

# THE Ancible

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and  
beyond



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Infinity  
Review

Making the Squid  
Ship Lilith

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## View from the Command Deck

**W**ho would have thought it? The Ancible, despite the best efforts of the gremlins has made it to one year old! It was this time last year that we took our first, faltering steps into the world of wargames publishing and as I look back over the first year I feel both proud and disappointed, both at the same time. Proud of what we as a team have achieved and disappointed that we have not achieved as much as we set out to do. Still, not to dwell on the past, we fire forth into Year Two with a whole load of new ideas (some a bit more off-the-wall than others), determined to build on the success we have had. At this point I should just say a big thanks to the team: Ian B, Jez, Simon, Ian C, Ted and last but by no means least Uncle Bomber, who has been a total pain in the (four letter word begins with A) but has provided some very much needed humour (though he doesn't realise that he has).

The team, as ever, have been kept busy with the constant stream of things arriving in the office for review, though from a purely personal point of view I have never done as much painting and construction in my entire modelling career as I have in the last four months.

There are plenty of shows to cover at the end of the year and we started with our annual pilgrimage to Colours in Newbury (well, the Racecourse to be precise), which is one of my favourite shows; though I am looking forward to rounding the year off with another couple before 2011 begins. (I can't believe we are talking about the New Year already!)

As this will be the last issue before Christmas hopefully there will be ideas in here for stocking fillers for all you gamers out there.

I will keep plugging the forum which has picked up a few more members and there have been a few very interesting threads there, not all on wargaming. If you are not already a member then go to <http://www.the-ancible.com/forum> and get registered. We look forward to seeing you there.

Another year older, no wiser. The one thing that is constant is that there are still loads of exciting games, miniatures and scenery out there and we are continuing to search out things for your enjoyment.

So, eyes down and dip into another fun-filled edition of The Ancible. Get reading and, as always, we are keen to hear what you think.

**Our aim is to introduce **YOU** to the games you don't yet know**

*Kenny R*

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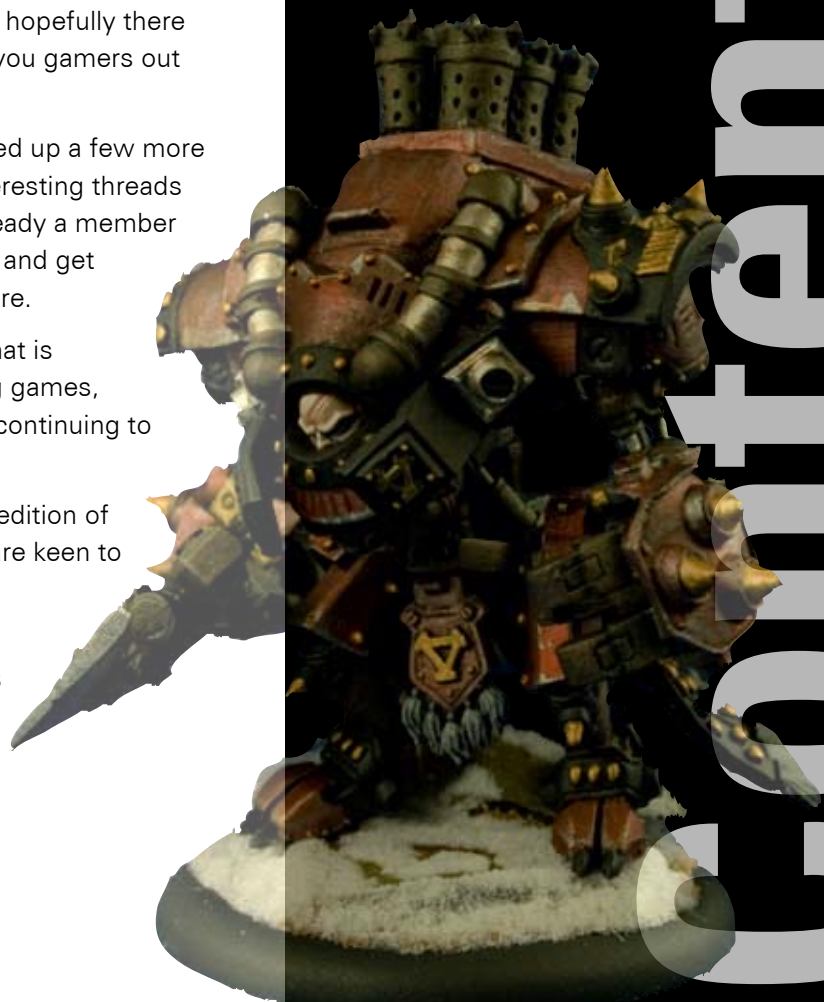
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# THE Ancible

**AKR Productions Limited**  
Swindon

## Magazine Team

**Managing Director** – Kenny Robb  
Kenny@the-ancible.com

**Production Editor** – Ian Barstow  
ianb@the-ancible.com

**Subscriptions and Merchandising** – Simon Parkinson  
simon@the-ancible.com

**Snr Review Writer** – Jez Fairclough  
jez@the-ancible.com

**Snr Staff Writer** – Ian Cook  
ianc@the-ancible.com

## Contributors

Tony Harwood, Eric K. Rodriguez, Alan Oliver, T.W. Brown, Robey Jenkins, John Nicholson and Ruarigh Dale

## Article Submissions

The team welcomes ideas for articles and in the first instance you should contact Ian Barstow (ianb@the-ancible.com) for some handy hints on submission. Please note that while every care is taken with your submitted material we cannot be held responsible for any loss or damage that may occur.

## Artwork Submissions

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## Reviews

Manufacturers and publishers are invited to send in samples of their products for our team to review in the magazine.

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# PULL UP A SANDBAG

WITH  
UNCLE BOMBER

## Didn't Forum used to be a Porn Mag?

**F**orums. Love them or hate them they are now a fact of life. A different fact of life from the ones I remember learning as a lad but none-the-less a fact of life. (Really does anyone else remember the original 'Forum' or is that just me?)

Anyway no matter what you're into (nudge nudge), somebody has put up a forum to discuss it. This is, of course, a double-edged sword of biblical proportions. On the one hand, you have access to the collective minds of many of those in your hobby, but at the same time the protective shield of internet safety means that every idiot who ever walked the earth can vent their spleen and trash what at first might have appeared to be a perfectly sane and sensible thread.

Some people practically live on forums. Our gormless editor, for example, virtually inhabits some pages, and spends most of his time moaning about his pet hate – academics. Don't ever get him started on that subject. He firmly believes that any 'academic' not capable of standing up for himself in a scrap shouldn't even be allowed to comment on war. It's an opinion. I mean, to be fair, do I go on knitting forums? Of course not.

Anyway, I digress. The burning question about forums for me is, are they...

A) A force for good within the gaming community, full of useful information to enrich and enhance all of our gaming lives, to bring enlightenment and purpose to a chaotic hobby.

B) A soul destroying waste of time, populated by twelve year old wannabes who exist in the belief that they are god's gift to the world of gaming, and that every word or brush stroke they put on the web is the next instalment of the New Testament.

C) All of the above.

In defence of A) there are some great sites populated by some very talented people who enjoy sharing their

tips and advice for the benefit of all of us. As a useless painter for example I genuinely appreciate this free service.

To put the case for B). I have walked through the shadow of the valley of death that is the gaming world and I have come across some great games, I have also come across some truly bad games; but the thing is, I have found these games after talking to a fellow human being, after playing demo games at shows, or after reading about them in magazines. Forums can often become the home for fanboys and girls, full of people saying that this game or that game is the latest, greatest game. Is this helpful... I think not!

There is also an argument that forums are starting to become diluted with every man and his dog setting one up; I don't agree, because all our opinions are valid (alright, mostly valid, there are a few people who should just be shot). There is also a certain amount of macho rivalry between forums (no names mentioned but you know of what I speak). This approach to communication also appears less than helpful and seems to rely a little too heavily on some over-used four letter words (and yes, I know I sound like your moaning Middle Class dad but this is, after all, Uncle Bomber speaking. I'm up for a good whinge with the best of them but I do have more than one word in my arsenal).

At the opposite end of the scale you can't pass wind on some forums without getting thrown into a punishment cell for breaking the rules (our esteemed editor has been in there himself, I should add, although on reflection this doesn't appear to prove a point one way or the other).

On reflection I think C) is the answer. Feel free to disagree; I expect nothing less but I guess what I'm really saying is I do miss the original Forum, surely no one can disagree with that?

**If you have any comments you would like to make or if you have a subject that you feel Uncle Bomber should tackle then please send your emails to [unclebomber@the-ancible.com](mailto:unclebomber@the-ancible.com)**



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# The VSF Aeronef – Squidship

By Tony Harwood

Victorian Science Fiction or VSF is epitomised by authors such as H.G. Wells and Jules Verne, however others such as Michael Moorcock and Edgar Rice Burroughs have also produced great works. For me VSF is Space 1889, a complete gaming background by Frank Chadwick, however I use Aeronef, a set of rules by Matthew Hartley and Steve Blease (distributed by Wessex Games) in which Alternative Universe Victorian airships and dirigibles use lighter-than-air technologies and recoilless guns to fight fantastic air battles over an alternative histories Europe and even Mars, the Red Planet.

I produce my model Aeronefs, which mix'n'match both Space 1889 and Aeronef (the game) to the unusual modelling scale of 1/300<sup>th</sup> or 1mm = 1foot (which also matches with 6mm wargame figures). Choosing such an eclectic scale has obviously meant that the models have had to be scratch-built, or built from scratch.

With this latest model, I wanted to build an Aeronef that was completely different to anything I had previously attempted. I did not want to copy an already existing Space 1889 or Aeronef design and spent some time searching the Internet for inspiration that eventually came from some flying airship designs based on the Advanced Dungeons and Dragons 2<sup>nd</sup> Edition (AD&D) game supplement Spelljammer, originally produced by TSR in the early 1990's. The product line was cancelled in 1993 but still lives on and has been adapted to many different gaming systems, including AD&D 1<sup>st</sup> Edition, D&D 3<sup>rd</sup> Edition and GURPS. The gaming background for Spelljammer is based on Fantasy Roleplay set in the air (and space); the flying airships are magical and the armament consists of ballistae and archers. I have used some of the ship design templates and

re-equipped them for use in an alternative universe or Space 1889/Aeronef background. The airship I chose was The Squidship and in particular a computer generated illustration featured on the Siverblades Web pages.

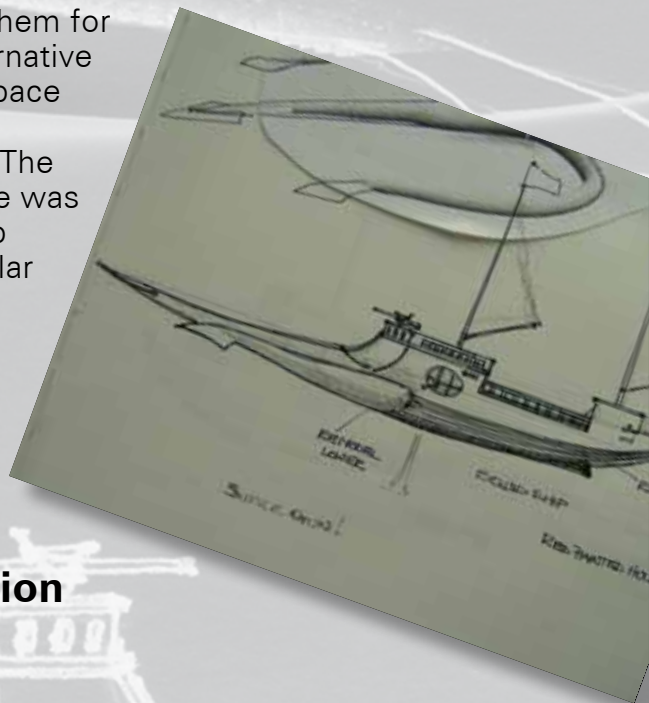
## Construction

### Step One.

The basic ship design was inspired by the Squidship from Spelljammer, but re-engineered for the Space 1889/Aeronef or VSF background. The main changes are the replacement gun on the foredeck and the gun hatches to the sides. I kept the sails, in preference to steam or momentum-drive as featured on some Hullcutter designs as I am happy with the design being a 'Kite' or sail powered. I reduced the length of the main ram and simplified the main deck buildings, but as stated above the design owes much to the Spelljammer game and background.

### Step Two.

The main hull is modelled from dense foam which I picked up some time ago. It is easy to cut and carve,





can be sanded to shape quickly and glued with superglue. It has one drawback, namely a slightly coarse surface texture when sanded, and will need filling prior to painting, (see below).

The plan was copied onto the foam and cut to shape with a coping saw, carved with an 18mm snap-off bladed craft knife and then sanded to the correct profile.



### Step Three.

At this stage I realised that the hull would need to be deepened and the stern raised, some in-fill pieces of foam were glued to the main hull, carved and then sanded to shape. It was very difficult to envisage the complicated Squidship hull shape and in truth, it was a matter of adding pieces of foam, then carving and sanding the hull until it looked right!

### Step Four.

This side-on shot shows how the hull is progressing.



### Step Five.



I realised that the fore deck structure would need to be re-modelled with a semi-circular gun-platform added to the bow. Once again I used an off-cut of foam to produce this feature. Another off-cut of foam was used to build up the rear cabin and a thin strip added to the back of the fore cabin area. In both cases, the foam was partially shaped, sanded smooth and then superglued in place prior to the final cutting and sanding. As stated above, the whole building process was a matter of 'suck it and see'.

### Step Six.

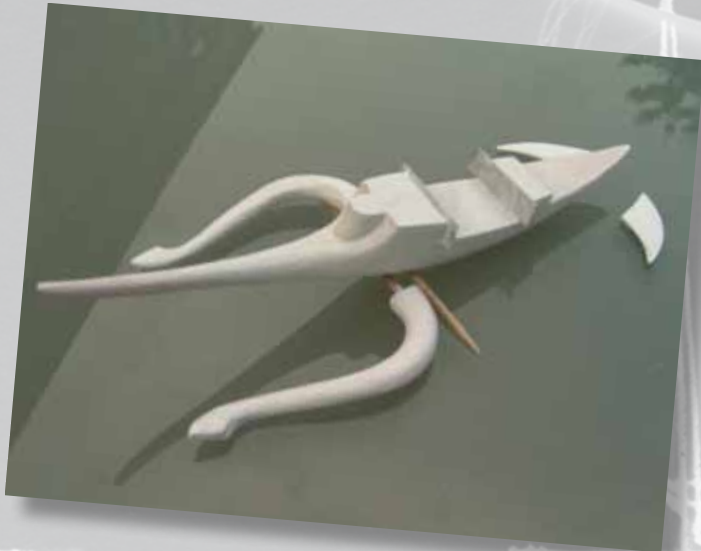


In this photo you can see how the hull has now been painted white. Not because it looks better painted, but because the paint is a mix of fine filler, uPVA glue and Acrylic tube Titanium White, painted on in a number of light coats to fill the rough texture of the modelling foam. Once dry the hull was lightly sanded and the filler/uPVA glue/Acrylic paint mixture was once again painted on.



At this stage, I wanted to 'firm-up' the fore and aft cabin fronts and so added a strip of card to the cabin areas. The card was cut oversize, glued in place and then trimmed to shape when set.

### Step Seven.

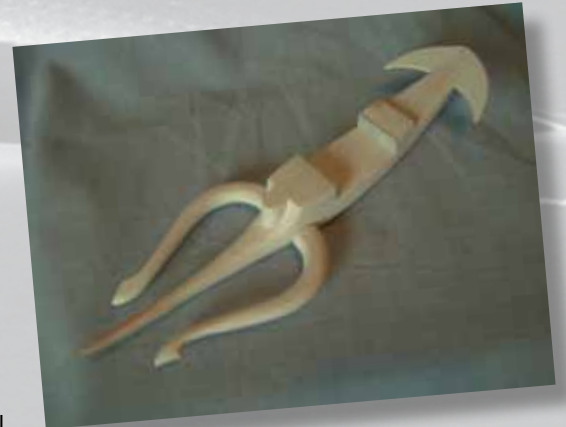


The two additional tentacles were constructed from modelling foam, cut to shape with a coping saw and then carved and sanded to shape. They were painted in the same Filler/uPVA glue/Acrylic paint mix used on the hull.

The squid tail pieces are off-cuts of 3mm thick plastic card, cut to size, carved and sanded to shape.

### Step Eight.

The tentacles are only temporarily attached to the hull, I expect that I will need to further sand and shape the hull prior them being fixed permanently. The squid tail sections have been superglued to the hull and the gaps and joins filled.



It is at this stage that the Squidship design began to be realised although I am also aware that the initial design concept and model have begun to move apart from one another!

### Step Nine.

Up to this stage of construction the main building materials have been either modelling foam, 3mm plastic card or cardboard. To model the handrails to either side of the central deck area, I have used some 3mm wide plastic ladder-section, bought from a model shop and sold as ship fixtures. The two sections of ladders were cut to size and glued in place with superglue.

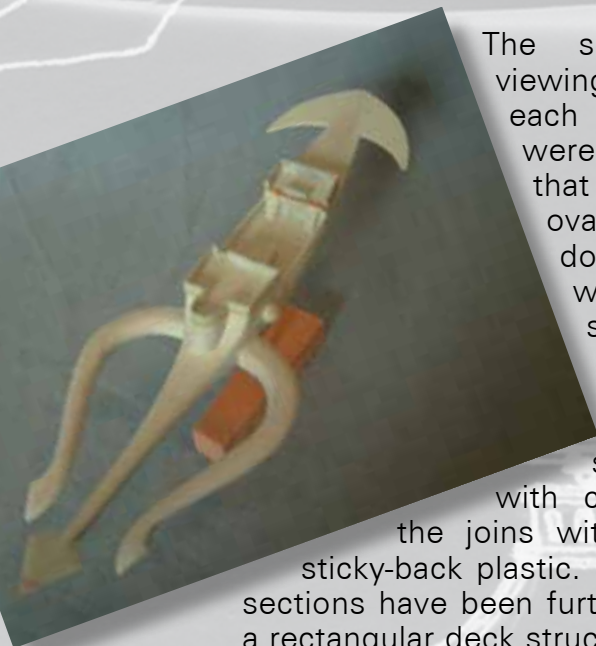
The main ram has had a couple of sections of thin foam added to the bow; these are just simple triangles of foam, first superglued, then carved and finally sanded to shape.





The small keel was a thin strip of balsawood, cut to shape and superglued to the hull bottom. I have once again painted the hull with Filler/uPVA glue/Acrylic paint which helps to smooth the hull, fill any gaps and give a better surface for sanding.

### Step Ten.

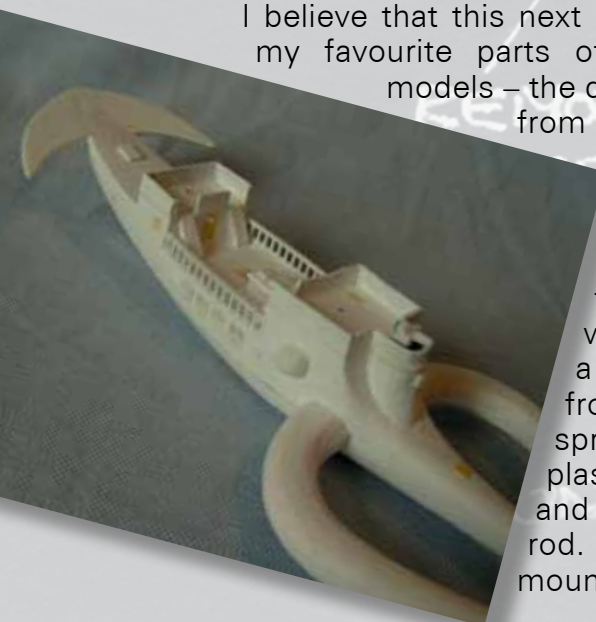


The squid eyes, or viewing domes, one to each side of the hull, were scraps of resin that were carved to an oval and sanded to a dome shape. They were attached with superglue.

I have built up the forward and stern cabin decks with card and hidden the joins with thin strips of sticky-back plastic. The centre deck sections have been further detailed with a rectangular deck structure or lid for the hold and three triangles of plastic card for steps to the upper cabin roofs.

It was at this stage that the two front/side tentacles were permanently attached to the hull.

### Step Eleven.

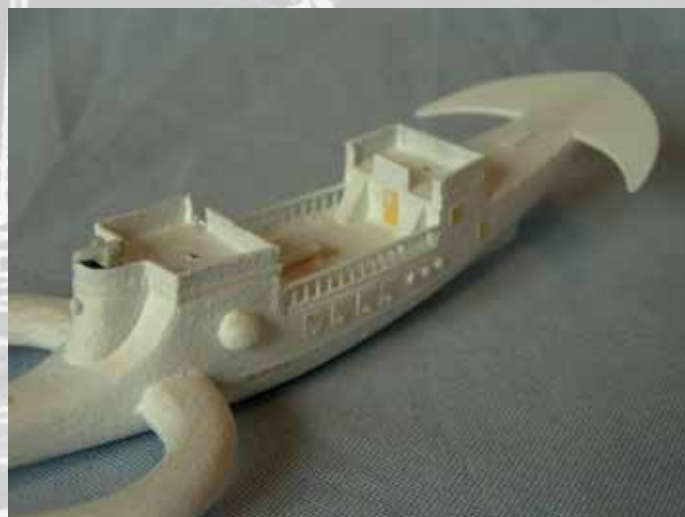


I believe that this next section is one of my favourite parts of building these models – the detailing. Starting from the front, I have added a small hatch to the main ram. Also a spotlight to the fore gun station, which now has a gun modelled from a section of sprue, some small plastic card brackets and slivers of plastic rod. The gun itself is mounted onto a small,

coin-shaped section of plastic knitting needle to raise the barrel over the front of the armoured bow. With better planning it might have been easier to have built the whole gun on an elevated gun platform. The hull sides have four main gun hatches a side, some portholes and odd panels modelled with sticky-back plastic. You should also be able to see how the door to the rear cabin has been modelled.

### Step Twelve.

As above, but this photo shows the Port side.



### Step Thirteen.

The initial Squidship design features a ribbed lower hull. I modelled this novel feature with thin strips of sticky-back plastic.







## Step Fourteen.

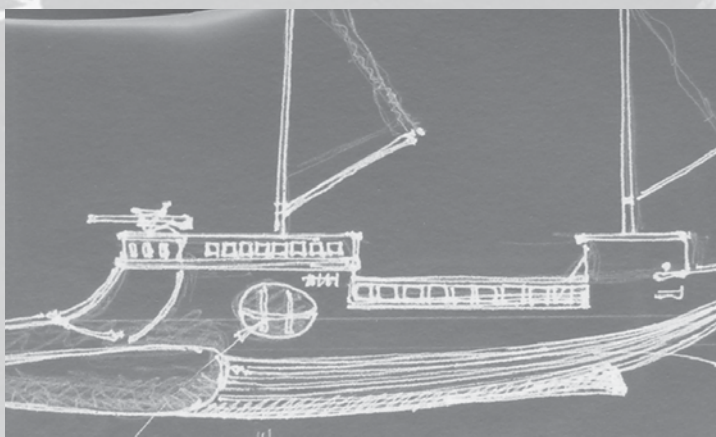
The final piece of modelling was building and adding the two masts and sails. The masts and booms are sections of wooden cocktail sticks, tapered with sandpaper, while the sails and flag are triangles of card.

When I first started researching and planning this particular project, I wasn't sure I would be able to model the intricate hull shape. However, now that the construction has been completed and I see the white undercoated base-model, I am very pleased with the shape and outcome; maybe not an exact replica of the drawings/plans, but close enough for me. I feel that other more complicated 'anamorphic style' Aeronefs are just around the corner.

The modelling has taken just over a weekend to complete and the models dimensions are;

Length; 180mm, Width; 60mm and height; 90mm.

I would estimate that there are over 80 separate pieces to the model Squidship.



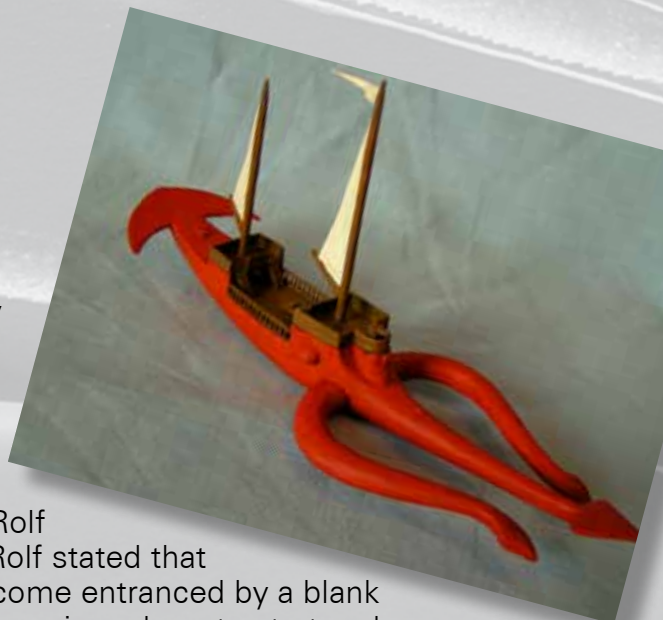
## Painting

### Step One.

I remember watching a documentary on TV, which followed the Australian actor, entertainer and painter, Rolf Harris. In it Rolf stated that he would become entranced by a blank canvas, not knowing where to start and paralysed into inactivity by the weight of expectation. The way Rolf got around this was to just paint the canvas, scribble with colour and a brush in a haphazard manner and once the canvas had some paint he felt he could start the painting proper.

I tend to start my painting in a similar frame of mind. The Squidship is to be painted red, so starting with a pot of Coat d'arms Vampire Red, mixed with a small amount of Vallejo Game Colour Charred Brown, I quickly laid down a base of deep red with three or four thinned down layers. I used a hairdryer to quicken drying times between coats and then built up the red colour with Games Workshop Blood Red mixed with some of the Cote d'arms Vampire Red. When I had an even coverage, I washed the hull with Baal Red, one of the Citadel Washes. To add some depth to the red hull I drybrushed with Rackham's Colour Fusion Red (which has a slight orange hue, but not too much).

The deck and masts were painted with a mix of Vallejo Game Colour Charred Brown and GC Cobra Leather, which is very similar to GW Snakebite Leather (one of my favourite colours). The same brown areas were then highlighted first with GC Cobra Leather and then as a final highlight with GW Snakebite Leather mixed with a tiny amount of GC Dead White. The sail was painted with Vallejo Model Colour Light Flesh.





During this stage of painting I am trying to be tidy, but also know that there will be many more layers of paint before the model is finished and do not mind if there are gaps or areas where the brush has slipped. This painting style I refer to as 'Haphazard' and to the great relief of many serious figure painters cannot be found in any manual, but I feel comfortable with it. The rule is to start with the darker colour and build subsequent layers with slightly lighter colours and more detailed brushwork.

### Step Two.



As stated in the previous section, I have now repainted the hull, deck and sail areas with lighter coloured paints, taking much greater care at controlling the brush point. For the red areas I have once again used GW Blood Red and Rackham's Colour Fusion Red, paying particular attention to those areas that are raised, for example the gun hatches on the sides of the hull and the ribbed areas on the lower hull. The deck areas that were painted GW Snakebite Leather have had an additional highlight with Snakebite Leather and GC Dead White, the same colour was used to highlight the masts and booms. The sails have been highlighted with MC Light Flesh and GC Dead White, with pure Dead White to the extreme edges.

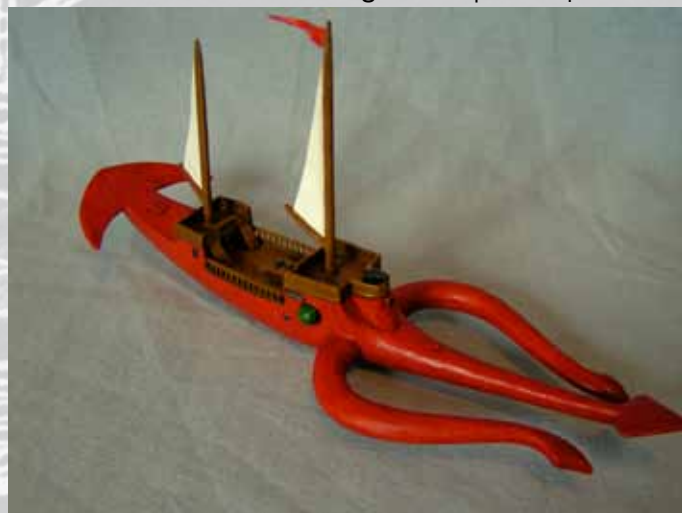
In addition I have started to pick out some of the hull and deck details: the portholes,

the windows and the squid eyes or viewing ports. Although I have added some colour to these parts, the colour is the base coat and much darker than the final finish will be.

While I study the model at this stage of painting, the red hull looks 'dead'. I will have to do something to 'lift' all the detail I have modelled.

### Step Three.

In an attempt to define some of the modelled detail that has now become 'lost' when painted, I mixed up a custom wash of 10 parts Klear (Future in the US), 1 part distilled water and a touch of flow improver with a small amount of Citadel Washes, Gryphon Sepia and Badab Black. Holding the Squidship



on a bamboo skewer and brushing the wash from bow to stern with a large, soft paintbrush, I have given the model two light coats. The wash dries quickly and subsequent coats were pin-washed around details such as the hull-mounted gun hatches and ribs on the lower hull.

The Klear wash produces a gloss finish and gives a subtle shadow around raised detail.

Prior to taking this photo, I repainted the sails and painted the mast top flag red (see notes below).



## Step Four.



It's all about the detail. With a good quality brush (I am using a Games Workshop Detailing Brush) and a steady hand I have started to pick out all the detail.

The squid eyes or viewing ports had already been painted dark grey. I then built up the eye with Warzone Centurion Green (a very old and now out-of-production paint); the same eyes were then highlighted with Warzone Venetian Green and then GW Sunburst Yellow. Finally a small dot of GC Dead White was added.

The windows, portholes and spotlight were all painted in the same way, a base of GW Midnight Blue, a first highlight of GW Regal Blue then a further highlight of GW Regal Blue and GC Dead White, finished with a small dot of pure GC Dead White.

The sails have been given a little touch of colour with Warzone Legionnaire Flesh and highlighted with small dashes of GC Dead White.

As a final highlight, I have used Rackham Colour Fusion Red, straight from the pot, to give small and detailed reflection highlights to some of the modelled-on detail – for example, the gun hatches, the extreme edges of the decks and the red flag. In some painting articles, this is referred to as 'extreme highlighting'.

I would say that for Lilith the Squidship the painting is now finished, although I am sure further and final, final

highlighting will still be added! I am well aware that there are fewer steps to the painting stage, but with a model that is predominantly just three colours – Brown and Cream, and mainly Red, there is little to say!

## Step Five.

I have now mounted the Squidship onto a flying base. The base itself is made from a Games Workshop 40mm round base, which has had a metal washer superglued to the bottom and a stainless steel metal rod superglued to the centre. The base has been textured with grit and sieved sand, then painted red, as are all of my Space 1889/Aeronef models.



## Step Six.

Finally, the Squidship is finished. I have matt varnished the ship and base with acrylic matt varnish and mounted the nameplate with thick uPVA glue.

## Step Seven.

This photo shows the Squidship Lilith flying in formation with Le Fee Verte.





## The Squidship Lilith

The original origins of the Squidship design are not known, but from the time that the blood red-hulled Lilith was first sighted over Sirtis Minor and reports of Martian Pirate raids came to the knowledge of the now paranoid inhabitants of the new Martian Colonies, a legend was born – a true-blood legend.

The Martian captain/prince Indo-Kapoor rose to power and command of Lilith when the old captain was deposed and a new crew of younger Red Martians took over. Indo-Kapoor was born a Martian prince but due to disagreements with the ruling family at this time, Kapoor decided that he could not allow his beloved Red Sands to be ceded to the Imperial Forces of Britain, France and the rest of Europe. Kapoor, a man of action, repainted the Lilith blood red and re-armed her with more modern (European) weapons, beginning a reign of terror that was a thorn in the sides of many Earth Force commanders for over ten years.

The Squidship Lilith became his flagship as other Martians joined with Kapoor to free their home planet. The Lilith, being a kite (sail powered), was not able to sail into the wind and was at a major disadvantage against the steam driven Aeronefs from Earth, but Kapoor had been born and bred on Mars and he knew how to use the winds to his advantage, and a sail powered kite does not need to be refuelled with coal! Kapoor's favoured tactic was to set sail up-wind of his intended target or targets and build up speed and momentum before attacking his enemy; his one-shot tactics became known to the Europeans as 'doing a Kapoor', a tactic that proved very worthwhile – sail in quietly and without warning, strike a fearsome blow and then depart; quick, clinical and ruthless.

In the ten years or so that Kapoor captained the Lilith, he was know by many names: The Red Death and Blood Drinker were but two that he revelled





in. Other Martian captains joined forces with him and soon a whole squadron of Martian pirate ships were preying on the European city ports and their allies. In honour of their leader all Martian pirates carry the Red Flag, a pennant that came to represent 'the red blood of the invaders, on the red sands of our home.'

One novel feature is that Lilith is fitted with a trio of lethal rams, each named after one of Kapoor's sisters. The rams should be able to inflict a considerable amount of damage to the lighter and smaller European vessels, but in all the time that Kapoor commanded Lilith, the rams were never used in anger, I think Kapoor preferred the threat of use, rather than the uncertainty of actually using them.

Origin	Martian – original construction site unknown
Launch Date	Unknown
Crew	40-50 Red Martians
Dimensions	180 ft long, 60ft wide and 90ft tall
Armament	One forward firing 4" cannon, eight 3" cannons mounted in the hull and various hand-held weapons. Also three forward rams (see above).
Powerplant	Sail
Performance	Known to exceed 100mph, with favourable winds
Range	Unknown

Below I have reproduced a Lilith ship profile for the game Aeronef, by Steave Blease and Mathew Hartley.

### The Squidship Lilith

Class	Hull Points	Gun Dice	Bomb Dice	Speed	Turn
3(M)	12	8*	4	See Notes	2

Lilith is a modified Class 3 kite. The Hull points are higher than a class 3 Martian ship as the hull has been reinforced. Bomb Dice is reduced as this is a modified kite, which was not built with bombing in mind.

Speed is decided upon at the beginning of the game/scenario and not, as recommended by Mike Baumann, at the beginning of a turn – for more details see Aeronef 1889 by Mike Baumann. Also decide on wind direction prior to the game/scenario; full speed if moving with the wind, and reduced by 2 points for every turn of 30 degrees during the game. Please note it is NOT POSSIBLE to fly directly into the wind.

\*The Gun Dice are increased to 8 as Lilith has been retro-fitted with more modern European guns, (note; Gun Dice are halved for firing to the front and NO Gun Dice to the rear).



# Battlemech Commander

## Battletech armies for Future War Commander

By Alan Oliver

### Introduction

This article aims to start bringing the Battletech universe into the Future War Commander rules set, allowing the forces of the inner sphere to go up against the many different SF armies already covered in the rules.

With so many different mechs scattered across the multitude of technical readouts, detailing them all is beyond the scope of a single article. Instead this article will cover the 3025 and 3050 technical readouts, with later articles expanding the lists.

Because of the nature of the Battletech universe, with few mechs remaining the exclusive property of the house that created them, there is a great deal of cross-over between the different house lists. Rather than reprint the details in each list there is a core list of mechs available to all the inner sphere house armies. Each house will have its own list that details command and infantry units, while mechs and armour will be purchased from a general list.

Battletech armies are normally commanded from the cockpit of a mech at least up to company levels. While the overall commander will be a mobile command post similar to other army lists in Future War Commander, the HQ units will be company and lance commanders operating in mechs, not like normal HQ units. For this reason most force lists will have several options for HQ units, including both normal HQs for commanding tanks and infantry and mech-mounted HQs.

Aerospace fighters and dropships are a significant part of the Battletech universe. Like the range of mechs available there are a similar wide range of aerospace fighters around. This article includes the

common aerospace fighters for the inner sphere, however no Clan fighters were included in the 3025 or 3050 technical readouts, so they have not been included.

### Rules Changes

There are a few minor changes required to make battlemechs work well within the Future War Commander rules.

#### Big Units

These are mechs that are too big to be classed as normal units, but not large enough to qualify as massive units under normal FWC rules. The following rules apply to them:

- Big units can fire over normal units in the same way as massive units, block line of sight for each other, but massive units can still fire over them.
- Big units can take cover like normal units. Unlike massive units, they are not easier to hit so enemy fire is not at a +1 bonus to hit.
- Two normal units can engage a mech in close combat, or vice versa, but two big units can engage a massive unit in close combat. Effectively they count as massive units against normal units, and normal units against massive units.
- Big units can only fire one weapon system per order, unlike massive units.

#### Combat Command Units

These are bought and then added to a mech in the unit, which is paid for separately:

- Unlike normal command units they move with the rest of the unit that they



are commanding, and fire alongside them as well at any legitimate target. They do not automatically have AA, although some mechs do have AA weapons.

- They can be shot at directly by the enemy, but only if they are the only mech visible in that unit. If they are destroyed they are not replaced,

however mechs that are out of command, because their lance or company command mech was destroyed, can act on initiative even if outside of initiative range. They may only move towards a friendly command unit and may only fire if they qualified to fire before they moved.

## Force Lists

### House Kurita-Draconis Combine

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Note
CO (CV 10)	Command	60 F	4/30	AA	--	6	6	170	1	
HQ Company Commander CV9	Command	--	--	--	--	--	--	+45	-1	#1
HQ Lance Commander CV8	Command	--	--	--	--	--	--	+30	-2	#1
HQ Infantry/Armour CV8	Command	40 F	2/30	AA		4	6	60	-2	#2
FAO Savannah Master CV 8	Command	40 H	--	--	--	4	6	50	-3	
FAC Savannah Master CV 8	Command	40 H	--	--	--	4	6	50	-3	
Standard Infantry	Infantry	10 F	3/30*	--	3	5 L	6	30	2/-	
Heavy Weapons upgrade	Upgrade	--	3/50#	--	--	--	--	+30	-4	
Jump Infantry	Infantry	25 J	4/20*	--	4	5 L	6	55	-4	
Special Forces Infantry	Infantry	15 F	4/30	--	5	5 L	5	95	-2	#3

#### Special Rules

Contemporary tech level, Standard tactical doctrine

Air Superiority +1 to die roll

#### Battlegroup Selection Rules

Max of 3 total FAC and FAO per 2000 points

Max of 3 recce units per battlegroup

Max of 6 artillery units per 1000 points

Max of 3 air units per 1000 points

Minimum of 1 lance commander per Company commander

#### Assets

1 x preliminary bombardment (20 points)

3 x ambushes (50 points each)

#### Notes:

#1 Added to any mech unit to create a combat HQ

#2 -1 to CV if commanding mech units

#3 Adaptive Camo





## House Steiner-Davion – Federated Commonwealth

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Note
CO (CV 10)	Command	60 F	5/30	AA	--	6	6	190	1	
HQ Company Commander CV9	Command	--	--	--	--	--	--	+45	-/1	#1
HQ Lance Commander CV8	Command	--	--	--	--	--	--	+30	-/2	#1
HQ Infantry/Armour CV8	Command	40 W	2/30	AA		4	6	70	-/2	#2
FAO Savannah Master CV 8	Command	40 H	--	--	--	4	6	50	-/3	
FAC Savannah Master CV 8	Command	40 H	--	--	--	4	6	50	-/3	
Standard Infantry	Infantry	10 F	3/30*	--	3	4 L	6	15	2/-	
Heavy Weapons upgrade	Upgrade	--	5/30	--	--	--	--	+45	-/2	
Jump Infantry	Infantry	25 J	4/20*		5	4 L	6	60	-/2	
Elite Commandos	Infantry	15 F	4/30	--	5	4 L	5	75	-/2	#3

### Special Rules

Contemporary tech level, Flexible tactical doctrine  
Air Superiority +1 to die roll

### Assets

1 x preliminary bombardment (20 points)  
3 x ambushes (50 points each)

### Battlegroup Selection Rules

Max of 3 total FAC and FAO per battlegroup  
Max of 1 recce unit per 1000 points  
Max of 3 artillery units per 1000 points and 9 per battlegroup  
Max of 2 gunships and 1 aerospace fighter per 1000 points  
Minimum of 1 lance commander per Company commander

### Notes:

#1 Added to any mech unit to create a combat HQ  
#2 -1 to CV if commanding mech units  
#3 Adaptive Camo

## House Liao-Capellan Confederation

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Note
CO (CV 9)	Command	60 F	4/30	AA	--	6	6	150	1	
HQ Company Commander CV8	Command	--	--	--	--	--	--	+30	-/1	#1
HQ Lance Commander CV7	Command	--	--	--	--	--	--	+15	-/2	#1
HQ Infantry/Armour CV7	Command	40 W	2/30	AA		4	6	40	-/2	#2
FAO Savannah Master CV 8	Command	40 H	--	--	--	4	6	50	-/3	
FAC Savannah Master CV 7	Command	40 H	--	--	--	4	6	35	-/3	
Standard Infantry	Infantry	10 F	2/30*	--	4	4 L	6	10	4/-	
Heavy Weapons upgrade	Upgrade	--	3/30	--	--	--	--	+15	-/2	
Anti-Mech Infantry	Infantry	10 F	4/40#	--	4	4 L	6	35	-/2	#3

### Special Rules

Contemporary tech level, Ridged tactical doctrine  
Air Superiority no modifier to die roll

### Assets

3 x preliminary bombardment (20 points)  
3 x ambushes (50 points each)

### Battlegroup Selection Rules

Max of 6 FAO and 2 FAC per battlegroup.  
Max of 2 recce unit per 1000 points  
Max of 4 artillery units per 1000 points and 12 per battlegroup  
Max of 3 aircraft of any sort per battlegroup  
Minimum of 1 lance commander per Company commander

### Notes:

#1 Added to any mech unit to create a combat HQ  
#2 -1 to CV if commanding mech units  
#3 Expendable



## House Marik-Free Worlds League

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Note
CO CV 10	Command	60 F	4/30	AA	--	6	6	180	1	
HQ Company Commander CV9	Command	--	--	--	--	--	--	+45	-/1	#1
HQ Lance Commander CV8	Command	--	--	--	--	--	--	+30	-/2	#1
HQ Infantry/Armour CV9	Command	40 W	2/30	AA		4	6	100	-/2	#2
FAO Savannah Master CV 7	Command	40 H	--	--	--	4	6	35	-/3	
FAC Savannah Master CV 9	Command	40 H	--	--	--	4	6	65	-/3	
Standard Infantry	Infantry	10 F	3/30*	--	4	4 L	5	30	3/-	
Heavy Weapons upgrade	Upgrade	--	4/30	--	--	--	--	+20	-/4	
Jump Troops	Infantry	25 J	3/30*	--	4	4 L	5	50	-/4	
Special Forces	Infantry	25 J	3/30	--	5	4 L	5	85	-/2	#3

### Special Rules

Contemporary tech level, Standard tactical doctrine

Air Superiority +2 to die roll

### Battlegroup Selection Rules

Max of 3 FAC and 2 FAO per battlegroup

Max of 2 recce unit per 1000 points

Max of 6 artillery units per battlegroup

Max of 2 Aerospace fighters per 1000 points

Minimum of 1 lance commander per Company commander

### Assets

3 x Light Orbital Strike, 4 attacks (40 points each)

1 x Heavy Orbital Strike, 8 attacks (80 points)

3 x ambushes (50 points each)

### Notes:

#1 Added to any mech unit to create a combat HQ

#2 -1 to CV if commanding mech units

#3 Adaptive camouflage





## Common Force Lists

All mechs have the **Elite** attribute; deduct one die when rolling for suppression or fall back, and no command penalty for assaulting the enemy.

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Note
3050 Flea	Recce	35 F	1/20	Hi-Imp	3	3 B	6	45	-1	
3025 Mercury	Recce	35 F	1/30	--	4	3 B	5	45	-1	
3050 Mercury	Recce	50 F	1/30	--	4	3 B	5	60	-1	
3025/50 Recon Commando	Recce	30 F	2/30	--	4	4 B	5	60	-1	
3025/50 Mongoose	Recce	35 F	1/30	--	4	3 B	5	45	-1	
3025 Hermes	Recce	40 F	1/30	--	4	4 B	5	60	-1	
3050 Hermes	Recce	55 F	1/30	--	4	4 B	5	75	-1	
3025/50 Javelin	Recce	30 J	2/30	--	4	4 B	5	65	-1	
3025 Spider	Recce	35 J	1/30	--	4	4 B	6	50	-1	
3050 Spider	Recce	35 J	1/20	Hi-Imp	4	4 B	6	60	-1	
3025/50 Recon Firestarter	Recce	30 J	6/10	Flamer	8	4 B	5	80	-1	
3025/50 Jenner	Recce	35 F	2/30	--	4	4 B	5	65	-1	
3050 Recon Raven	Recce	30 F	2/30	--	4	4 B	5	100	-1	TD
3025/50 Assassin	Recce	35 J	1/30	--	4	4 B	5	60	-1	
3025 Cicada	Recce	35 F	1/30	--	4	4 B	5	55	-1	
3050 Cicada	Recce	35 F	1/60	--	6	4 B	5	90	-1	
3025 Charger	Recce	25 F	1/10	--	6	6 M	4	120	-1	
3025/50 Thorn	Mech	30 F	1/30	--	4	3 B	5	20	-1	R/S
3025/50 Commando	Mech	30 F	2/30	--	4	4 B	5	55	-1	S
3025 Hussar	Mech	40 F	1/50	--	4	3 B	6	75	-1	#1, S
3050 Hussar	Mech	40 F	1/60	--	4	3 B	6	85	-1	#1, S
3025 Urbanmech	Mech	10 J	2/50	--	4	4 B	4	60	-1	R
3050 Urbanmech	Mech	10 J	2/60	Hi-Imp	4	4 B	4	90	-1	R
3025/50 Firestarter	Mech	30 J	6/10	Flamer	8	4 B	5	150	-1	S
3025 Panther	Mech	20 J	2/50#	HVP	4	4 B	4	95	-1	
3050 Panther	Mech	20 J	2/60#	HVP	5	4 B	4	110	-1	
3050 Raven	Mech	30 F	2/30	--	4	4 B	5	85	-1	TD
3050 Wolfhound	Mech	30 F	1/60	--	6	4 B	3	130	-1	S
3025 Clint	Mech	30 J	1/60	--	4	4 B	4	95	-1	S
3050 Clint	Mech	30 J	2/60#	HVP	4	4 B	5	100	-1	S
3025/50 Hermes II	Mech	30 F	1/60	--	4	4 B	4	90	-1	S
3025 Sentinel	Mech	30 F	1/60	--	4	4 B	4	90	-1	S
3050 Sentinel	Mech	30 F	2/50	--	5	4 B	4	105	-1	S
3025 Vulcan	Mech	30 J	1/60	--	6	4 B	4	115	-1	S
3050 Vulcan	Mech	30 J	2/40	Hi-Imp	6	4 B	4	130	-1	S
3025 Whitworth	Mech	20 J	2/60	--	4	4 B	4	80	-1	R
3050 Whitworth	Mech	20 J	3/60	Autolink	4	4 B	4	125	-1	R
3025 Blackjack	Mech	20 J	1/60	--	4	4 B	4	95	-1	#2
3050 Blackjack	Mech	20 J	2/60	--	4	4 B	4	110	-1	#2
3025 Hatchetman	Mech	20 J	2/50	--	8	4 B	4	120	-1	R/S
3050 Hatchetman	Mech	20 J	3/50	Hi-Imp	8	4 B	4	165	-1	R/S
3025 Vindicator	Mech	20 J	2/50#	HVP	4	4 B	4	105	-1	S
3050 Vindicator	Mech	20 J	2/60#	HVP	5	4 B	4	120	-1	S
3050 Wolf Trap	Mech	30 F	2/50	Hi-Imp	6	4 B	4	135	-1	S
3025/50 Wyvern	Mech	20 J	2/50	--	6	4 B	4	110	-1	S
3025 Centurion	Mech	20 F	3/50	--	5	4 B	4	110	-1	S
3050 Centurion	Mech	30 F	3/50	Hi-Imp	5	4 B	4	150	-1	S
3025 Crab	Mech	25 F	2/50	--	5	4 B	4	100	-1	S
3050 Crab	Mech	25 F	2/50	--	5	4 B	3	120	-1	S
3025 Enforcer	Mech	20 J	3/50	--	4	4 B	4	105	-1	S
3050 Enforcer	Mech	25 J	3/60	Hi-Imp	4	4 B	4	150	-1	S
3025/50 Hunchback	Mech	20 F	4/30#	HVP	6	4 B	4	135	-1	R/S
3025 Trebuchet	Mech	25 F	3/60	--	5	4 B	4	125	-1	S
3050 Trebuchet	Mech	25 J	4/60	Autolink	5	4 B	4	225	-1	S, TD



3025/50 Dervish	Mech	25 J	2/60	--	6	4 B	4	105	-/1	R
3050 Hoplite	Mech	20 F	2/60	Hi-Imp	4	4 B	3	115	-/1	R
3025/50 Kintaro	Mech	25 F	3/30	--	5	4 B	4	85	-/1	R/S
3025 Champion	Mech	25 F	2/50	--	6	5 B	4	130	-/1	S
3050 Champion	Mech	25 F	2/50	Hi-Imp	6	5 B	4	150	-/1	S
3025 Dragon	Mech	25 F	2/60	--	6	5 B	4 T	150	-/1	S
3050 Grand Dragon	Mech	30 F	3/60#	HVP	6	5 B	4 T	190	-/1	S
3025 Lancelot	Mech	20 F	4/50#	HVP	5	5 B	4	170	-/1	S
3050 Lancelot	Mech	30 F	4/50#	HVP	5	5 B	4	180	-/1	S
3025/50 Quickdraw	Mech	25 J	3/30	--	6	5 B	4	130	-/1	S
3050 Axman	Mech	20 J	6/30#	HVP	8	5 B	4	235	-/1	S
3025 Bombardier	Mech	20 F	4/60	--	6	5 B	3	185	-/1	R/S
3050 Bombardier	Mech	25 F	4/60	Autolink	6	5 B	3	230	-/1	R/S
3025 Catapult	Mech	20 J	3/60	--	3	5 B	4	120	-/1	R/S
3025 Exterminator	Mech	25 J	4/30	--	6	5 B	4	145	-/1	S
3050 Exterminator	Mech	30 J	4/30	--	6	5 B	4	150	-/1	S
3025 Jagermech	Mech	20 F	3/60	AA	4	5 B	5	125	-/1	#3
3050 Jagermech	Mech	20 F	4/60	AA	4	5 B	5	145	-/1	#3
3050 Caesar	Mech	20 F	4/60#	HVP	6	5 B	4	190	-/1	S
3050 Cataphract	Mech	20 J	3/50	Hi-Imp	6	5 B	4	175	-/1	S
3025 Grasshopper	Mech	20 J	1/50	--	6	5 B	3	145	-/1	S
3050 Grasshopper	Mech	20 J	1/60	--	6	5 B	3	155	-/1	S
3025/50 Guillotine	Mech	20 J	1/50	--	6	5 B	4	115	-/1	S
3025/50 Black Knight	Mech	20 F	4/50#	HVP	6	6 M	4	200	-/1	S
3025 Flashman	Mech	20 F	2/50	--	6	6 M	3	185	-/1	S
3050 Flashman	Mech	25 F	3/50	--	6	6 M	3 T	215	-/1	S
3025 Orion	Mech	20 F	4/50	--	6	6 M	3	205	-/1	R/S
3050 Orion	Mech	20 F	2/50	Hi-Imp	6	6 M	3	285	-/1	R/S TD
			2/60	Autolink						
3025 Awesome	Mech	15 F	6/50#	HVP	4	6 M	3	250	-/1	R/S
3050 Awesome	Mech	20 F	6/60#	HVP	6	6 M	3	280	-/1	R/S
3050 Charger	Mech	25 F	3/60	Autolink	6	6 M	4	235	-/1	S
			3/20	Hi-Imp						
3050 Hatamoto-Chi	Mech	20 F	4/50#	HVP	6	6 M	3	240	-/1	S
3025/50 Thug	Mech	20 F	4/50#	HVP	5	6 M	3	230	-/1	S
3025 Victor	Mech	20 J	4/30#	HVP	8	6 M	4	210	-/1	S
3050 Victor	Mech	20 J	3/60#	HVP	8	6 M	4	215	-/1	S
3025 Zeus	Mech	20 F	3/60	--	6	6 M	4	170	-/1	S
3050 Zeus	Mech	20 F	2/60#	HVP	6	6 M	4	210	-/1	S
			3/60	--						
3025 Crockett	Mech	15 J	4/50	--	7	6 M	3	225	-/1	S
3050 Katana (Crockett)	Mech	15 J	2/50	Hi-Imp	7	6 M	3	235	-/1	S
			2/50	--						
3050 Shogun	Mech	15 J	2/60#	HVP	7	6 M	3	290	-/1	S
			3/60	Autolink						
3025 Stalker	Mech	15 F	4/50	--	5	6 M	4	180	-/1	R/S
			4/30	--						
3050 Stalker	Mech	15 F	3/60	Autolink	5	6 M	4	275	-/1	R/S TD
			6/30	--						
3025 Cyclops	Mech	20 F	4/30#	HVP	6	6 M	4	175	-/1	R/S
3050 Cyclops	Mech	20 F	3/60#	HVP	6	6 M	4	180	-/1	R/S
3025 Highlander	Mech	15 J	4/60	--	6	6 M	3	225	-/1	S
3050 Highlander	Mech	15 J	2/60#	HVP	6	6 M	3	245	-/1	S
			2/60	--						
3050 Mauler	Mech	15 F	4/60	--	5	6 M	4	235	-/1	R/S
			3/60	Autolink						
3025 Banshee	Mech	20 F	3/50#	HVP	6	7 M	4	170	-/1	S
3050 Banshee	Mech	20 F	6/60#	HVP	8	7 M	4	290	-/1	S
3050 Annihilator	Mech	10 F	6/50	Hi-Imp	6	7 M	4	340	-/1	S
			4/20	Hi-Imp						
3025 Atlas	Mech	15 F	6/30#	HVP	8	7 M	3	335	-/1	R/S
			2/60	--						



3050 Atlas	Mech	15 F	4/60	--	8	7 M	3	325	-/1	R/S
			3/60#	HVP						
3025 King Crab	Mech	15 F	4/30#	HVP	8	7 M	3	335	-/1	S
			4/30#	HVP						
3050 King Crab	Mech	15 F	6/60#	HVP	8	7 M	3	375	-/1	S
			4/40	--						
Sniper Artillery Piece	Artillery	-	2	-	-	4	5	40		
Arrow IV missile system	Artillery	-	4	-	-	6	4	130		
Long Tom Artillery	Artillery	-	6	-	-	4	4	120		
Seydlitz, Cheetah & Thrush aerospace fighters	Aircraft	-	1	-	-	3	6	25		
Sparrowhawk aerospace fighter	Aircraft	-	1	-	-	3	4	40		
Corsair & Lucifer aerospace fighters	Aircraft	-	3	-	-	4	4	100		
Transit & Stingray aerospace fighters	Aircraft	-	4	-	-	4	4	120		
Shilone aerospace fighter	Aircraft	-	3	-	-	5	5	120		
Transgressor aerospace fighter	Aircraft	-	4	-	-	5	4	140		
Slayer aerospace fighter	Aircraft	-	3	-	-	5	4	120		
Chippewa aerospace fighter	Aircraft	-	5	-	-	5	4	160		
Riever aerospace fighter	Aircraft	-	5	-	-	6	4	180		
Stuka aerospace fighter	Aircraft	-	6	-	-	6	4	200		

**Notes:**

R = Restricted

S = Stabilised

TD = Target Designator

HVP = Hyper Velocity Penetrator

Hi-Imp = High Impact weapon

Autolink = Auto Linked weapon

#1 Hussar has all round vision

#2 Blackjack has all round vision

#3 Jagermech has all round vision &amp; anti-air capabilities



## Clan Forces

While there are many different Clans, the differences between them are not sufficient to warrant separate listings for each Clan.

All Clan commanders are either mechwarriors or elementals; they do not operate traditional command posts at all.

All mechs will be using the Clan designations (with the inner sphere names in brackets).

Unfortunately the Clan forces in the 3050 technical readout do not include

any mechs with anti-aircraft capabilities. This gives the force a weakness against enemy aircraft at this point. Later technical readouts correct this weakness. In addition the force list doesn't currently include aerospace fighters, which is another weakness that will be addressed in later articles.

All mechs have the Elite attribute, deduct one die when rolling for suppression or fall back, and no command penalty for assaulting the enemy.

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Note
CO (CV 10)	Command	-	-	-	-	-	-	+85	1	#1
HQ Star Captain CV 9	Command	-	-	-	-	-	-	+45	-1	#1
HQ Star Commander CV 8	Command	-	-	-	-	-	-	+30	-2	#1
HQ Elemental Star Commander CV8	Command	40 F	2/30	AA	-	4	6	70	-1	
FAO CV 8	Command	40 F	-	-	-	4 L	5 T	45	-1	
Light Elemental Squad	Infantry	20 J	2/30	-	4	3 L	5 T	35	1/-	#2
Medium Elemental Squad	Infantry	20 J	4/30	-	5	5 L	5 T	95	1/-	#2
Heavy Elemental Squad	Infantry	20 J	5/30	-	7	6 L	5 T	180	-3	#2
Fire Moth (Dasher) prime	Recce	60 F	2/30	-	4	3 B	6	75	-1	
Fire Moth (Dasher) A	Recce	60 F	1/40	-	4	3 B	6	90	-1	TD
Fire Moth (Dasher) B or H	Recce	60 F	-	-	6	3 B	6	60	-1	
Myst Lynx (Koshi) prime	Recce	35 F	1/60	Autolink	6	3 B	5 T	95	-1	
Myst Lynx (Koshi) A	Recce	35 F	-	-	6	3 B	5 T	90	-1	TD
Myst Lynx (Koshi) F	Recce	35 F	2/30	-	5	3 B	5 T	95	-1	TD
Kit Fox (Uller) C	Recce	30 F	1/60	Hi-Imp	6	4 B	5	110	-1	TD
Fire Moth (Dasher) C or E	Mech	60 F	2/60	Autolink	4	3 B	6	110	-1	S
Fire Moth (Dasher) D	Mech	60 F	4/50	-	4	3 B	6	120	-1	S
Fire Moth (Dasher) K	Mech	60 F	2/30	-	8	3 B	6	110	-1	S
Myst Lynx (Koshi) B	Mech	35 F	3/30	-	4	3 B	5 T	75	-1	S
Myst Lynx (Koshi) C or D	Mech	35 F	1/80	-	5	3 B	5 T	100	-1	S
Myst Lynx (Koshi) E	Mech	35 F	2/60	Autolink	5	3 B	5 T	110	-1	S
Myst Lynx (Koshi) G	Mech	35 F	-	-	8	3 B	5 T	60	-1	
Kit Fox (Uller) prime	Mech	30 F	1/80	-	6	4 B	5	105	-1	S
Kit Fox (Uller) A, E & H	Mech	30 F	3/60#	HVP	6	4 B	5	125	-1	S
Kit Fox (Uller) B	Mech	30 F	3/50	-	6	4 B	5	110	-1	S
Kit Fox (Uller) D	Mech	30 F	3/60	Autolink	4	4 B	5	135	-1	S TD
Adder (Puma) prime	Mech	30 F	5/60#	HVP	4	4 B	4	155	-1	S
Adder (Puma) A & E	Mech	30 F	4/60	Autolink	4	4 B	4	155	-1	S
Adder (Puma) B	Mech	30 F	3/50	Hi-Imp	5	4 B	4	135	-1	S
Adder (Puma) C	Mech	30 F	3/60	Autolink	4	4 B	4	155	-1	S TD
Adder (Puma) D	Mech	30 F	2/60	-	5	4 B	4	115	-1	S
Adder (Puma) H	Mech	30 F	4/50	-	4	4 B	4	125	-1	S
Viper (Dragonfly) prime & D	Mech	35 J	3/30	-	5	4 B	4	110	-1	S
Viper (Dragonfly) A	Mech	35 J	4/50	-	4	4 B	4	135	-1	S
Viper (Dragonfly) B	Mech	35 J	2/60#	HVP	5	4 B	4	125	-1	S
Viper (Dragonfly) C	Mech	35 J	6/10*	-	8	4 B	4	160	-1	S
Viper (Dragonfly) E	Mech	35 J	2/50	-	5	4 B	4	115	-1	S
Viper (Dragonfly) F	Mech	35 J	2/30	-	6	4 B	4	105	-1	S
Ice Ferret (Fenris) prime	Mech	35 F	2/60#	HVP	5	4 B	4	120	-1	S



Ice Ferret (Fenris) A	Mech	35 F	2/50	-	5	4 B	4	110	-1	S
Ice Ferret (Fenris) B & H	Mech	35 F	1/80	-	6	4 B	4	130	-1	S
Ice Ferret (Fenris) C & E	Mech	35 F	3/60	Autolink	4	4 B	4	140	-1	S
Ice Ferret (Fenris) D	Mech	35 F	3/40	Hi-Imp	4	4 B	4	120	-1	S
Nova (Black Hawk) prime	Mech	25 J	6/50	-	5	4 B	3 T	195	-1	S
Nova (Black Hawk) A	Mech	25 J	5/60#	HVP	4	4 B	3 T	160	-1	S
Nova (Black Hawk) B	Mech	25 J	3/60	-	6	4 B	3 T	170	-1	S
Nova (Black Hawk) C	Mech	25 J	3/60#	HVP	5	4 B	3 T	165	-1	S
Nova (Black Hawk) D & E	Mech	25 J	2/60	Autolink	5	4 B	3 T	155	-1	S
Nova (Black Hawk) H	Mech	25 J	8/30	-	5	4 B	3 T	205	-1	S
Nova (Black Hawk) S	Mech	25 J	4/40	Hi-Imp	6	4 B	3 T	185	-1	S
Stormcrow (Ryoken) prime	Mech	30 F	2/80	-	6	5 B	3 T	200	-1	S
Stormcrow (Ryoken) A	Mech	30 F	2/60	Autolink	6	5 B	3 T	195	-1	S
Stormcrow (Ryoken) B	Mech	30 F	6/40#	HVP	6	5 B	3 T	235	-1	S
Stormcrow (Ryoken) C	Mech	30 F	3/60	Hi-Imp	6	5 B	3 T	215	-1	S
Stormcrow (Ryoken) D	Mech	30 F	4/60	Autolink	5	5 B	3 T	245	-1	S, TD
Stormcrow (Ryoken) E	Mech	30 F	2/80	Autolink	6	5 B	3 T	210	-1	S
Mad Dog (Vulture) prime	Mech	25 F	6/60	-	4	5 B	4	180	-1	S
Mad Dog (Vulture) A	Mech	25 F	3/60#	HVP	6	5 B	4	160	-1	S
Mad Dog (Vulture) B	Mech	25 F	2/80	-	6	5 B	4	155	-1	S
Mad Dog (Vulture) C	Mech	25 F	5/60#	HVP	4	5 B	4	170	-1	S
Mad Dog (Vulture) D	Mech	25 F	6/60	Autolink	6	5 B	4	230	-1	S
Mad Dog (Vulture) H	Mech	25 F	4/60	Autolink	6	5 B	4	190	-1	S
Hellbringer (Loki) prime	Mech	25 F	5/60#	HVP	6	5 B	5	160	-1	S
Hellbringer (Loki) A	Mech	25 F	4/80	-	6	5 B	5	175	-1	S, TD
Hellbringer (Loki) B	Mech	25 F	3/60#	HVP	6	5 B	5	130	-1	S
Hellbringer (Loki) C	Mech	25 F	6/40	-	6	5 B	5	150	-1	S
Summoner (Thor) prime	Mech	25 J	2/60	-	4	6 M	4	175	-1	S
			2/60#	HVP						
Summoner (Thor) A	Mech	25 J	3/60#	HVP	6	6 M	4	215	-1	S
			2/50	Hi-Imp						
Summoner (Thor) B	Mech	25 J	4/60	Autolink	5	6 M	4	205	-1	S
			2/30	-						
Summoner (Thor) C	Mech	25 J	6/40#	HVP	6	6 M	4	215	-1	S
			1/80	-						
Summoner (Thor) D	Mech	25 J	4/80	-	7	6 M	4	220	-1	S
Summoner (Thor) E	Mech	25 J	5/60	Autolink	6	6 M	4	265	-1	S
			2/60#	HVP						
Timber Wolf (Mad Cat) prime & F	Mech	25 F	4/60	Autolink	7	6 M	3	320	-1	S
			3/80	-						
Timber Wolf (Mad Cat) A	Mech	25 F	5/60#	HVP	6	6 M	3	280	-1	S
			3/30	Hi-Imp						
Timber Wolf (Mad Cat) B	Mech	25 F	3/60#	HVP	6	6 M	3	260	-1	S
			2/60	Autolink						
Timber Wolf (Mad Cat) C	Mech	25 F	3/60	Autolink	6	6 M	3	290	-1	S
			3/80	-						
Timber Wolf (Mad Cat) D	Mech	25 F	5/60#	HVP	6	6 M	3	290	-1	S
			4/40	-						
Timber Wolf (Mad Cat) E	Mech	25 F	5/80	-	6	6 M	3	360	-1	S, TD
			4/60	Autolink						
Timber Wolf (Mad Cat) H	Mech	25 F	5/60	Autolink	6	6 M	3	320	-1	S
			4/50	-						
Timber Wolf (Mad Cat) S	Mech	25 J	2/60	Hi-Imp	8	6 M	3	235	-1	S
Gargoyle (Man O War) prime	Mech	25 F	2/60	Hi-Imp	6	6 M	4	170	-1	S
Gargoyle (Man O War) A	Mech	25 F	5/60#	HVP	6	6 M	4	250	-1	S
			2/60	Hi-Imp						
Gargoyle (Man O War) B	Mech	25 F	3/60#	HVP	6	6 M	4	220	-1	S
			2/60	Autolink						
Gargoyle (Man O War) C	Mech	25 F	6/40#	HVP	8	6 M	4	280	-1	S
			4/50	-						



Gargoyle (Man O War) D	Mech	25 F	4/80	-	6	6 M	4	205	-/1	S
Gargoyle (Man O War) E	Mech	25 F	3/60	Autolink	6	6 M	4	250	-/1	S
			6/30	-						
Gargoyle (Man O War) G	Mech	25 F	4/40	Hi-Imp	7	6 M	4	220	-/1	S
			2/50	-						
Gargoyle (Man O War) H	Mech	25 F	6/50	-	7	6 M	4	220	-/1	S
Warhawk (Masakari) prime	Mech	20 F	5/60#	HVP	5	6 M	3	315	-/1	S
			5/60#	HVP						
Warhawk (Masakari) A	Mech	20 F	4/80	-	5	6 M	3	275	-/1	S
			3/60	-						
Warhawk (Masakari) B	Mech	20 F	3/50#	HVP	6	6 M	3	225	-/1	S
			2/50	-						
Warhawk (Masakari) C	Mech	20 F	5/60#	HVP	5	6 M	3	315	-/1	S
			4/60	Hi-Imp						
Warhawk (Masakari) D	Mech	20 F	4/80	-	5	6 M	3	265	-/1	S
			3/50	-						
Warhawk (Masakari) H	Mech	20 F	4/60	Hi-Imp	5	6 M	3	300	-/1	S
			5/50	-						
Executioner (Gladiator) prime	Mech	25 J	3/60#	HVP	7	7 M	4	260	-/1	S
			2/80	-						
Executioner (Gladiator) A	Mech	25 J	5/60	Hi-Imp	7	7 M	4	300	-/1	S
			3/50	-						
Executioner (Gladiator) B	Mech	25 J	2/60#	HVP	6	7 M	4	280	-/1	S
			6/40#	HVP						
Executioner (Gladiator) C	Mech	25 J	6/40#	HVP	6	7 M	4	295	-/1	S
			3/60	Autolink						
Executioner (Gladiator) D	Mech	25 J	2/60	Hi-Imp	7	7 M	4	245	-/1	S
			3/40	Hi-Imp						
Executioner (Gladiator) E	Mech	25 J	3/80	-	7	7 M	4	285	-/1	S
			3/60	Autolink						
Executioner (Gladiator) H	Mech	25 J	6/40#	HVP	7	7 M	4	295	-/1	S
			4/50	-						
Dire Wolf (Daishi) prime	Mech	15 F	6/80	-	8	7 M	3 T	385	-/1	S
			4/40	Hi-Imp						
Dire Wolf (Daishi) A	Mech	15 F	5/60	Hi-Imp	8	7 M	3 T	370	-/1	S
			3/60#	HVP						
Dire Wolf (Daishi) B	Mech	15 F	5/60#	HVP	8	7 M	3 T	330	-/1	S
			2/50	Hi-Imp						
Dire Wolf (Daishi) C	Mech	15 F	6/60#	HVP	8	7 M	3 T	355	-/1	S
			2/60	Autolink						
Dire Wolf (Daishi) H	Mech	15 F	6/60#	HVP	8	7 M	3 T	365	-/1	S
			4/50	-						
Dire Wolf (Daishi) S	Mech	15 J	6/40	Hi-Imp	10	7 M	3 T	385	-/1	S
			2/60	Hi-Imp						
Arrow IV – Tank mounted	Artillery	-	4	-	-	4	6	60	-/3	
Arrow IV – Mech mounted	Artillery	-	4	-	-	6	4	130	-/3	

### Special Rules

R = Restricted

S = Stabilised

TD = Target Designator

HVP = Hyper Velocity Penetrator

Hi-Imp = High Impact weapon

Autolink = Auto Linked weapon

Advanced tech level, Flexible tactical doctrine

Air Superiority +2 to die roll

### Battlegroup Selection Rules

Max of 2 FAO per battlegroup CO; star captains and star commanders can call in aerospace assets as a FAC

Max of 2 recce unit per 1000 points

Max of 3 artillery units per battlegroup

Max of 10 Aerospace fighters per battlegroup

Minimum of 1 star commander per star captain

Minimum of 2 mechs per 1000 points



## Assets

6 x Light Orbital Strike, 4 attacks (40 points each)  
 6 x Heavy Orbital Strike, 8 attacks (80 points each)  
 2 x ambushes (50 points each)

## Design Notes

There are a number of complications in bringing the Battletech universe into **Future War Commander**.

First, there is the issue of the lost/unseen/re-seen/phoenix mechs, the designs that FASA got into trouble with in the early days of the game. Due to the legal difficulties involved with these designs they will be left out of this article completely. However a later article will cover them in their original form, plus the early 3050 updates and the phoenix project redesigns.

Then there is the wide range in the size of the figures produced for Battletech. Two mechs of the same weight can have radically larger or smaller figures which makes statting them more complex if following the normal Future War Commander pattern of working from the size of the figure. This is further complicated by the re-sculpted figures which are not only nicer, but also significantly larger in many cases. For simplicity, number of hits will be based on the tonnage of the mech, while big or massive will be based on the figure.

Battlemechs are supposed to be the kings of the battlefield, able to kill tanks with ease and far more manoeuvrable than anything else out there. Which is all well and good, but if they are given the stats to do that they become too expensive to field in any significant numbers. Within the Battletech lists they have to be significantly tougher than tanks or other vehicles, but have to still be affordable enough to be able to make use of them. Most mechs have been given high armour saves to make them tougher than other units, and all mechs have been given the Elite trait to represent their innate toughness compared with other units.

## Notes:

#1 Added to any mech unit to create a combat HQ

#2 All Omni mechs have transport 2, but only for elementals

In contrast the tanks on the Battletech lists have been kept relatively fragile by comparison.

Light battletechs are mainly used as heavily armed recon units, which in FWC is covered by recon units. Some of these will also be included in the main force list for use as regular, if light units. Recon mechs will have a lower armour save than combat mechs, making them less useful as front line units, but the option will be present for those recon mechs that carry significant firepower.

Battletech weapons and equipment have been converted to the following in the FWC lists:

- Narc and TAG have both been taken as different forms of Target designators, which means that LRMs and ATMs have become Auto-linked missiles to make use of them, representing LRM indirect fire capabilities.
- PPCs, Gauss Cannon and heavy autocannon have been given the hyper velocity upgrade to represent their punch power in Battletech. However these weapons are hard attacks, incapable of hitting infantry or light vehicles.
- LBX autocannon and pulse lasers have been given the high impact upgrade to represent their increased accuracy.

Mechs with their main weapons mounted in their arms have not been given the restricted attribute, giving them a wider field of fire. Most mechs are stabilised, being able to run and fire. However a few mount weapons so powerful that they have to plant their feet, and these mechs are not stabilised.

Heat hasn't been included as a factor, as the dynamic of the orders rolls gives



all units erratic fire anyway. It can be assumed that a mech unit that fails an order roll has run into heat problems.

With the Clans there is a whole new batch of issues to deal with. For a start, Elementals are powerful infantry units that can ride on Omni mechs, using them as transport. I would suggest using single Elementals for the small unit, two Elementals per stand for the medium unit and three for the large unit. Alternatives would be 2-3-4 or 1-3-5, but both of these use more figures per base. All Clan Omnimechs have transport 2 automatically, which is incidentally free.

The Omnimechs themselves have been presented as different lines of stat for each standard configuration. These configurations are taken from the 3050 upgrade technical readout.

Another issue is whether the Clans qualify as an advanced technology race. Certainly they have a lot of tech upgrades on their mechs, but are they comparable with the other advanced races in FWC.

In the end I've made them an advanced race, simply to highlight the difference between them and the inner sphere houses.

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## Conclusion

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The inner sphere list is more or less functional, although it still lacks in any real armour to contrast against the mechs. The Clan list is really just a bare bones list, lacking armour, aerospace assets and non-Omnimechs. These lists will enable you to field these forces, but not to their full potential. The next article will probably cover the 3055 and 3058 technical readouts, as well as the older inner sphere and Star League armour. The third article will cover the 3060s, which is where most of the Clan armour is to be found. There may be a 4<sup>th</sup> article covering the unofficial stuff, such as the unseen mechs, LAMs and other things that are no longer officially part of the canon.





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# CATAN Settling in Catan

By T.W.Brown



how do you take over someone else's city?' The answer is you can't. Catan is a 'eurogame', and by definition that means it is more of a resource management game than a direct conflict game. You will not be sending your soldiers to smash your enemies into the ground. You have to work around your opponents, and sometimes work with them, and if you do decide to work against them, be wary that in Catan

what goes around usually comes back around very quickly.

The Settlers of Catan is one of those board games that becomes instantly popular with any gaming group, of any age or level. It is a fast-flowing game of domain expansion, played on a modular board with little wooden pieces. It is competitive, it relies a lot on player interaction, and it will certainly replace those old classics like Monopoly and Risk for any board games night. In Catan your aim is to become the dominant civilisation on the island of Catan, which doesn't really have any kind of historical time frame, as it would work from anything ancient to the renaissance or indeed fantasy. All you need to know is you have settled on the island and you want to make it yours.

But how do you get someone interested in playing Catan? You usually play games full of violence and bloodshed, with expertly painted miniatures or grandiose decks of cards filled with amazing art. Catan has none of this stuff so why is it so popular? I know the first thing I asked was 'so just

So what do you do? The first order of business is setting up the board. Because it is modular and usually random it means everytime you play the game will be different in some way. Just the repositioning of a couple of tiles can completely change the game. Then the players have to place their starting settlements and roads. Deciding where to start is probably the longest part





of the game, as each player will study the board not only for the best resources, but also for somewhere they can expand from.

The players then go around in turns rolling the dice (2d6) which corresponds to the numbered resource fields. If that number comes up a player with adjacent settlements or cities gets a card of that resource, and on your turn you spend those resources on buying new settlements, cities and roads. It all sounds fairly simple so far. When you add development cards into the mix you are adding that chance factor. You may get a knight to steal a card from an opponent, or you may get a card letting you build two free roads, or you can even get a card which allows you to steal all resource cards of one type from all the players' hands. Every type of resource is needed at some point in the game, which balances it out quite fairly. If you have a massive advantage with bricks and wood you will do great at the start, but towards the end you will be struggling as stone and wheat become much more important.

On their turn players can also trade cards – with the bank for a high price, or with each other. This is where strategy first comes into play. It might seem simple that if your opponent has a card you want and you have a card they want, that swapping them with each other is just natural. This is not always so. If you have been paying attention and noticing your opponent is getting very little wood and you have a lot of wood, then surely giving it to your opponent will take away your advantage over them and near the end of the game decisions like this will become very important. After your first few games you will start to learn what to trade and when, and by keeping a careful eye on who is picking up what resources you will know if by handing someone a card you will be handing them the win.

Settlement and road placement is also very important in Catan, as once it's down it can't be moved. Building roads in the right places can open up routes to allow for settlement building in other areas, and

expansion is the key here. If you are too slow building roads you will find yourself blocked in by your opponents and unable to move anywhere. It is also pretty important to point out that the more settlements and cities you have the more resources you will get. But don't fret – there are other ways to win the game.

The game ends when one player reaches ten victory points. Every settlement is worth one, and every city two. Players also receive two for having the longest road, and for having played the most knight cards giving them the largest army. Also some development cards have secret victory points, which can swing a player from a horrible losing position to a win in just a few short turns. One of the reasons why Catan is such a great game is that you very rarely have any players who are so far behind they are out of the game. Eventually your numbers come up and you will get your chance. It is also very common to find that near the end of the game a lot of players are in a position that with the right amount of luck and some careful poker face trading they can win.

Although the game is marketed for three or four players it really does player better with four. With three players the map is a little bit too open, and you find expansion a bit too easy. With four players things start to get crowded, and putting roads in the right places become crucial decisions. More players also mean that there are more people to trade with, and that hopefully means more of your resource cards will have come out on your opponents' turn so you have lots of things to do on yours.

So, what do you get in the box? Actually a disappointingly small amount for the price of the basic game. You get enough painted wooden pieces for four players, the modular board, a pack of resource and development cards, two dice, a few chits for various things, and that's it. It is not value for money contents wise, but it is the type of game most groups will get their money's worth out of. Sometimes



the board is a bit of a hassle to get to fit together right, and the quality of the card is a bit worrying, as it is nowhere near Space Hulk board quality. I can see it needing replacing after a couple of years of good use. The wooden pieces are quite boring, but the wood gives it a nice homely feel you wouldn't get with injection moulded plastic, and it's always fun to try and build things out of the pieces while you are waiting to start!

One of the great things about Catan is that the rules are very simple to learn. It is the kind of game that your parents or girlfriend, or anybody for that matter, could sit down and play. The rulebook is very well written and there are no instances in the game where one rule will contradict another. It makes a nice change from miniature wargaming to sit down to a rules-lite board game every once in a while, but still having that competitiveness in the game. It keeps Catan fast and furious. One possible issue with Catan is players who will always take

a long time to try and arrange trades with other players, which is especially irritating when the other players are saying they don't want to trade. This can bog the game down a little bit, but if you can avoid this type of play, or this type of player, then nobody should ever be sat with nothing to do for too long.

I haven't yet found anyone who hasn't enjoyed playing Catan. I was a bit wary myself at first, but after one game I was hooked. It won't replace all your other games, but it will quite happily sit there on the shelf beside them until the time comes when someone suggests playing a board game, and instead of a roll-a-dice-and-move-game like Cluedo you can pull out something that will involve everyone and at the same time gets their minds working and keeps the conversation flowing. Because everyone is always involved even if it is just trading it is hard to have a boring game of Catan.



One of the best things about The Settlers of Catan is that you can try it for free. If you happen to have Xbox Live they have a version available to download, or if you are limited to your basic computer access [www.catan.com](http://www.catan.com) which lets you register and play online against other people. You get to play the full basic game, although it does lose a lot of its fun when you're playing over the internet. The bonus is it does let you learn the rules and see if it is your kind of thing for free.



# Caz Paul is ON THE SPOT

I am always on the lookout for talent and a name kept coming up from the little voices in my head [of which there are many and one in particular called Gertrude – Ed], well actually the Shotgun or Grapple podcast if I am fair: Caz at Kingdom of Adventure. So, with my compass in hand I set off for the far reaches of my homeland [that would be the barren, heathen lands of Scotland everybody – Ed] to track down Caz and give him the Ancible treatment.

Having located him in his painting cave I asked him to give me a short intro before we got down to the more specific questions.



"Hi, I'm Caz Paul and I love miniatures. I'll be painting miniatures as long as they'll be making them. I love all miniatures from gritty fantasy to sci-fi and historical, if the mini exists, I'll paint it. I've always been inspired by realistic painting, making the miniature look like a small scale version of if it were real. I particularly love doing things that are dirty, bloody, rotten and

diseased. Being a massive fan of cheesy horror flicks and zombie movies, an early aspiration of mine was to be a special effects makeup artist applying wounds







and black eyes to actors, so a lot of that inspiration transfers over to my favourite hobby!

"Now thanks to Kingdom of Adventure my favourite hobby has become my job, and I get to fulfil those young aspirations every day, on a far more interesting and intricate scale. I've never really been a fan of the cartoony 'out-of-the-factory' look of a miniature – for me the most rewarding part is hearing 'wow, that looks real!' and striking fear into the hearts of my opponents through the cold, dead and intimidating glare of my general.

"I've been painting professionally at Kingdom of Adventure since it







opened almost a year-and-a-half ago, and been sharing my knowledge with others in the form of lessons and doing commission work ever since. So make sure you come down to see me and we'll talk about painting all day."

**KR: How did you get into the hobby?**

CP: At school I was always known as 'the arty one' as I was pretty good at drawing and craft and design. One day a friend of mine approached me with a plastic Space Marine and asked me if I'd have a go at painting it for him; from then on I was hooked and decided to buy some of my own minis so I could paint them how I wanted. A few years later I discovered that there was a game involving all these cool minis, not just one but many, and my window to the hobby was opened.







KR: How old were you?

CP: I painted my first mini when I was 13 and hated the result, but enjoyed the process. Ever since I've constantly been trying to improve, and I'm always motivated by my previous miniature by asking myself "how can I make that better?"

KR: Who got you into it?

CP: My friend at school made me aware of a little store in Perth called Games Workshop, which became my local hangout for many a summer.

KR: What was your first model?

CP: The first miniature I ever painted was a Space Marine, the first significant miniature I worked on was Commander Dante – I've painted more than half a dozen of him now; he's really cool, I loved painting the wing insignias.

KR: What has been your biggest challenge on the painting front?

CP: When GW hosted their 25<sup>th</sup> anniversary celebration in Perth, I was determined to win the painting competition; I worked very hard on a Death Company squadron which ended up landing me first place! The most challenging miniature I've painted is probably the High Elf dragon. It was a massive challenge getting a sun dragon to look real, as I didn't want a bright orange dragon leading my army. It's also a beautiful miniature and it was a daunting task to do it justice. After four years of owning the miniature I finally got it finished earlier this year.

KR: What do you get asked to do most?

CP: To stop painting and eat! I drive Dave in the store mental as when I'm focused I sometimes forget to get lunch and dinner. I'm getting better though. In terms of painting, over the years I've developed lots of neat tricks and techniques to make my life easier and get miniatures done in a remarkably quick time, so most of the time I'm asked to teach people these little 'cheating' tricks to get a really great finish in very little time.

KR: What is your Favourite model of all time and why?

CP: The first mini that comes to mind is actually one I've never painted, Archaeon. He's absolutely stunning and one of the few minis where you









see horses actually getting featured properly. This mini is all about the horse. Why haven't I painted him? He terrifies me, I really want to do him justice and it's not something I want to rush into. Figuring out how to paint a mini and what colours to use is the most challenging part for me.

**KR: What would be your ultimate achievement?**

CP: I'd love to win a Golden Demon or the P3 Grand Master. Something I've been too nervous to try out for in the past as you don't just get away with being a great painter, it's about your creativity and originality. It's a challenge I'll no doubt be trying in the near future. Another dream of mine would be to work for someone like the Weta Workshop, doing 'bigatures' and painting prosthetics for fantasy and sci-fi movies. That and opening my own painting studio.

**KR: If someone was starting the hobby or was already in the hobby and looking to improve their skills what advice would you give them?**

CP: Practice! Practice makes progress (not perfect) and the more you do it



the better you'll get. There's also no such thing as knowing everything there is to know about painting miniatures. Every great painter is constantly learning and developing new techniques, so mingling with other painters and transferring ideas helps gain a plethora of experience. Also, feedback from others (especially those nit pickers!) will do wonders for your painting – criticism is key to learning.

KR: Give us one secret to good painting that you have.

CP: Base with your mid tone. A lot of painters and artists will tell you they work from dark to light or light to dark, the best way for me is to start with the mid tone and then go down to shadows and back up to highlights. Also, water! Water is your friend and use plenty of it; most of the paint I work with is the consistency of milk, which makes for fantastic layering and transparency, like painting veins on your mid tone and highlighting over them for that translucent skin effect.

KR: Thanks for your time  
Caz and I hope we see you  
winning that Golden Demon soon.

CP: It's been a pleasure. Here's hoping your readers like my minis.





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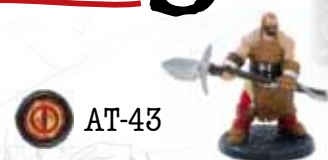
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# Games Master Hooks

By Eric K. Rodriguez

**Games Master Hooks** are designed to aid GM's in their campaigns when ideas fall short or adventures take unexpected turns. These hooks are specifically designed to give the Games Master just enough information to fill the gap in a 'run wild' game or to give the GM ideas for future adventures. The names used in these hooks are completely fictitious and the GM should replace them with names or places from their own campaign world.

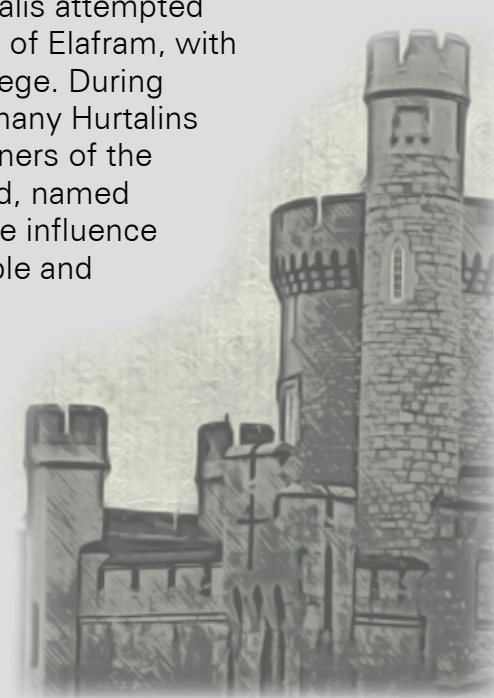
**Ruins:** The western coast of Adbara, that borders the Great Sea, has always held ancient ruins dating back to the dawn of time and beyond. At the little town of Akran, near the southern tip of Adbara, a recent earthquake has destroyed a seaside cliff and

exposed an ancient set of ruins. Several important personages, both historians and scholars, have put together an expedition to the exposed ruins to determine their history. A crazed, robed man calling himself the "Voice of the Gods" rants and raves in the street of Akra saying the ruins are cursed and house an ancient evil. The townsfolk mock him and the expedition leaves for the ruins. Two days later runners return to town stating no-one is at the ruins and the expedition has disappeared.

**Tavern:** The heroes are travelling along a lonely road between Aradon and Deloa, in the Great Kingdom, when they stop

in a wayside tavern to rest and spend the night. Late at night a black coach driven by six black horses rolls up to the tavern and disgorges a score of ravenous vampires. Luckily, the tavern keeper and his staff are natives and believe in the undead. Several of the windows and doorways are decorated with holy symbols and garlic. The doors and windows are sealed and the heroes and other patrons of the tavern barricade the tavern as if it were a fortress. The night is long and the heroes must prevent the vampires from breaking in and feasting on all the innocent souls.

**Malorn Castle:** In the year of the Lion the noble family of Hortalis attempted to liberate the great city of Elafram, with an army designed for siege. During that six month period, many Hortalins found themselves prisoners of the Malorns. One such fiend, named Falarond Malorn, had the influence of many important people and was able to be granted rulership over Malorn Castle during this period. During the great siege, many Hortalins were captured and all were taken to Malorn Castle, where it was called the gateway to hell. No prisoners escaped; none lived to tell of the horrors inflicted upon them. The heroes hear of a young nobleman of the Hortalins captured during one of their forays and know he will be taken to Malorn Castle. The heroes must find a way into the city and rescue the nobleman before he is killed. Once they are inside they find out the Falarond Malorn is a dark necromancer and is using the captured prisoners for his fiendish experiments.



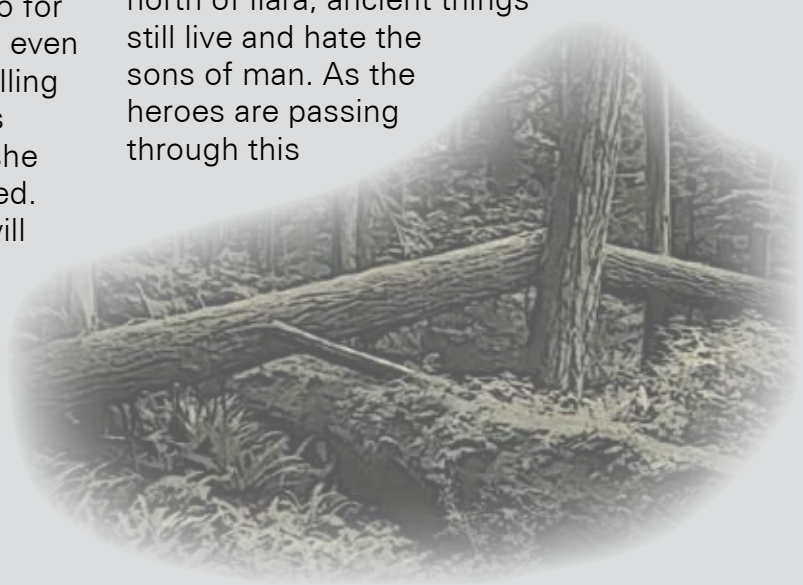


**Clearing:** On the southern border of the frontier lands, just south of Eagleclaw Village, the heroes come across a strange ceremony being held by locals. An elder of the village tells the strange and fascinating story. Within the last six months, three young men have been found dead in a clearing used by the young and secret lovers. The men don't have any marks or obvious wounds, however they all have one thing in common; they died with smiles on their faces. The elder believes that this might be the work of a Wood Spirit. This particular Spirit just might be the spirit of a local woman named Zuzana who was stoned to death about four years ago for committing adultery. Zuzana swore, even as the villagers were throwing the killing stones at her, that she would always love men and take them whenever she pleased for however long she pleased. The elder is hoping this ceremony will exorcise her from the clearing and make it safe for people once again. The heroes are asked to stay and bear witness. Perhaps the ceremony works or perhaps it doesn't and Zuzana chooses one of the heroes as her next victim.

**Island:** While taking ship from the mainland across the great Barrier Sea, a

terrible storm shipwrecks the heroes on a deserted island. The island is covered in ancient monoliths and columns depicting a depraved and insane culture that revelled in hedonism. At night ravenous ghouls rise up from the sea covered in brine and sea urchins to attack the heroes and attempt to drag them into the dark ocean. Only by destroying three specific columns, which are animating the dead, can the heroes achieve victory. Inside one of the columns could be an ancient scroll with some knowledge that the heroes might find useful in the future.

**Grove:** In the dark and untamed forest north of Ilara, ancient things still live and hate the sons of man. As the heroes are passing through this



untamed and ancient forest they begin to see things that are not there and experience nightmares every night within the forest. After three days of travel in the forest the trees come to life and try to





kill the heroes. Dark spirits inhabit the trees and only the burning of an ancient druidic-marked grove will stop the spirits and put an end to their evil un-life. The grove is now an unholy place but may have once held some artefact of power that could help the heroes in the future.

**Demon's Kiss:** According to legend, at funerals this spirit watches for the person who is the last in the graveyard. If it is a young man, who is there alone, the spirit takes the form of a beautiful young girl, inspiring him with ardent passion, and exacts a promise that he will meet her on a specific future date in the churchyard. The promise is then sealed with a kiss, which sends a fatal fire through his veins, so that he is unable to resist her caresses, and makes the promise required. Then she disappears and the young man proceeds homewards; but no sooner has he passed the boundary wall of the churchyard, than he realises what he has done, and he knows that he has sold himself, body and soul, for a demon's kiss. The terror and dismay take hold of him, until despair becomes insanity, and on the very day fixed for the meeting with his demon bride, the victim dies the death of a raving lunatic. In the year of the Boar the Lord Keiran Malthhammer was laid to rest and his son and heir, Liam, succeeded him. Two days after the funeral, Liam was said to have come down with an unnatural fever and raved about a "demon's kiss". The local priest, Father Riabald, believes he knows the cause of young Liam's curse and needs the help of heroes to save him. Father Riabald believes the demon can be tricked and captured, surrendering Liam for her freedom.

**Outpost:** The Heroes are passing through the countryside of Alcambra, when they come across a Rularen outpost that is abandoned. The Rularen are a militaristic religious order that protect the frontiers of man. The Rularen are highly trained and have the most modern equipment and weapons. The outpost does not seem deserted, just abandoned – and in a hurry. Supplies and equipment are stacked about the post and food is still on the tables. Searching the outpost provides some clues to this mystery. There is blood in some areas, but no body parts. There are strange markings on walls and wood posts. But most mysterious of all is a crude map showing the post's water well and a series of lines that look like tunnels under the earth. The heroes should investigate the well and will find crude handholds carved into the inside of the well leading into a gaping maw of darkness. A brood of demons that was imprisoned long ago has broken the ancient sigils that bound them to the bottom of the well and now are making raids to the surface for human flesh.

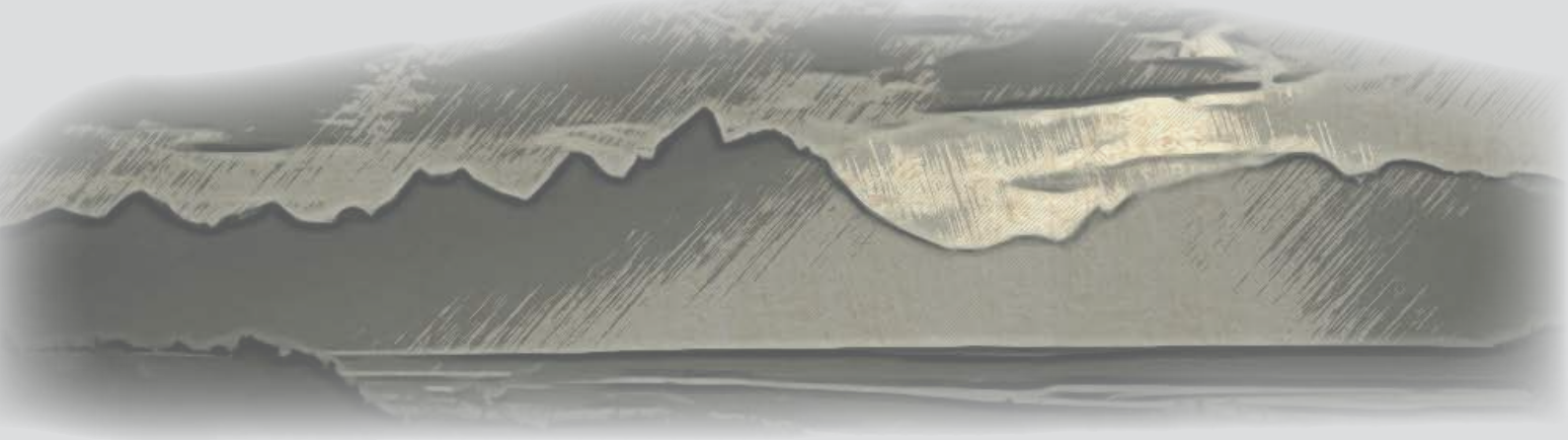
**Magic Belt:** Along the edge of the lake that is south of Sozara, a dark and grim castle squats like a nightmare from some fevered dream. Castle Blackchar has existed for untold years and several dark legends surround its life. Its current owner, Count Sarin Blackchar is a mysterious man who is rarely seen and almost nothing is known about. Rumours persist that Count Blackchar was once one of the famous Knights of Sozara that defended the realm and wore one of the famous Magic Belts of Sozara.





Although it cannot be proven, several people have made journeys to Castle Blackchar, but have never returned. The heroes are passing near the castle when a fierce storm forces them to seek shelter. Count Blackchar welcomes them into his home and provides rooms. However the heroes wake to find themselves trapped in the castle, which has been converted into a giant maze that the mad count uses to torment and eventually kill unsuspecting travelers. The count offers his Magic Belt in the centre of the maze as a reward for anyone that survives his myriad traps and puzzles.

have been raiding the village's food stores and their crops are withering and not bearing anything edible. Rumours say a demon has been stealing the food and ruining the crops. One villager will tell the heroes, in hushed tones, that it is a Revenant. The villager will tell the heroes a story about the village of Krishnat and how they killed a man almost two months ago for a crime that they later found out he was innocent of. Out of all the villages suffering, Krishnat has suffered the worst and some from that village have already died from starvation. The villager will beg the heroes to travel to Krishnat and help stop



**Mountains:** In the sparsely populated mountain range of the Steel Caps, the heroes hear a story of strangeness. Villagers have been disappearing in the night and strange, maddening music can be heard coming from high up the mountain. Locals state that nothing is at the top of the mountain but the ruins of an ancient castle that was destroyed over 300 years ago. Eventually the daughter of the local Magistrate goes missing and the heroes are asked for help. The ruins are actually the resting site of an evil spirit who feeds off the life force of living creatures and the music is how it enthralls and imprisons them.

**Curse:** Tales of famine and drought reach the ears of the heroes. Somewhere near the Yulgat Mountains a village cries out for help. Mysterious thieves and bandits

the curse that is affecting the whole countryside.

**Nobles:** While traveling in the countryside north of Ironclaw, the heroes come across several burnt out farms and cottages. All the inhabitants – men, women and children – have been murdered. One of the farmers is found nailed to a barn door, barely alive. He lives long enough to whisper the words “Regalis Rectum” before he finally dies. Once the heroes find some living locals they hear the story of an ancient group of nobles that believed in the right of royal blood and that all commoners should be slaves or exterminated. None of the locals know any more than the ancient rumors and that the Regalis Rectum once had a stronghold that was destroyed and abandoned long ago about two days travel south of Ironclaw.



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# "HOW DO I GO ABOUT STARTING A WARGAMING CLUB?"

By Robey Jenkins

## THE ACE OF CLUBS – PART ONE

Is there anything in this life more pathetic than a wargamer without somewhere to play? Yes, there is. It's two wargamers, living within walking distance of each other, both thinking they have nowhere and no-one to play.

If you've ever found yourself struggling for a game, fighting those between-tournament shakes or wondering whether maybe, just once, you might be able to persuade your hamster/spouse/three-year-old to take you on at a game of Malifaux on the kitchen table, then you have probably also wondered whether you could start a club.

Starting a club of your own may seem like a daunting prospect; however, the point of this article is not to persuade you that it's a good idea. If you think you're going to start a club, then you already think it's a good idea. If you don't, then you can probably move on to the next article – but, having said that, stop. Take a few minutes to read on, because you never know, one day the conviction may seize you, too, that what you really need is a new club...

### Eliminate

Nothing is more annoying than putting in the effort to get a club off the ground only to discover that there was a club locally all along that you could have joined without all this hassle. So make sure you ask around – and you'll need to dig, sometimes, because wargaming clubs are surprisingly furtive organisations that frequently disdain simple measures such as websites, adverts or telling local hobby stores that they exist.

If you do track down some local clubs, then that doesn't necessarily mean that

there's no need for another one, because all clubs have their own particular traits that determine whether they'll suit you. And if they don't suit you then there's a good chance that there'll be other people they won't suit, either. The critical properties you need to think about are:

### Day & Time

If a club is meeting on a day or at a time that just doesn't suit you, then consider whether you could run one at a different time on a different day that would be better.

### Gaming Systems

Not every club plays every game. If you're looking for Flames of War at a Magic: the Gathering club, then you may be in the wrong place. Of course a lot of clubs are very open to new games, and it may just need some perseverance. However, if a club is very historically focussed then, whilst they may like Alternate-WW2, they are unlikely to be fans of Warhammer Fantasy.

### Venue

Clubs are defined by their venues. A club with a small venue can only support a maximum number of members every week. One with a larger venue will be more likely to offer a range of games. But one with an inconvenient venue, out of town, without parking and invisible to sat-nav, is unlikely to prosper.

Some venues, moreover, are clearly better for a mature group, such as clubs meeting in pubs or bars. If you are under 18 or have children who want to play, then you may want to look for a family-friendly venue.



## Atmosphere

The subtlest quality of a club, atmosphere can be everything from the pervading scent of geek-sweat through to a preference for tournament-style games and strict competition. If a club's atmosphere doesn't suit you then an alternative club needs to have a different atmosphere to offer to potential members.

## Congregate

Once you've decided that you really must start a new club, either because the existing club(s) don't suit you or because they don't exist, you need somehow to gather more wargamers to join you. If you can, do this first. A club consisting of one player is even more pathetic than a player without an opponent. If you can just find one other wargamer, then you'll be away.

How to track down other wargamers is a subject almost deserving of its own article, but once you can find at least two or three others, you need two more things before you start: a name and some money.

Deciding on a name will always generate lots of discussion, but your choices are basically threefold: silly, obvious and aspirational. Silly names – Gobstyks, the Sad Muppet Society – are adverts for a club that doesn't take itself too seriously and probably plays lots of SF and fantasy games. Clubs with silly names will attract younger players, so beware! Obvious names – the Cheltenham Wargames Association, the York Wargames Society – do exactly what they say on the tin: they imply sensible, mature wargamers with a penchant for re-enacting Waterloo and arguing the mechanics of American Civil War engineering methods over a pint of Winkle's Old Peculiar. Younger gamers will tend to stay away. Aspirational names tend towards the vainglorious (The First Company Veterans, the York

Garrison, the Cheltenham Warchiefs) and send a similar message to the silly name but by proxy. These clubs tend to straddle the worlds of serious and casual gaming and will always be slightly embarrassed by their own name.

Money is almost as tricky a subject. Ultimately, all clubs need someone to ante-up, be it to buy terrain, to pay a deposit on a venue or to meet the bills for the first few months. If you came up with the idea, then it is likely to be you, so plan accordingly. Generally speaking, a club will need £100-£200 to get off the ground. If this is beyond you, then you should look at a school or library club, where you can persuade someone else to foot the bills, albeit also handing over a great deal of control over club rules to another party.

## Situate

We've already touched upon the qualities of a club. If you've set one up, then try to determine what yours are and, if there are other local clubs, make sure that yours are distinct from theirs.

One important way you can do this is in the club's constitution and rules. If it's just a handful of you at the outset, then this may seem like overkill, but it's something to keep in mind from the start. The Gaming Club Network offers a template for new clubs to write their constitution, describing the rules by which the club is run. Despotic clubs (in which the club management is unelected and permanent) tend to be unchanging personal fiefdoms. They are good at maintaining their existence, but they are poor at responding to change or unexpected challenges. A democratic club (in which the management is elected for a fixed term) is much more responsive, but is more vulnerable to internal squabbles that can drive away members and, on rare occasions, break a club up entirely.

A vital part of the rules that must be





decided early on, although it can change later, is to work out how to pay for yourselves. Set a subscription rate that will cover or recoup your expenses and decide how often it will be charged and to whom.

Something to bear in mind is that the Equality Act 2010 (which will probably become law in 2011) makes it illegal to charge differential rates based on age, sex, race, religious belief or sexual preference (although it will still be legal to charge differential rates for under 18s – or to bar them entirely!).

### Accomodate

Once you've got a venue and a bunch of people together to play, you're going to need to fill that space with some stuff and this is where that money I mentioned comes into play.

A good venue – I recommend finding one of these! – will provide you with trestle tables on which you can play until you've got some proper tables, which you should do as soon as possible. 4'x4' and 4'x6' are the easiest to find and you can find some good tutorials on how to build and paint these online. If you're made of money, then you can buy modular boards from companies such as Games Workshop or German company, Ziterdes Terrain.

Storage becomes key at this point, of course, because as well as the tables you have to be able to store the terrain that goes on them. Most wargamers will have a small supply of their own terrain that you can either buy from them, borrow or accept as donations in return for a few free visits.

Venues are invariably cagey about storage for new hirers. If you can last the course, pay your rent on time and show yourselves to be polite, efficient and tidy then you'll often find that new storage will eventually become available as other

clubs and groups in the same venue fold or move.

### Populate

Once you've got your first handful together, finding new members is the next challenge. Well-established clubs will often not have to advertise as the power of word-of-mouth is enough to keep them going, but new clubs will need to really push themselves.

By far the best outlet is online. The Google search is the ubiquitous first step to find anything in the 21<sup>st</sup> Century, so make sure that searching for "Wargaming [Your town]" comes up with a hit relevant to your club, first time. You can do this, first of all, by having your own website. But adverts on popular wargaming forums, articles on local press websites and listings on local council websites will all contribute to getting that vital first hit.

Beyond the Internet, the next best outlet is at local hobby stores and at other local clubs. Naturally, you should ask to do this. Games Workshop stores are ideal, of course, but in the UK they won't advertise clubs that aren't a part of the Gaming Club Network.

### Delegate

It's all very well running a club, but it can't be done by just one person. When you're ill, held late at work, on holiday or just don't feel like it this evening, there needs to be someone else who can step up and take the money, keep the register, set out the tables and tidy up at the end.

Better still, there should be a committee. The bigger you can make the committee, the better. Three should be an absolute minimum and you can give them specific roles if you like, but being able to share the burden of leadership is absolutely vital in any voluntary undertaking. Just having one or two people who can guarantee to be there first, get the tables out and look



after the terrain is a huge help. If there are also two to put them all away at the end, that's even better.

## Cultivate

Clubs that aren't growing are dying. In my next articles, I will discuss some strategies and tactics you can use to make sure that your club can survive the slings and arrows of outrageous fortune.

## Last Word

There are some vital finishing points I need to make that didn't fit neatly under a title ending in "-ate", so I'm putting them all here.

First of all, if you are running a public club in the United Kingdom that accepts members under 18 or adults qualifying as "vulnerable", you should give serious consideration to getting members of your committee CRB checked. This is no longer costs money for voluntary bodies and, whilst it's a bit of effort, it gives parents a certain amount of confidence and confers an impression of being responsible and well organised.

Second, if you are running any independent public gathering, you would be well advised to have Public Liability Insurance or you will be personally liable for any injuries or damage sustained in the course of a meeting (and those 4'x6' tables can really hurt when they fall on a toe!).

Whilst being a part of the Gaming Club Network is by no means essential to becoming a successful and popular wargaming club, the GCN has volunteers to help with CRB checks and offers member clubs a very good PLI deal.

If you want to read about my own experience of starting, running, breaking, re-building and finally abandoning a wargaming club, then do check out my blog.

## Related links:

<http://gamingclubnetwork.org.uk>

<http://wargamingclub.blogspot.com>

<http://ziterdes.de>

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### About the Author

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Robey Jenkins is a retired Army officer, the director of Precinct Omega Studios, former Club Leader and Treasurer of York Garrison Wargaming Club, area rep for the Gaming Club Network in Gloucestershire and author of a number of wargaming articles and short stories published in a range of outlets. He lives in Cheltenham with his wife, children and faithful pet plasma cannon.

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# The Northmen are coming

by John Nicholson and Ruarigh Dale

Well, who would have believed that Saturday 20 November 2010 will see the fourth instalment of our annual festival of all things Wargods? There may have been some doubters when we originally mooted the idea of holding an event based on a game system that is perhaps not the best selling or most recognised in the world. However, it highlights the strength of the Wargods game system that it is still well played and maintains such a strong following.

If people are thinking of committing to the Wargods system but may be a bit sceptical, please come along and visit us – you may be genuinely surprised.

As I write this we stand at 18 players booked in, coming mainly from the UK, and we are an eclectic bunch that all share a passion for playing great games systems, rolling dice and talking rubbish for the day. We have advertised this as a tournament in the past, but because all of us are purely interested in meeting up and playing a game, there isn't a competitive element to the event.

I realise that some people are not interested in Wargods for whatever reason, but the game is still going and there are some new figure releases out now and an updated copy of the rulebook. These are available directly from Crocodile Games <http://www.crocodilegames.com/> and certain stores in the UK stock the figures such as the newly formed Black Pyramid Games who have started to develop a website, but can be contacted via email at [blackpyramidgames@googlemail.com](mailto:blackpyramidgames@googlemail.com).

There is also an active community online and the fact that we are still able to attract players to a Wargods themed event is testament to the game's players as much as the designers.

So, for 2010 we are planning to introduce a new angle on the Wargods theme.

One of the Wargods players that inspired this event, Ruarigh Dale, has written a fascinating background with additional rules to compliment the Wargods of Aegyptus main game system based on Viking mythology. This unofficial expansion does compliment the official Wargods of Hyperborea expansion which details the Wendigo and gives these players the opportunity to fight some similar themed opposition.

Anybody wishing to come along and see or even borrow a balanced warband to give the system a try is invited to come and meet us. The event is being held at the University of Kent, Virginia Woolf block (D6 on the interactive map at the following URL <http://www.kent.ac.uk/maps/canterbury/index.html>). The date is Saturday 20 November 2010 and we plan to start at 09:30 and go on until 17:30.

If you wanted to enter a warband for this event, then please sign up to our group forum (The Friday Night Fire Fight Club) <http://fnffc.canterburygamers.org.uk/news.php> where you can join in and sign up for this and any of the other various gaming events we are planning. We will be using 1500 point Ka 5 (or Power 5 for Valhalla players) Warbands.

So, without further ado, I will hand over to Ruarigh's writings in order to give you a flavour of the world of the Northmen including some background on one of the main Asgardian gods. You may recognise him...

## wargods of valhalla

### introduction

In the far north, where the black rock stands guard over the raging seas at the top of the world, lies Asgard. This is the realm of the Aesir, who are the gods of the north. Within Asgard is Odinn's hall, Valhalla, where slain warriors feast by night and fight by day until the final battle



of Ragnarok. At Ragnarok the gods and their enemies, the Jötnir, or giants, will all die. This doom is inescapable and all men know it, yet Odinn, king of the gods, still seeks a way to prevent it.

Surrounding Asgard is the realm of Midgard, wherein dwell the human followers of the Aesir. Midgard is covered in snow for at least half the year, making life, and the people there, hard. The land is mountainous and travel is extremely difficult. The nature of the mountains and the fjords that cut into them has divided Midgard into a large number of small communities that hug the coastline or the valleys along the fjords. Each community consists of a small number of farms that band together under the protection of a warlord (Konungr in Midgardian).

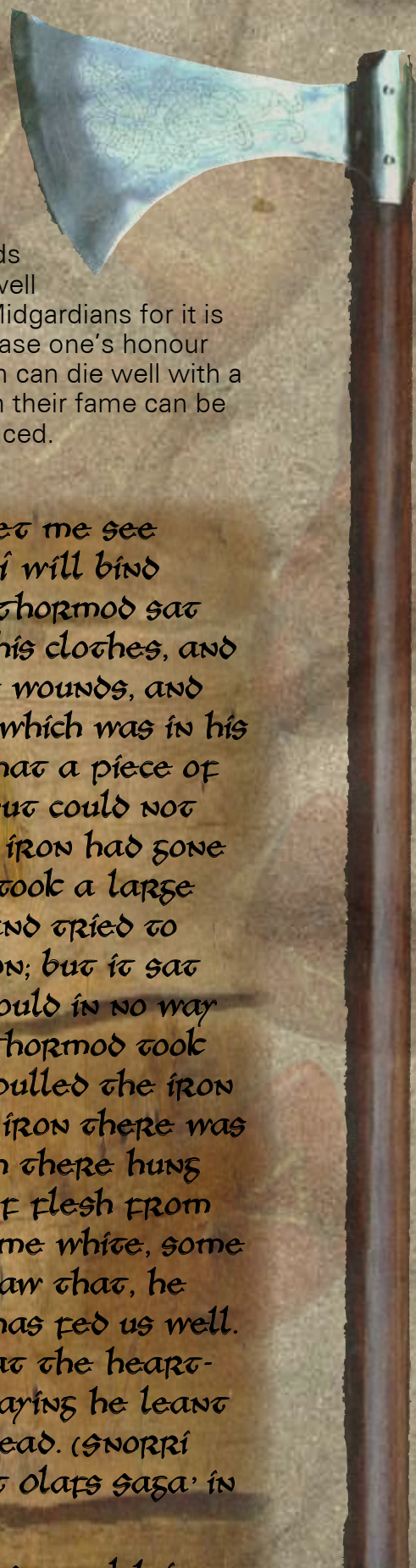
The greatest threats to the peace of the Midgardian communities are wild animals, the Jötnir and the Draugar. Wild animals become hungry during the long winters and will raid farms, taking livestock and people for their own food. The Jötnir seek to destroy the Midgardian communities utterly and wipe them from the land. The Draugir are the restless dead, returned from Niflheim, Hel's domain. They are the spirits of dishonourable Midgardians who have returned to wreak havoc upon the living. Raiding by other communities is a lesser threat as it is usually more profitable to raid other countries that are wealthier, and the threat of legal action and outlawry prevents all but the most hot-headed or powerful from doing so.

The Midgardians know that the world must end. They have heard the prophecies, and so they defiantly prepare for the end of the world. They know that there will never be a "happy ever after" ending and that there is no hope for eternal salvation. They understand that their best hope is to die with sword in hand fighting against their inevitable fate. Their knowledge has made them fatalistic and pragmatic and this has created a society where honour and loyalty to your extended family are the most highly-prized attributes a person may possess. Dying in defence of these is a virtue. Dying in battle is an honour that all men

must seek in the end, for only by dying in battle may a person come to the halls of the gods and stand by the gods at Ragnarok. Dying well is important to the Midgardians for it is another way to increase one's honour and fame. If a person can die well with a jest on their lips then their fame can be immeasurably enhanced.

*the girl said, "let me see thy wound, and i will bind it." thereupon thormod sat down, cast off his clothes, and the girl saw his wounds, and examined that which was in his side, and felt that a piece of iron was in it, but could not find where the iron had gone in. [...] then she took a large pair of tongs, and tried to pull out the iron; but it sat too fast, and would in no way come, [...] then thormod took the tongs, and pulled the iron out; but on the iron there was a hook, at which there hung some morsels of flesh from the heart, -- some white, some red. when he saw that, he said, "the king has fed us well. i am fat, even at the heart-roots;" and so saying he leant back, and was dead. (snorri sturluson 'saint olaf's saga' in heimskringla:*

*the olaf sagas samuel laing (trans.), 1915, pp 380-1)*





Fame is the other attribute that the Midgardians seek for that is the only way that a person may obtain any sort of immortality. For this reason, many Midgardians seek out challenges and battles to enhance their fame and their honour. This is so important to them that even the slightest insult can result in a law suit or a challenge to single combat (*einvigi*). As the High One says:

cattle die, kinsmen die,  
one's self dies the same;  
but fame never dies,  
for those that earn it.  
(haramal, R. Dale (trans.))  
warlords  
"mother bore a boy, wound him  
in silk,  
poured water over him, had  
him named farl;  
his hair was blond, his cheeks  
shining,  
his eyes were piercing like a  
young snake's."  
(Rigsthula, R. Dale (trans.))

The warlord is chosen by the gods and granted special powers to aid him in his duty. It is the warlord's duty to defend his community and to maintain the temple of the gods. To do this he gathers around him his warband or hiro, a cadre of professional warriors who are sworn to fight and die beside him. When the community is threatened, they will mobilise and deal with it. In times of peace, the warlord and his hiro would either feast or travel abroad in search of plunder and adventure. This is called at fara i viking, from which comes the term 'Viking', by which most foreigners know the Midgardians.

If a warlord is particularly successful, he will be rewarded by the gods with further gifts that enhance his strength and power. A warlord will receive a new power when he defeats another warlord in single combat. Likewise, if he defeats a foreign harbinger or demi-god in single combat, he will be rewarded by his gods.

## The gods

The gods of the Midgardians are much like the people. They are all fated to die at Ragnarok and they understand that since their end is not in doubt, the journey is more important than the final destination.



## Odinn

Odinn is the king of the gods. He is a god of war, politics and poetry. Sitting on his throne he can see the whole world. Huginn and Muninn are his spies. They are ravens who fly with the speed of thought around the world and keep watch for Odinn. At his side are his wolves. Odinn knows that he will die at



Ragnarok, but still he carries on. His spirit is indomitable and his followers are like him. They know that if they die in battle they will spend the time until Ragnarok feasting in Odinn's hall, Valhalla, and fighting outside it. Therefore they do not fear death.

Odinn is also a god of madness. He has sacrificed much to gain his wisdom but it has cost him. He hung upside down and sacrificed an eye for the knowledge of the runes. This madness is reflected in his special followers, the berserkers. They are mad warriors who charge heedlessly into battle, relying on their god and their totem animals to protect them. They know that their place in Valhalla will be closer to the high seat if they kill more enemies in Odinn's name. They also know that they must die in battle to get there, so they seek death with a ferocity that no other warrior can match.

Odinn is a fickle god. Those whom he has raised up are frequently cast down again. His favourites have suffered from weapons that broke at exactly the wrong moment in battle, and thus have fallen under the swords of their enemies. The span of their luck is known only to the Norns, and when Odinn chooses, they will fall again. Odinn's followers do not often live to old age.

Odinn is the god of the aristocracy. His warlords are the rightful rulers of the realm that takes its name from Odinn's hall. If Odinn has first chosen them, then they will succeed. When a warrior has been chosen by Odinn, it is obvious to all that see him. They are marked by him with blond hair and piercing eyes. Odinn's favour shows in their bearing and in their strength. All Midgardians will recognise this favour and respect it.

For more information about the Wargods of Valhalla, you can download the rules for Midgardians at the following URL:  
<http://wargodsofvalhalla.pbworks.com/f/WargodsofValhalla.pdf>

So, if you feel you would like to delve into the Wargods mythos, please drop by or contact us on any of the forums. We'd be only too happy to have you along.





# Infinity Miniatures Review

by  
Jez  
Fairclough

## October New releases



### Mètros (Rifle, Light GL)

The French-Ariadnan basic troopers are back! These reinforcements for the Mètros are ready to complete any Merovingian or Ariadnan army list. Armed with a new support weapon, the Light Grenade Launcher, this light infantry's ability to infiltrate enemy territory opens a range of tactical options. With this new Merovingian release, in October the word "victory" must be written in French!



### Bakunin Jurisdictional Force Sectorial Starter Pack

New release! A new miniature box containing a compilation of previously released figures. The best choice to start a Sectorial Nomad army from the Bakunin mothership! The Jurisdictional Command of Bakunin is based around self-defense, covert incursion into enemy territory, and limited clandestine activities, applying some of the revolutionary, and often illegal, Praxis developments. In this box you will find: 3 Moderators, with Combi Rifle, the backbone of this Sectorial Army; 1 Zero with Combi Rifle and E/Mauler, the feminine camouflaged infiltrator; 1 Reverend Moira with MULTI Rifle, a female shock operator, equipped with an Optical Disruptor Device; and 1 Sin-Eater Observant with Mk12, a tough defensive trooper with a weapon you can only find exclusively in this box. Revolution is a way of life for the people of Bakunin, and the army of this mothership will protect it, no matter how high the price that must be paid!





### Yaogat Strike Infantry

New release! Here you have another new Infinity unit box from which you can construct an Infinity Fireteam of these specialized Morat Medium Infantry, using the Link Troops rule. The Yaogat is the Morat spec-ops unit with the worst reputation amongst human troops. Their mission is to hunt down hidden enemies, but these fierce aliens don't discriminate between soldiers and non-combatants, for them the only good human is a dead human!

### Hexas (Spitfire)

New release! The PanOceanian bad guys have arrived. These Intelligence operators are equipped with Thermo-Optical Camouflage and the best technology to accomplish the secret agenda of the PanOceanian Military and Intelligence High Command. The Hexas lack scruples or conscience. They will do anything necessary as they think that the end, PanOceania's triumph, always justifies the means.



### Saladin, Liaison Officer (Combi Rifle)

New release! This Haqqislamite special character is an AI Recreation of the historical warrior king, created to act as liaison officer between Haqqislam and O-12. Possessing the Strategos Special Skill, Saladin is absolutely necessary to give any Haqqislamite player a positive start in battle. With his enhanced biosynthetic body and advanced AI mind, Saladin is, like his original, one of the finest strategists of the Human Sphere and an excellent warrior, tempered by his legendary chivalry and a merciful character.



# Infinity

## The Humanity Sphere

By Jez Fairclough

Infinity the Human Sphere is the second book in the impressive Infinity game from Corvus Belli ([www.infinitythegame.com](http://www.infinitythegame.com)). It digs deeper into the various factions that strive to control the Human Sphere and introduces us for the first time to the ever-helpful Aleph and the tools it uses to keep everyone safe from the Combine and each other.



As with the main rule book you can download the rules from the Infinity website, but this is just a small part of the world, and for many the background information adds to the game, explaining about the units you are using and why some things really just do fit together. As with everything Corvus Belli has done to date, the book is well bound and in full colour, and the illustrations are their normal stunning style that is just a mix of various art elements.

So, let's break the book down into its component parts. The Introduction basically does what any good intro should do, explaining to you what's coming in the rest of the book. The book then splits off giving us more info on each of the great powers. It concentrates each time on a small aspect which shows the direction for the releases for that faction.

The first power covered is Pan Oceania, the so-called 'super power'. It goes into some depth about the various locations where they hold power and how it all works, covering information on Neoterra and Acontecimento. You get to find out the differences between the two – Neoterra being the brains where as Acontecimento is the brawn, the industrial heart of the Pan Oceania system.

The big chunk of the Pan Oceania section, apart from its explanation of the new units that they have added, is information on the Military Orders. The book explains in some detail how these were started to be apart from the normal army under the control of the church but still capable, when needed, of fighting alongside the







normal rank and file. You get details of what each of the nine orders does, how it operates and where its money comes from. You also get to hear about the one order that fell from grace, the Order of the Temple, accused of creating illegal artificial intelligence free of the control of Aleph. As with anything like this you know greed is behind it and they are dragged down, some fleeing to the opening arms of the Nomad. I wonder if we'll see them at some point in the future?

As mentioned you then get a good few pages explaining the background behind the new units, be it the standard Auxilia or the T.A.G Series 3. I can only hope that each book expands in the same way and style as the game itself expands.

Next up is the Yu Jing, the mighty Asiatic empire with a viper at its heart. As with the Pan Oceania, a little bit about the world of YuTang is covered, describing its role in the Yu Jing Empire. As the Yu Jing don't have Military Orders it explains instead how the Japanese element hasn't quite integrated into the rest of the Yu Jing order causing some friction as well as the creation of two secret Japanese groups the Tatenokai, or Shield Group, that works against the government, and tries as best it can to fight the Yu Jing influence in Japanese

society. Though as with anything pitted against the state, it causes as much friction and as many problems as it feels it solves. The Kempeitai works the same as the Tatenokai

except within the military, attacking those who endanger needlessly the lives of Japanese troops.

You then get a lot more information on how the Japanese have evolved the futuristic version of the Samurai and how they, where possible, try and fit into a society a lot don't want to be part of. The ideas are very much in keeping with what many people might understand of Japanese culture now so it's good that Corvus Belli have kept the ideals going.





# Ariadna

We then move as we did with Pan Oceania into the history of the new Yu Jing units, a lot of which have a Japanese flavour, and as it's one of the sectorial armies this is not surprising. So we get the background to the likes of the Celestial Guard and Karakuri Special Project, an army made of robots used as assault troops.

Next up, and still my favourite army, is the Ariadna. This section delves quite well into the Highland aspect of the Ariadna army and how they survive mining for Teseum, a mineral that the other spheres of power would really like to get their hands on. Of

course it shows why there is more than a single aspect of confrontation between them and the others. They still see them as the people that abandoned them and they still have a huge mistrust, being a small pocket where Aleph isn't in the everyday life of the Ariadna people.

The first book introduced us to the terrible force that are the Dog Faces, the product of what happens when a pregnant women is attacked by an Antipode. Human Sphere brings in the Wulver, a one-man, unstoppable killing machine and these creatures, like the Dog Faces, have the natural tendency to just want to



fight though, unlike the Dog Faces, the Wulver are the end of the line, so to speak, for they are all sterile. However, if you want troops that are going to get in close and make a mess of anything, no matter what may



be protecting them, then the Wulver are what you are looking for. They are not the only new unit added though, and Ariadna players can look forward to Caterans, more pariahs of Caledonian society, as well as Dozers, campaign engineers and experts in all things that go bang.

Haqqislam are an army shrouded in mystery and none are more mysterious

are masters of explosives who will use whatever is needed to get the job done – they certainly don't do surgical strikes!

From criminals and outcasts did the Nomad Nation rise. It's now more than the sum of these barbaric beginnings, but that's not to say it's suddenly become civilised; far from it they believe in each person being separate and not controlled



than the Hassasin, the secret society whose role is to protect the Haqqislam faith. They are a group of mystics, thinkers and those who want to delve into truth and reality. As such it's no wonder that a few of the new units are connected to the Hassasin, like the Lasiqs, the master snipers whose job is to ensure a team gets out or does a job when nothing else can be done. The Muyibs

by a state. They hate Aleph and all the AI stands for, and try in any way they can to fight it. This can be from attacks directly on it or simply trying to upset its subtle plans whenever they can. Helping the Ariadna has been a more direct way to keep another power, though small, from direct Aleph control.



# tin



The information on the Nomad gives us insight to Bakunin, famed for its weapon and media tech throughout the sphere. The units added, like the Tomcat and Moran Maasai Huntymers with their KRAZYKAOLA walking time bombs, show the weapon technology in a hard and dangerous way.

The Combined section concentrates on the Shasvastii and how, through exobiology, it can seed combat areas with troops ready to fight or to repopulate areas after a fight. These creatures in many ways remind me of the movie Aliens and others of their ilk. It's a great system and I

can imagine facing something like this would be very upsetting for the average trooper.



Beyond the Shasvastii, the combined gain things like the Raicho, a heavily-armoured TAG piloted by an angry alien. Sounds like it could be a lot of fun. The Combined army brings in lots of races and variety that gives you so much scope to play a lot of different ways and they certainly give you loads to think on.

As for Aleph, what can we say about the new faction? This is what the blurb says: "ALEPH is the unique Artificial Intelligence controlling the data networks and technological systems of the entire Human Sphere. ALEPH is humanity's great ally, and without it, intergalactic socio-political and economical systems would fall apart almost instantly." Its Lhosts are manifestations of itself, with small parts of itself or Aspect in it. These Aspects can be made to look any way that suits the role they are being used for but, no matter the role, they are always the best Aleph has to offer, be it in mind, body or fighting spirit.

So subtle is the way Aleph controls the sphere, most people don't know what is going on and those who do are prone to vanish before they raise too many questions. Aleph forces are the best equipped and can be found using the latest technologies in every sphere. Why waste a resource?



This can certainly be seen in Achilles and his Myrmidons, designed for direct action where no quarter is given or even asked for. However it's also seen in the technology feats like the Devabot and Garuda Tactbots.

The Aleph has a lot to offer but, as the Nomad nation knows, it's also trying to hide what it's really up to. At the moment it is aiding the sphere against the Combine, more out of the fact it thinks it should be the only AI, rather than protecting humanity, which seems to be a distant second thought.

Mercenaries bring us a lot more troops to flesh out a force or to put in something we think is missing. A lot of information is given on Bounty Hunters and I can see and love how they fit into the game. I like the idea of Father Lucian Sforza and really hope the model is close to the image in the book. If he is I'll buy him even if I can't use him. Druze shock teams add some heavyweight firepower to any force and the Ariadna could well do with hiring Valerya Gromoz, a mercenary hacker. It's an area that they lack any troops for currently, so some outside assistance wouldn't go amiss.

Having listed all these things, it's fair to say that the book isn't all about fluff though. It has some very good new rules added as well. The main element for a lot of people will be the Sectorial Army Lists. This will restrict what a player can take but it can increase the amount of certain units available and can modify the cost as well. Fireteams is also another good add-on, giving a player the ability to link

certain troops to work and fight as one group. It's never something I thought was lacking in the game and the rules took me about four or five reads before I really made sense of it and it's not for the lack of examples either. Skills like Sixth Sense and Infiltration are expanded and a few new skills are brought in to allow the new units to be played, along with new weapons as well, more than a few of which are deemed by many to be unsafe as they can cause issues with those using Cubes. A lot of these are items native to either the Ariadna or Combined armies. Two that you can expect to not overly worry about using all the rules. The Army lists at the back are nice, but I would have preferred to have seen what new units were added with what was already available, just so that the information was in a single location.

Overall, The Human Sphere brings a lot more depth and information to the Infinity world. I hope the next ones follow the same format as it certainly works.





# Infinity Miniatures Review

by  
Jez  
Fairclough

## September New releases



### Ghulam Infantry (Rifle + Light Shotgun)

The Ghulam Infantry comprise the backbone of the Sword of Allah, the Haqqislamite army. These newly sculpted light infantry, previously released in the new Haqqislam Starter Pack, are now sold separately for all players who want to enhance their army lists. These multi-part figures have interchangeable arms, so you can have a wide variety of core soldiers for your army. Haqqislamite players cannot miss this!



### Reverend Moira Superior Cassandra Kusanagi (Multi Rifle + Shock CCW)

New release! Cassandra Kusanagi is not only a living legend in the Observance of Holy Mary of the Knife, but also in the Nomads' Black Hand directorate. This special character has fought for years as a covert operative as well as leading Fireteams of Reverend Moiras into battle against enemies of the Nomad Nation. Don't be misled by this sexy veteran warrior, Kusanagi is as cold as the sword she is named after, and she bites deep!





### Rebots (Remotes)

New release! The Special Situations Sections of ALEPH is a small force equipped with state-of-the-art military systems. For that reason, it is not surprising that the Rebots, its basic support Remotes, are the most modern semi-autonomous robots found in the entire Human Sphere. Their streamlined and smooth lines hide the most sophisticated info-war technology and the most devastating artillery systems. The support Rebots are indispensable in any ALEPH army list!

### Imperial Agent Pheasant Rank. (Combi Rifle + E/Mitter)

New release! The light version of the spooky Imperial Agents has arrived, and is ready to take command and turn the course of battle if his superior officer is down. No matter if the Emperor's enemies are at medium range or in close combat, the Pheasant Agent is armed with weaponry that can stop them with a single strike. This highly skilled enforcer of Yu Jing's Imperial Service doesn't hesitate to stain his hands with blood, just to maintain the Empire of Law.



### Aswangs. (Boarding Shotgun)

New release! The fearsome man-eating alien troopers can reach your lines subtly thanks to their Camouflage Special Skill. Once engaged in close combat they will use the Protheion Skill to drain your life, literally eating it piece by piece and organ by organ!



## LONDON

### Tanelorn Wargames Club

Leytonstone & District Ex-Servicemen's Club,  
Harvey Road, London, E11 3DB  
Sunday 6pm-10pm  
[www.tanelornwgc.org](http://www.tanelornwgc.org)  
[barryp@tanelornwgc.org](mailto:barryp@tanelornwgc.org)

### The Good the Bad and the Bromley

Unit 21, The Mall, Bromley, BR1 1TS  
Tuesday 5pm-9pm  
[www.thegoodthebadthebromley.com](http://www.thegoodthebadthebromley.com)  
[thegoodthebadthebromley@live.co.uk](mailto:thegoodthebadthebromley@live.co.uk)

### The North London Imps

Gordon Hall, Huntley Drive, West Finchley,  
London, N3 1NX  
Monday 7.30pm-10.30pm  
[www.northlondonimps.com](http://www.northlondonimps.com)  
[dakomittee@northlondonimps.com](mailto:dakomittee@northlondonimps.com)

## SOUTH EAST

### Bedford Gladiators

North End Working Mens Club, Bedford,  
MK41 7TW  
Monday 7.30pm-11pm  
[gladiators.wordpress.com](http://gladiators.wordpress.com)  
[gladiator64uk@yahoo.co.uk](mailto:gladiator64uk@yahoo.co.uk)

### Gravesend Gamers Guild

The Three Daws Public House, 7 Town Pier,  
Gravesend, Kent, DA11 0BJ.  
Wednesday 6.30pm-9.30pm  
[www.gravesendgamersguild.co.uk](http://www.gravesendgamersguild.co.uk)  
[zenga@blueyonder.co.uk](mailto:zenga@blueyonder.co.uk)

### Bognor Regis Gaming Asociation

Newtown Sports and Social Club, Bognor  
Regis, PO21 5EU  
Tuesday 6.30pm-11pm  
[www.bognorgaming.com](http://www.bognorgaming.com)  
[mrfrankhill@yahoo.com](mailto:mrfrankhill@yahoo.com)

### Brighton Warlords

King and Queen Pub, 13-17 Marlborough  
Place, Brighton, East Sussex, BN1 1UB  
Monday 4pm-10.30pm  
[peter.cooke423@ntlworld.com](mailto:peter.cooke423@ntlworld.com)

### Chelmsford Bunker

Chelmsford Police Sports & Social Club, St.  
Margaret's Road, Chelmsford, CM2 6DA.  
Wednesday 6.30pm-10.30pm  
[www.bunkerassault.co.uk](http://www.bunkerassault.co.uk)  
[enquiries@bunkerassault.co.uk](mailto:enquiries@bunkerassault.co.uk)

### Gambit Games

St. Leonard's Church Hall, Glebe Villas, Hove  
East Sussex BN3 5SN  
[www.gambitgames.co.uk](http://www.gambitgames.co.uk)  
[inferno150@sky.com](mailto:inferno150@sky.com)

### Newmarket Knights

Studlands Park Community Centre, Brickfields  
Avenue, Newmarket CB8 7RX  
Alternate Fridays 6.30pm-9.30pm  
[nktknights.tripod.com](http://nktknights.tripod.com)  
[nktknights@gmail.com](mailto:nktknights@gmail.com)

### Outpost 47

The Seven Sisters Pub, Alfriston Road,  
Seaford, East Sussex, BN25 3JF  
Tuesday 7.30pm  
[outpost47.phpbb3now.com](http://outpost47.phpbb3now.com)  
[mark@froglenut.co.uk](mailto:mark@froglenut.co.uk)

### Phoenix Gaming Club

The Scout Centre, Skinners Hill,  
Wellingborough Road, Rushden, NN10 9YE  
Tuesday 7pm-11pm  
[phoenixgaming.wordpress.com](http://phoenixgaming.wordpress.com)  
[Darrell.lee1@hotmail.co.uk](mailto:Darrell.lee1@hotmail.co.uk)

### Southend Toy Soldiers Club

Southend High School for Boys, Prittlewell  
Chase, Southend-on-Sea, Essex, SS0 0RG  
Thursday 6pm-9.30pm  
[clubenquiries@holttum.com](mailto:clubenquiries@holttum.com)

### Walberton Wargamers

The Pavilion, The Street, Walberton, Arundel,  
West Sussex BN18 0PQ  
Friday 7.30pm-10.30pm  
[www.walbertonwargamers.org.uk](http://www.walbertonwargamers.org.uk)  
[walbertonwargamers@yahoo.co.uk](mailto:walbertonwargamers@yahoo.co.uk)

### Tunbridge Wells Wargames Society

Speldhurst Village Hall, Speldhurst, Tunbridge  
Wells, Kent, TN3 0PR  
[www.twws.org.uk](http://www.twws.org.uk)  
[secretary@twws.org.uk](mailto:secretary@twws.org.uk)



## SOUTH

### Bracknell Forest Gamers

St Pauls United reform Church, Bracknell,  
RG12 9LP

Monday 7pm-11pm

[www.bfgclub.org.uk](http://www.bfgclub.org.uk)

[chair@bfgclub.org.uk](mailto:chair@bfgclub.org.uk)

### The Oxford Gaming Club

Botley Baptist Church, Westminster Way,  
Botley, Oxford OX2 0LW

Monday 7.00pm-9.30pm

[www.oxfordgamingclub.co.uk](http://www.oxfordgamingclub.co.uk)

[royemunson@hotmail.com](mailto:royemunson@hotmail.com)

### Abingdon Wargames Club

Neave Room, Abingdon Conservative Club,  
OX14 5AG

Friday 6.30pm-10pm

[www.abingdonwargames.org.uk](http://www.abingdonwargames.org.uk)

[steve@evanssteve.wanadoo.co.uk](mailto:steve@evanssteve.wanadoo.co.uk)

### Armageddon Inc

Reggie Goves Centre, Pauls Row, High  
Wycombe, Bucks, HP11 2HQ

Monday 6.45pm-10pm

[www.armageddon-inc.co.uk](http://www.armageddon-inc.co.uk)

[james.adams@hotcom.co.uk](mailto:james.adams@hotcom.co.uk)

### Sad Muppet Society, The

Glebe Hall, Church Square, Basingstoke,  
RG21 7QW

Tuesday 7pm-10pm

[www.sadmuppets.org](http://www.sadmuppets.org)

[DaveR@sadmuppets.org](mailto:DaveR@sadmuppets.org)

### Spiky Club

RPOSSC, 6 Richfield Avenue, Reading,  
Berkshire, RG1 8EQ

Thursday 7pm-11pm

[www.spikyclub.com](http://www.spikyclub.com)

[spikydavid@gmail.com](mailto:spikydavid@gmail.com)

### Guildford Games Club

Park Barn Centre, Park Barn Dr, Guildford GU2  
8EN

Monday 7.30pm-22.30pm

[benjaminlee422@gmail.com](mailto:benjaminlee422@gmail.com)

## SOUTH WEST

### Beast and Bionics

Poldark Inn, Delabole Cornwall, PL33 9DQ

Thursday 6.30pm-10pm

[s6.zetaboards.com/Beasts\\_and\\_Bionics](http://s6.zetaboards.com/Beasts_and_Bionics)

[Hendybadger@aol.com](mailto:Hendybadger@aol.com)

### Calne Gaming Club

Church House, 30 Church Street,  
Calne SN11 0HU

Monthly - see website

[www.calnegamingclub.com](http://www.calnegamingclub.com)

[themonthlygrunt@hotmail.co.uk](mailto:themonthlygrunt@hotmail.co.uk)

### Dice and Dagger Gaming Club, The

Stratton Hall, Union Hill, Stratton, Bude,  
Cornwall, EX23 9BB

Sunday 5.30pm-10pm

[www.diceanddagger.110mb.com](http://www.diceanddagger.110mb.com)

[celtofkerne@aol.com](mailto:celtofkerne@aol.com)

### Exeter Inquisition

Fountain Room, St. Sidwell's Centre, Sidwell  
Street, Exeter, Devon, EX4 6NN

Tuesday 6pm-10pm

[exeter-inquisition.org](http://exeter-inquisition.org)

via website

### Rygas Roughnecks

Whipton Institute Social Club, Whipton Village  
Rd, Exeter, Devon EX4 6AW

Wednesday 6pm-11pm

[www.rygasroughnecks.com](http://www.rygasroughnecks.com)

### Swindon and District Wargamers

Moredon Community Centre, 1 The Street,  
Swindon, SN25 3ER

Wednesday 7pm-11pm

[www.sadwargamers.com](http://www.sadwargamers.com)

[warren@gleesonclan.co.uk](mailto:warren@gleesonclan.co.uk)

### West Cornwall Games Club

St Just Methodist Church Hall, Chapel Street,  
St Just, Penzance, Cornwall, TR19 7BB

Thursday 7pm-10pm

[www.wcgc.webs.com](http://www.wcgc.webs.com)

[neilasharp@aol.com](mailto:neilasharp@aol.com)

## MIDLANDS

### 1st Company Veterans

Warhammer World, Nottingham, NG7 2WS

Thursday 6pm-10pm

[www.1stcompanyveterans.net](http://www.1stcompanyveterans.net)

[matt\\_rs2003@hotmail.co.uk](mailto:matt_rs2003@hotmail.co.uk)

### Celler Dwellers

Laser Zone, 29 St Johns Road, Huddersfield,  
HD1 5DX

[www.cellardwellers.info](http://www.cellardwellers.info)

[alysaudoe1@hotmail.com](mailto:alysaudoe1@hotmail.com)



**COGS-Chesterfield Open Gaming Society**

The Parish Centre, Stonegravels, 91 Sheffield Road, Chesterfield, S41 7JH.  
 Alternate Wednesdays 7pm-10pm  
[www.c-o-g-s.org.uk](http://www.c-o-g-s.org.uk)  
[awb1@btinternet.com](mailto:awb1@btinternet.com)  
 Market Hall, Chesterfield, Derbyshire S40 1AR  
 Monday 7pm-10pm

**Da Wot Notts**

Warhammer World, Nottingham, NG7 2WS  
 Wednesday 6pm-10pm  
[hancockoliver@hotmail.com](mailto:hancockoliver@hotmail.com)

**KIA Games Club**

Kirkby-in-Ashfield Library, Ashfield Precinct,  
 Kirkby-in-Ashfield, Nottinghamshire, NG17 7BQ  
 Alternate Saturdays 10am-3pm  
[www.kiagamingclub.net](http://www.kiagamingclub.net)  
[kiagamingclub@hotmail.com](mailto:kiagamingclub@hotmail.com)

**Nuneaton Model and Games Club**

The Cube, Methodist Church Hall, Edward Street, Nuneaton, CV11 5RH  
 Sunday 10am-3.30pm  
[www.nuneatongamesclub.co.uk](http://www.nuneatongamesclub.co.uk)  
[b.mccormack@hotmail.co.uk](mailto:b.mccormack@hotmail.co.uk)

**Sutton Immortals**

All Saints' Church Centre, Belwell Lane, Four Oaks, B74 4TR  
 Thursday 7pm-10pm  
[http://z7.invisionfree.com/SuttonImmortals/dabarker\\_382@hotmail.com](http://z7.invisionfree.com/SuttonImmortals/dabarker_382@hotmail.com)

**Tamworth Games Club**

Central Methodist Church, 18 Glyndebourne, Tamworth, B79 7UD  
 Wednesday 6pm-9pm  
[philhannigan2002@yahoo.co.uk](mailto:philhannigan2002@yahoo.co.uk)

**Warlords of Walsall**

Hatherton United Reform Church, Hatherton Road, Walsall, WS1 1XS  
 Friday 6pm-10pm  
[www.freewebs.com/warlords-of-walsall](http://www.freewebs.com/warlords-of-walsall)  
[warlords\\_of\\_walsall@hotmail.com](mailto:warlords_of_walsall@hotmail.com)

**Derby Wargames Society**

Royal British Legion, 85 Chellaston Road, Allenton, DE24 9AF  
 Monday 7pm-11pm  
[derbywargamessociety.com](http://derbywargamessociety.com)  
[bencurry@derbywargamessociety.co.uk](mailto:bencurry@derbywargamessociety.co.uk)

**Ripley Terror Troopers**

Ripley Library, Grosvenor Road, Ripley, Derbyshire, DE5 3JE  
 Alternate Thursdays 5.30pm-7pm  
[judith.hawcroft@derbyshire.gov.uk](mailto:judith.hawcroft@derbyshire.gov.uk)

**Leicestershire Warrior Wargaming Club**

Arnesby Village Hall, Mill Hill Road, Arnesby, Leicester, LE8 5WG  
 2nd & 4th Wed 6.30pm-9.30pm  
[www.lwwwc.co.uk](http://www.lwwwc.co.uk)  
 Via website

**NORTH****Doncaster Wildcats**

The Leopard, 2 West St, Doncaster DN13AA  
 Monday 6pm-10.30pm  
[sixthkraven@hotmail.co.uk](mailto:sixthkraven@hotmail.co.uk)

**East Cleveland Warsmiths**

St Margarets Eductaion Centre, Brotton, Cleveland, TS12 2PJ  
 Sunday 6pm-9.30pm  
[james.borders@live.co.uk](mailto:james.borders@live.co.uk)

**Hulls Angels**

Unit 2, Grimston Street, Hull, HU1 3HG  
 Wednesday 4pm-9pm & Saturday 5pm-9pm  
[hulls-angels.co.uk](http://hulls-angels.co.uk)  
[ross@hulls-angels.co.uk](mailto:ross@hulls-angels.co.uk)

**Leeds Games Club**

Headingley Community Centre, Inner Ring Rd, Leeds, LS6 3HG  
 Thursday 7pm-10.30pm  
[www.leedsgamesclub.co.uk](http://www.leedsgamesclub.co.uk)  
[Webadmin@leedsgamesclub.co.uk](mailto:Webadmin@leedsgamesclub.co.uk)

**Leeds Nightowls Gaming Club**

Headingley Community Centre, Inner Ring Rd, Leeds, LS6 3HG  
 Sunday 10am-3pm  
[www.leeds-nightowls.co.uk](http://www.leeds-nightowls.co.uk)  
[admin@leeds-nightowls.co.uk](mailto:admin@leeds-nightowls.co.uk)

**Middlesbrough Gamers Club**

St Marys Centre, 82-90 Corporation Road, Middlesbrough, TS1 2RW  
 Tuesday & Thursday 6pm-10pm  
[www.m-gc.co.uk](http://www.m-gc.co.uk)  
[kevin.gibson4@ntlworld.com](mailto:kevin.gibson4@ntlworld.com)

**Northumbrian Adventurers Guild**

St Cuthbert's Church Hall, Bridge St, Blyth, Northumberland NE24 2AA  
 Sunday 12pm-7pm  
[www.anythingbutaone.com](http://www.anythingbutaone.com)  
[contact@anythingbutaone.com](mailto:contact@anythingbutaone.com)



**Redcar Ironbeards**

Coatham Memorial Hall, 7 Coatham Rd,  
Redcar, Cleveland TS10 1RH  
Monday 7pm-10pm  
[www.ageofstrife.com/redcar-ironbeards](http://www.ageofstrife.com/redcar-ironbeards)  
[ian.widdowson1@ntlworld.com](mailto:ian.widdowson1@ntlworld.com)

**York Garrison Wargaming Club**

Burton Stone Community Centre, Evelyn  
Crescent, York, North Yorkshire, YO30 6DR  
Tues & Wed 6.30pm-9.30pm  
[www.yorkgarrison.co.uk](http://www.yorkgarrison.co.uk)  
[warboss@yorkgarrison.co.uk](mailto:warboss@yorkgarrison.co.uk)

**NORTH EAST****Gobstyks Gaming Club**

St Andrew's Church Hall, Garmston Street,  
Lincoln, LN2 1HZ  
Thursday 6pm-10pm  
[www.gobstyks.co.uk](http://www.gobstyks.co.uk)  
[info@gobstyks.co.uk](mailto:info@gobstyks.co.uk)

**Lost Boys Wargaming Club**

Ainsdale Methodist Church, Ainsdale,  
Southport, PR8 3NQ  
Tuesday 5pm-10pm  
[hez14badkarma@blueyonder.co.uk](mailto:hez14badkarma@blueyonder.co.uk)

**NORTH WEST****Coppull and Chorley Knights**

St Mary's Parish Centre, West Street, off  
Devonshire Road, Chorley, Lancs. PR7 2SJ  
Thursday 7pm-11pm  
[cack-wargamesclub.net](http://cack-wargamesclub.net)  
[jt\\_y@btinternet.com](mailto:jt_y@btinternet.com)

**Winsford Warhawks**

The Edge, Winsford, CW7 1QS  
Tuesday 6.30pm-9.30pm  
[winsfordwarhawks.forumotion.com](http://winsfordwarhawks.forumotion.com)  
[winsfordwarhawks@hotmail.co.uk](mailto:winsfordwarhawks@hotmail.co.uk)

**WEST****Gatekeepers Wargames Club**

The Gateway Education and Arts Centre,  
Chester Street, Shrewsbury, SY1 1NB  
Friday 6.30pm-10pm  
[www.gatekeepers.me.uk](http://www.gatekeepers.me.uk)

**Telford STAGS**

Hadley Scout Hut, Cyril Hayward Court,  
Hadley, Telford, TF1 5NB  
Alternate Sundays 12pm-4.30pm  
[www.freewebs.com/telford\\_stags](http://www.freewebs.com/telford_stags)  
[qkg@btconnect.com](mailto:qkg@btconnect.com)

**SCOTLAND****Dunfermline Wargaming and Roleplaying Fellowship**

The Del Farquharson Centre, Netherton Broad  
St., Dunfermline KY12 7DS  
Friday 6pm-9pm  
[www.freewebs.com/thegamesclub](http://www.freewebs.com/thegamesclub)  
[dwarfclub@aol.com](mailto:dwarfclub@aol.com)

**The Gaming Kingdom**

The Meeting Place, Keith Crescent, Leuchars,  
St Andrews, Fife, KY16 0JX  
Monday 7pm-11pm  
[www.thegamingkingdom.org.uk](http://www.thegamingkingdom.org.uk)  
[krissherriff@hotmail.com](mailto:krissherriff@hotmail.com)

**Kirriemuir Wargames Club**

The Guide Hall, The Roods, Kirriemuir, DD8  
4EZ  
2nd Friday of the month 7pm-11pm  
[www.kirriemuirwargames.co.uk](http://www.kirriemuirwargames.co.uk)  
[daledsmith@btinternet.com](mailto:daledsmith@btinternet.com)

**Livingston Battleground**

Lanthorn Community Centre, Kenilworth Rise,  
Dedridge, Livingston, EH54 6NY  
Saturday 9.15am-12.15pm  
[www.battleground.org.uk](http://www.battleground.org.uk)  
[info@battleground.org.uk](mailto:info@battleground.org.uk)

**St Aidans Warriors**

St Aidans Scottish Episcopal Church, Mearns  
Road, Clarkston, Glasgow, G76 7EU  
Sunday 7pm-11pm  
[www.ukclubs.org/info/StAidans](http://www.ukclubs.org/info/StAidans)  
[staidans@ukclubs.org](mailto:staidans@ukclubs.org)

**Stirling Wargamers**

Ochil Community Hall, Ochil Crescent,  
Stirling, FK8 1QJ  
Thursday 6pm-10pm  
[stirlingwargamers.50webs.com](http://stirlingwargamers.50webs.com)  
[info@stirling-wargamers.org.uk](mailto:info@stirling-wargamers.org.uk)

**WALES****Bridgend Games Club**

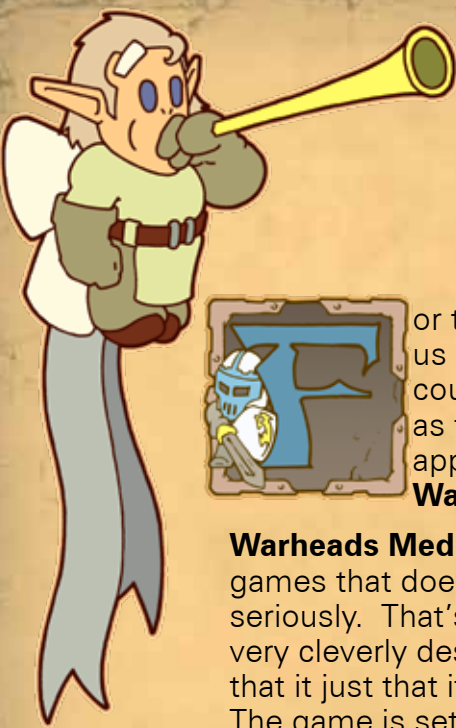
Gilead Chapel Hall, Coity,  
Nr. Bridgend, Bridgend County CF35 6AU  
Sunday 5pm-9pm  
[castlegamesclub.tk](http://castlegamesclub.tk)  
[kyinpie@hormail.com](mailto:kyinpie@hormail.com)

To get your club into the GCN register, contact  
[robey.jenkins@gamingclubnetwork.org.uk](mailto:robey.jenkins@gamingclubnetwork.org.uk).



# WARHEADS

## THE TALE BEGINS



or those people who know us here at The Ancible they could see it coming as soon as the rumours started to appear on the Internet.

**Warheads, O Yeah!!**

**Warheads Medieval Tales** is one of those games that doesn't take itself all that seriously. That's not to say that it's not a very cleverly designed game, but rather that it just that it likes to smile at itself. The game is set in Medieval times (guess the title could help people work that out) along the Welsh Marches. The game follows the ongoing struggle between two rival groups, one led by the young and naive Sir Hugo of Deangard and the other by Gui le Batard, or Hugo's Heroes and Gui's Gits as they are affectionately called in the game.

True to form, when John Robertson at Urban Mammoth sent in a couple of the starter sets there were many fights but eventually Jez and I (One of the advantages of being the boss) were victorious and emerged from the fray clutching the goodies.

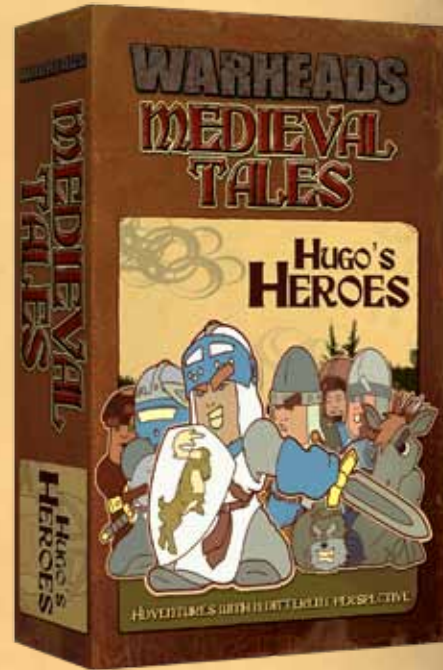
**Kenny** – It is very rare that I get to choose any faction. Usually by the time I get to it everyone else has pored over the rules and decided which side gives them the tactical advantage [*by this he means Parky, of course – Ed*], however this time there are only two factions and they equate to goody-two-shoes against sneaky and dishonest. I decided on sneaky and dishonest [*Oh, big surprise – Ed*] leaving Jez with the good guys [*What, no mercenaries? He'll be inconsolable – Ed*]. All it takes now is for me to get

into character and we can begin.

**Jez** – When myself and Kenny were looking at doing an extended report on the game I was more than happy to be left with the stout followers of Sir Hugo of Deangard. I don't normally go for any particular army and pick a lot of stuff on looks alone.

It was little things, like the impish look on Eck, Sir Hugo's sort-of-squire and the dog Canute that just made me smile and think: yeah I'll have a bash with them. It was also the fact that Sir Hugo reminded me of some of those knights you see stood around in classic British films. You know the sort, all smiles and not really much in between the ears. The sort that say: "**War sounds like jolly good fun, what?**" These are one of the elements in the game that make it a little more fun to look at and play. The 3-D renders of the miniatures on the site are very softly done, simple colours and the images in the rules are the same. Simple one colour systems that might remind some people of a cartoon and it's not a look for everyone but, I have to say, I like the simple nature and the overall idea.

Both armies are pretty well matched and that is good, though you have enough little changes to make picking what you want something that you do need to think about a little. Though it's all mainly about the style and look, rather than the fact that Gui le Batard's group has something that makes using them better. Often it's the subtle elements that make a game more fun, as opposed to one





side having a huge difference in style and characteristics.

The game system slowly guides you into playing as well, so for the first game you can pretty much get away with painting your hero and you'll be fine. As the scenarios progress through the campaign you can then paint up the others until you're all done. Each issue of the game brings ever expanding ideas for the campaign as well as any new rules required.



**Warheads** is an interesting game in that it is a cross between tabletop wargaming and an RPG. Now, before both camps start with "NO it's NOT!"

you need to try it out. You can take as much of each of the systems as you like and combine it into your game or, as in our case, campaign. We are going to be playing through the scenarios as they are released and hopefully before (that's a hint John) to give you guys a good idea as to what the game is all about and we may even have a go at creating some storylines of our own. So, without further ado, let the adventure begin.

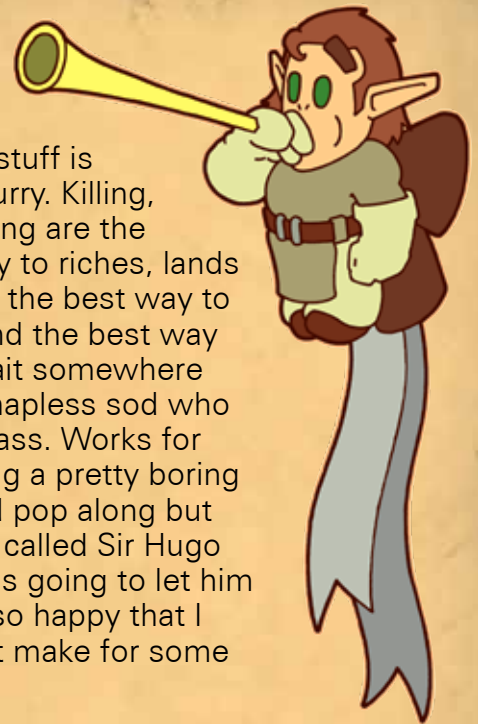
Actually, there is something we should mention before we go on – the miniatures. They are a bit different to what you will be used to *[unless you collect Corinthian's football player models – Ed]* because the models have disproportionately large heads. Effectively they are caricatures *[WarHEADs, geddit? – Ed]* and although it takes a while to get your head around *[stop it, I do the jokes – Ed]* it soon appears quite natural and helps individualise the game. Sure, it may not be aesthetically realistic, but it allows the individual characters to be imbued with a large amount of personality.

Anyway, back to the no further ado bit...



**Gui Le Batard** – Some days are just not good days and let me tell you I haven't had a good day in as long as I can remember.

All this fighting for your title and honour stuff is going nowhere in a hurry. Killing, plundering and maiming are the quickest, sure-fire way to riches, lands and titles. I find that's the best way to approach the day. I find the best way to pick a fight is to wait somewhere and challenge some hapless sod who happens to want to pass. Works for me. There I was having a pretty boring day when who should pop along but some little pipsqueak called Sir Hugo of Deangard. No, I was going to let him pass but he seemed so happy that I decided that he might make for some sport.



**Sir Hugo** – Well, what?

Oh, all this going out and fighting the bad guy really sounds like it's going to be fun. So off I was with my trusty man Eck and that donkey he likes with all my kit. It's not a perfect start; I mean, a knight like myself should be riding a majestic

white charger not walking along. But I guess I have to be a little humble and such at the start of my heroic life ahead. Then I'm heading towards some bridge to get to the other side when I find that blaggard Gui Le Batard stood in the way like the common robber he is. Well 'have at you knave', I say to that.





# THE BRIDGE ON THE RIVER WYE



## TURN 1

**Roll for Initiative: Kenny:  $2 + 0 = 2$ ;  
Jez:  $6 + -3 = 3$**

**Gui:** Damn and blast, turns out that the fop has better initiative then me and in a momentary lack of concentration managed to hit me once. That is a bit of a wakeup call – he shall pay!

**Hugo:** Ha! That lowly knave! With a flash of my mighty sword I shall have at him and he shall again know his place.

*Jez hits first*

**Hugo:** A hit is a hit and I have scored first blood so that shall be a reminder.

**Jez rolls 3d6: 2, 2, 5 = 1 Hit, 1 Wound, 1 XP for Jez**

**Gui:** I shall now exact my wrath on the upstart and unleash the full fury of both my weapons. Take that, and I hope it hurts.

**Kenny rolls 3d6: 4, 6, 6 = 3 Hits, 3 Wounds, 3 XP for Kenny, -2 Armour for Jez**

That ends the turn and as the warriors stand and continue to stare at each other they both try and figure out the best plan of attack to take the other down.

## TURN 2

**Roll for Initiative: Kenny:  $4 + 0 = 4$ ;  
Jez:  $1 + -3 = -2$**

**Gui:** Ha! That blow to the head has obviously slowed you down. I shall go first and press my advantage.

**Hugo:** The man is a lunatic; he must be part Dane at least. Attacking without the use of a shield could be his downfall, though I'll admit it does make him quicker and his first attack really hurt. I shall tell nanny on him.

*Kenny hits first*

**Gui:** I shall toy with you for a bit as this is proving to be a fun way to spend an afternoon and I enjoy watching people suffer a bit.

**Kenny rolls 3d6: 1, 2, 4 = 1 Hit, 1 Wound, -1 Agility for Jez, 1 XP for Kenny**

**Hugo:** Have at you again; though your wounds have hurt me deep I shall strike at you. I may yet turn the tide as we both look to be as hurt as the other.

**Jez Rolls 3d6: 1, 4, 5 = 2 Hits, 2 Wounds, 2XP for Jez, -1 Mind for Kenny**



## TURN 3

**Roll for Initiative: Kenny 1 + 0 = 1; Jez 2 + -4 = -2**

Note: As your stats get worse so do things like your Initiative and the strength of your attacks.

**Gui:** I dodge left, I feint right, I do my special "I'm quicker than you dance" and I smack you again. You just got to love this.

**Kenny rolls 3d6: 1, 3, 5 = 1 Hit, 1 Wound, 1XP for Kenny, -1 Body for Jez**

**Hugo:** All that dancing around; is he after a part in the local wandering minstrel's show? It's fun but all that dancing makes him walk straight into a backward swipe.

**Jez Rolls 3d6: 1, 2, 5 = 1 Hit, 1 Wound, 1XP for Jez, -1 Agility for Kenny**

## TURN 4

**Roll for Initiative: Kenny 4 + -1 = 3; Jez 2 + -4 = -2**

*Kenny hits first*

**Gui:** I'm board and have some castle to ransack so it's time to finish this sham of a fight. Take that! And have another one just in case...

**Kenny rolls 3d6: 3, 4, 6 = 2 Hits, 2 Wounds, 2 XP for Kenny, Jez is Incapacitated!**

**Hugo:** Ouch! ["thud" as he drops to the floor.]

*Jez is Incapacitated and loses.*

**Gui:** Ha ha! I showed him; beaten to a pulp and before I had the chance to put paid to him his mates came along and started shooting arrows at me. Chivalry... the age of chivalry is dead. What sort of person brings a bow and arrow to a sword fight?

## CONCLUSION

**Kenny** – Hooray, evil wins again! With my 10 XP bonus for winning I have a total of 17 XP to spend. I use 10 XP to up Gui's Dual Wield skill to Level 2 and keep the rest for a rainy day.

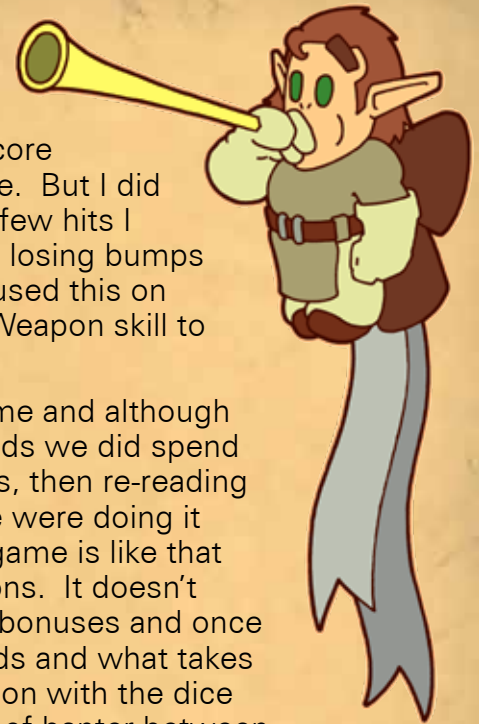
**Jez** – I didn't do overly well in that game – not being able to roll a decent score cramps the style a little. But I did gain enough from the few hits I made and the 5 XP for losing bumps me up to 10 XP, and I used this on Hugo to up his Hand Weapon skill to Level 2.

Okay so it's a new game and although it only took a few rounds we did spend some time reading bits, then re-reading them to make sure we were doing it right. But every new game is like that for the first few sessions. It doesn't clutter too much with bonuses and once you work out what adds and what takes away you can just get on with the dice rolling and the odd bit of banter between players. Of course after your first couple of games you're going to have the rules set and be able to just play the games without the need to read everything through.

As games go its fun, it runs nicely and I can see as we play more games and it expands that we're going to have lots of fun with the different styles each character brings.

The only thing that overly stood out as a concern is that taking a shield doesn't really make a huge difference unless your enemy is using a two-handed weapon. The minus to my initiative didn't really make up for the fact that Kenny could hit me first and was using the same amount of dice as me because of the extra bonus from the Dual Wield skill. But it's something to think on as we play more games and get used to the subtle elements *[The fact that although Gui is modelled with two swords but according to the guys the rules don't have a capacity for two swords needs ironing out as well. The rest of us spent half the evening joking about which sword was the axe that the rules did allow Gui to take – Ed].*

**Hugo:** Damn that knave, he beat me, but what honour has he using two weapons instead of with sword or shield? I shall ensure that next time we meet he gets the thrashing he deserves and then some more just in case...







*By Jez Fairclough*

A lot of little miniatures companies pop up and tend to throw out some good work, but in many cases they don't last for long. Thankfully with the style and quality of miniatures being turned out by Tor Gaming ([www.torgaming.co.uk](http://www.torgaming.co.uk)) I think they have a very bright future ahead of them.

The ones that Gavin (Super Squirrel for those of us on the UKCORD forum) sent us were some of the first he'd had produced for his Relics range, The Britan Empire Troopers. These miniatures remind me of stitched up and patchwork dolls. Their whole essence and style is reminiscent of some of the Mid Nor stuff that Rackham threw at us during their prime and that's a very good thing, in my opinion. They have a style that's part children's ragged toy, part horror comic with a healthy pinch of comedy as well.

The miniatures are very well made and they look great, with very little in the way of mould lines on anything, and with the way they have been moulded they went together on testing very easily with little need for the dreaded green stuff which is the bane of my modelling life. Little elements like this are going to be popular not just for gamers, but also for those who just buy to paint as well. I like the very rugged look of the black powder weapons that fits well with the whole image and style of the miniature and the small point that the grain is already added helps to push these models into the limelight. Even little things like the Napoleonic style that fits well with the range. The Grenadiers bring this style on a little more with their bearskin hats. It's great when everything looks to fit and doesn't appear odd or out of place.



The range and the idea behind it all are very nice, with more being added all the time, such as the brutal-looking Orcnar and the fey Vaettir, both of who look like they come adapted to rip bits off the enemy and smile about it.

Another great thing is that Tor Gaming – which started out as an online Wargames Reseller – is taking the idea of their miniatures beyond them just being something to collect and paint. With the aid of the online community Tor is building and its public distribution of its rules, the company seems to be creating a solid game behind it all. It's a sound system that can only succeed because of the help of many players. Mind you, dealing with the amount of ideas that will flood in is something I'd not relish myself but I have every faith the guys at Tor Gaming will cope. Very much one to watch out for in the future, I think.





# ZUZZY

## Miniatures

Games tables come in many formats, from those that we keep in place for daily use (Oh to be able to game daily) to those we pack away. Their styles and shapes are also very dependent on our skills as modellers. Some may be simple affairs covered with a flock mat or simply painted, whilst others can be labours of love crafted to resemble the wild scene from a favourite film or book, where every rock and tuft of grass has been painstakingly detailed.

Zuzzy Mats are in the roll-up-and-pack-away category, although that's not to say that that's where they should stay. I've seen them glued down as permanent fixtures as well. However, as they don't shed flock and hold paint well they can be nicely rolled up, put in the back of the car and taken from place to place with relative ease.

It's always nice when you contact a company and they are more than willing to send you some samples of their product regardless of the distance. This was certainly the case with Zuzzy, who were more than happy to send us some samples of the mats they produce.

The Zuzzy Mat system (Terrain-Flex) has been around for a few years and they have been amongst those items that, when I've looked at them, I've always thought yeah, that sort of looks cool. However, having never owned one it can be that love-from-afar type longing [let's not go into that in front of the children – Ed].

So, enough rambling and onto the subject of the mats themselves. They are made from a very sturdy latex rubber that isn't flat like a putting green, for example. You can see from the detail on all the mats that they have spent a lot of time to make them look really good. The minute elements of detail are very nice and you can spend a lot of time just looking at the little bits that have been added (sorry, I guess I had a geek moment there!). The Mats are available in the following sizes 4ft x 6ft (122cm x 183cm), 4ft x 4ft (122cm x 122cm), 3ft x 3ft (92cm x 92cm), 30in x 30in (76cm x 76cm), 2ft x 4ft (61cm x 122cm) and 2ft x 2ft (61cm x 61cm) sizes. So plenty of choice and you

could use the mats for any scale game, be it 2mm to 28mm or bigger. The types of landscape covered are Sulphur Fields, Scoured Forest (My personal favourite) and Moorlands, with Broken Blacktop coming soon.

One of the worries about the mats, and a thing I've seen asked many times, is if I can paint it and roll it up, won't the paint come off. Well, like any good reviewer I tried it myself and I have to say it's more than safe. You don't need to use a primer and I'd certainly avoid thick layers of paint as well, but apart from that it's perfectly safe. I even painted one of the smaller samples I had, rolled it and sat it on the radiator for a few hours to see what would happen [yes folks, Ancible reviewers will even risk unknown levels of heat-induced chemical reactions to get you the detail we know you want – Ed]. It came off with no real adverse effects, not that the average gamer is going to do that to something they have painted, but it was something to look at. The site also has a very simple tutorial which can show you how to get the best out of painting your mat, showing how a little time and effort can take a very nice product and make it look amazing.

Zuzzy isn't a one trick pony though. They don't just set there stall with the Terrain-Flex and they also produce some very nice scenery that can either go with the specific mat you own or can be used generically with any board system you use for your gaming.

For me the only thing I'd say that's lacking in the Zuzzy system is a good UK distributor [don't get me started on distributors – Ed]. Small things like that are what limit a product from probably reaching the huge market and potential that this system deserves. Recommended.



# Kill 5 Minutes Online...

## ...and Learn Something New

By Jez Fairclough

So another issue and another delve into the world of resources for us wargamers.

My first site is a very new creation but I already like what they are doing. This is Table Top Tutorials (<http://www.tabletoptutorials.com>) and although the site isn't



as yet brimming with tutorials and has yet to get a huge following I'm going to be someone that takes a look from the start. Instead of being the normal word and pictures we see on a lot of sites they have gone with the video option so you can see, pause and have a go. Some nice ideas though the camera angles and the fact it can be a tad wobbly at times can take a little edge off it, but get those sorted and it will be great. Certainly one to keep watching.



My second site this issue is Miniature Wargaming (<http://www.miniaturewargaming.com>). It's a great site with links to lots of information as well as little tools like a Minipedia that lets you find useful information on miniatures, mainly tips for tools and sculpting by the looks of it, and also a great Google-based wargames search engine to help you find sites without some of the rubbish bits that get in the way. This is a cracking site with loads of news and other stuff so should keep people reading for a while and coming back for what's new.

My last choice this time around is ManorHouse (<http://www.manorhouse.cc/>). Now these guys don't just make some amazing scenery for purchase – they also do some great tutorials as well, recently adding simple ones like getting the flock to look right and also hedges as well. It's the simple sort of things that, added to your battlefield, make the whole game feel somehow more satisfying. I'd love to get my hands on a pile of their scenery as well, because every piece I've seen is just amazing.



Well that's enough drivelling from me for this issue; as always please keep your sites coming in to the normal address ([jez@the-ancible.com](mailto:jez@the-ancible.com)).



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