPG.

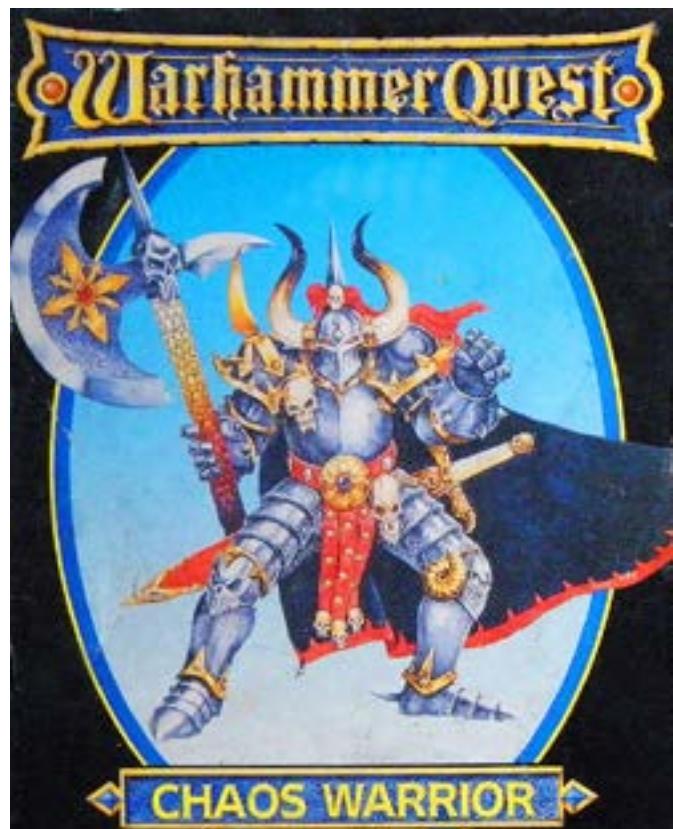
- **The Roleplay Book:** A separate rulebook expanded the game dramatically, adding town visits and travel events between dungeon delves. This allowed Warriors to spend their hard-won gold on better equipment, find training, and participate in random encounters that added real flavour to the Warhammer setting.
- **Hero Advancement:** Warriors could level up, gain new skills, and become mighty heroes (up to level 10), carrying their stats and legendary items from one quest to the next. This persistent progression created a strong narrative bond with their miniature hero.
- **Expansions and White Dwarf Support:** Games Workshop supported the game heavily, releasing two major Adventure Packs (Lair of the Orc Lord and Catacombs of Terror) with new models, tiles, and scenarios. They also released Warrior Packs (like the Dwarf Trollslayer and Witch Hunter), offering metal miniatures and bespoke rules, while the White Dwarf magazine

frequently featured new official and semi-official articles for years after the main release, giving the game incredible longevity.

Lasting Legacy and Revival

Despite ceasing production in 1998, the original Warhammer Quest maintained a passionate and dedicated fan base for decades. Its scarcity on the secondary market often commands premium prices.

- **A Gold Standard:** For many fans of cooperative dungeon crawlers, the 1995 edition remains the gold standard for its mix of random exploration, brutal combat, and deep role-playing campaign structure.



- **The Modern Era:** Games Workshop officially revived the line in 2016 with Warhammer Quest: Silver Tower, followed by subsequent titles like Shadows Over Hammerhal and Cursed City. While these newer iterations are successful dungeon crawls in their own right, they are set in the Age of Sigmar fantasy world and feature different mechanics, highlighting the unique place the 1995 original holds for fans of the classic Warhammer Fantasy Battle setting.

Warhammer Quest was a landmark title that perfectly distilled the experience of a classic pen-and-paper RPG into a cohesive, miniature-based board game format. It gifted players countless memories of desperate last stands, legendary treasure finds, and heroic—or tragically fatal—adventures in the deepest, darkest corners of the Old World.

The Rhino on the Battlefield

How the Tank Revolutionized World War I

by Jason Hubbard

The endless, bloody stalemate of trench warfare defined the Western Front of World War I. For years, machine guns and artillery made advances all but impossible, trapping millions in a muddy, shell-pocked landscape. The solution, an armoured, tracked vehicle capable of crushing barbed wire and crossing trenches, arrived in the autumn of 1916: the tank.¹

Initially a British secret project—its name a deliberate deception, referring to portable water tanks—the “Landship” that emerged was crude, unreliable, but utterly revolutionary.² It would not only change the course of the Great War but permanently alter the landscape of military technology.

The British Pioneers: The Mark Series

The British Mark I was the world’s first tank to see combat, making its debut at the Battle of the Somme in



September 1916.³ Its distinctive, rhomboidal shape—a design driven by the need to cross wide German trenches—made it immediately recognisable.

- “Male” vs. “Female”: To address the need for both anti-infantry and anti-fortification capability, the Mark I was split into two variants.⁵ “Males” were armed with two 6-pounder (57mm) cannons in side protrusions called ‘sponsons’, while “Females” carried only machine guns.⁶
- A Hellish Interior: Conditions inside were horrific. Crews of eight endured deafening noise, temperatures that could exceed 50°C , and air thick with carbon monoxide, oil, and cordite fumes. Communication was nearly impossible, relying on hand signals or coloured lights.

Successive versions, like the Mark IV (which saw a mass deployment at the Battle of Cambrai in 1917) and the final Mark V (which introduced a single driver-control

system and a more powerful Ricardo engine), refined the original design, improving armour and mechanical reliability, making them the mainstays of the late-war Allied offensive.

The French Innovation: Light and Heavy Designs

France, developing tanks independently, produced a more varied range of designs.

- The Flawed Heavyweights: Early French tanks like the Schneider CA1 and the Saint-Chamond suffered from severe design flaws.⁹ Both were essentially armoured boxes built on modified tractor chassis. The long, overhanging body of the Saint-Chamond, in particular, made it prone to bogging down in the torn-up terrain and trenches of the battlefield.¹⁰ The Saint-Chamond did, however, carry a powerful 11\$75 \text{ mm} field gun, giving it considerable firepower.¹²



- The First Modern Tank: The Renault FT:¹³ The most successful and influential French design was the light, two-man Renault FT. Small, agile, and fast, it pioneered the tank layout that is still used today: driver at the front, fighting compartment (in a fully rotating turret) in the centre, and engine at the rear. It was a template that would be copied around the world, proving that small, mass-produced tanks could be more strategically flexible than the lumbering heavy models.



Germany's Late Entry: The A7V Sturmpanzerwagen

The German Empire was slow to embrace tank production, initially focusing on anti-tank weapons to counter the Allied threat.¹⁴ Their only indigenous model to see combat was the A7V Sturmpanzerwagen, introduced in 1918.

- A Land Fortress: The A7V was a huge, high-profile vehicle, heavily armed with a 15\$57 \text{ mm} cannon and six machine guns, requiring a massive crew of up to 18 men.
- A Technical Marvel, but a Tactical Flop: While mechanically advanced compared to the early Marks, its high centre of gravity and short tracks gave it poor off-road mobility and a limited ability to cross trenches. With only 20 ever built, Germany relied more heavily on captured British Mark IVs than its own design.¹⁷ It did, however, take part in the first-ever tank-on-tank battle in April 1918 at Villers-Bretonneux.

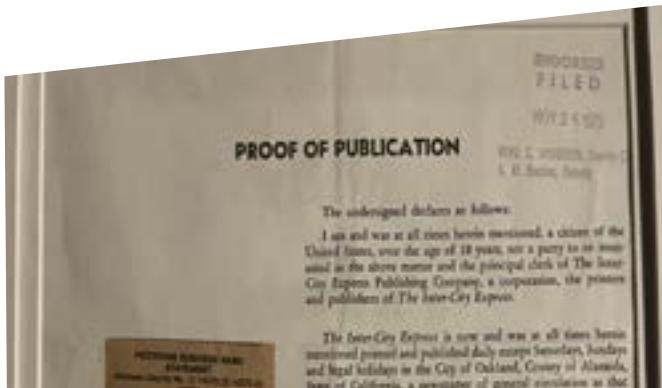
The Enduring Legacy

The initial deployment of the tank was often plagued by mechanical failures, poor visibility, and the excruciating conditions for the crews. However, by the final months of the war in 1918, mass tank attacks—notably at the Battle of Amiens—proved that these steel rhinos could finally shatter the deadlock of trench warfare, allowing infantry and cavalry to follow through and restore mobility to the front.

Born of necessity and perfected in the crucible of war, the tank rapidly evolved from a crude, experimental vehicle into a decisive weapon, forever changing military doctrine and heralding the age of mechanised warfare.

Chaosium officially turned 50 years old

Chaosium



Games publisher The Chaosium officially turns 50 years old. This marks Chaosium as the oldest ongoing tabletop roleplaying publisher in the industry.

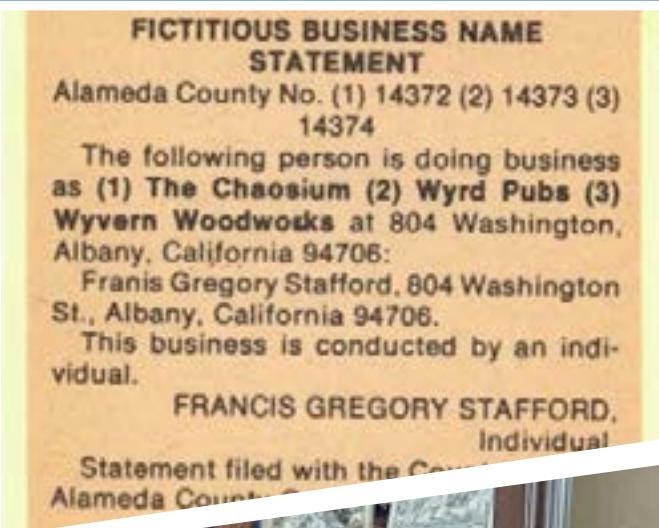
Chaosium president Rick Meints made the following remarks about the company's anniversary:

"On October 31, 1975 our founder Greg Stafford went down to the Alameda County Clerk's office and filed the paperwork to officially register the company. Greg named us The Chaosium as a tribute to its birth as a 'house of Chaos' near the Oakland Colosseum.

"Summing up 50 years of Chaosium's achievements and legacy in a few sentences is a daunting task.

"Our first game was the fantasy wargame White Bear & Red Moon, followed by our first magazine Wyrms Footnotes. Since then, we have published over 700 more games and supplements, including RuneQuest, Call of Cthulhu, Basic Roleplaying, Pendragon, Elf-Quest, and Rivers of London, to name but a few.

"From our humble start in the San Francisco Bay area, with the passing of each year, and with the debut of each new game, the company's impact has quietly spread around the world. Alongside of that, and most



importantly, the number of people who joined our Chaosium community also quickly grew.

"Each Chaosium game, and each book has its own unique story worth celebrating. Describing all of those games, the awards they've earned, and all of the interesting times the company has faced since 1975 could fill many pages. Inevitably, one cannot help but speculate about what Greg himself would say on our 50th anniversary: 'Gee, guys, whatever you do don't make it all about me!', and then he would remind us that 'We are all Us.'

"Whether your fondness of, or connection to the company began yesterday, or decades ago our success all comes down to you. Our wonderful community, the Chaosium Tribe, is our greatest accomplishment. Without all of you the Chaosium would not be the thriving company it is today – the oldest ongoing roleplaying publisher in the industry – with so much to be thankful for.

"Thank you all for joining us to celebrate our 50th Anniversary. Thank you for your passion, your creativity, and for your support. We look forward to the next 50 years, and the many stories we will create together."

— Rick Meints, President of Chaosium



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