

# Fictional Reality

Issue 21

September 2005



Clint Langley





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# Table of Contents

## PAINTING WORKSHOP

**Galatius Aquatinus** 2

## MINIATURE REVIEWS

**Dark Age** 8

[www.dark-age.com](http://www.dark-age.com)

**Privateer Press** 10

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

**Urban Mammoth** 12

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

**Zvezda** 14

[www.zvezda.org.ru/eng](http://www.zvezda.org.ru/eng)

**Mongoose Publishing** 15

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

**Magnificent Egos** 16

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

**Brigade Models** 22

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

**Hasslefree Miniatures** 24

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

**Excelsior Entertainment** 27

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

**Great Canadian Miniatures/Terrain** 27

[www.gc-minis.com](http://www.gc-minis.com)

**Reaper Miniatures** 28

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

## MINIATURE PREVIEWS

**Excelsior Entertainment** 41

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

## TERRAIN WORKSHOP

**Fantasy Landscapes: Graveyard** 44

## BATTLE REPORT

**Rag'Narok** 48

[www.rackham.fr](http://www.rackham.fr)

## GAME REVIEWS

**Celtos** 63

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

**Defiance: Vital Ground** 65

[www.mj12games.com](http://www.mj12games.com)

**Confrontation 3** 67

[www.rackham.fr](http://www.rackham.fr)

**Spycraft: Dark Inheritance** 70

[www.darkinheritance.net](http://www.darkinheritance.net)

## ADVERTISERS INDEX

**Great Canadian Miniatures** IFC, 16, 39, 71

**Tiny Souls** 3

**Hasslefree** 5, 25, 38, 63

**Fantization** 7, 49

**Dark Age** 9

**Dark Basement** 11, 51, 64

**Urban Mammoth** 13

**Blue Table Painting** 14, 39, 45, 65

**Columbia Games** 18

**Brigade Models** 23

**Reaper Miniatures** 30, 57

**Whitewash City** 32

**Middle Pillar Path Painting** 35

**RPG Objects** 37, 67

**Magnificent Egos** 40

**Excelsior Entertainment** 42, 53

**Thunderbolt Mountain Miniatures** 46

**Coat of Arms** 54

**Privateer Press** 61

**Mongoose Publishing** 68



This issue's cover artwork courtesy of Brigade Models  
[www.brigademodels.co.uk](http://www.brigademodels.co.uk)

# Painting Workshop

Last issue we started a new feature where we send a professional miniature painter a newly (or about to be) released miniature and have them paint it up and tell us all how they did it. This time we have the privilege of watching Irene Turner from Australia show us how it's done with a new model from Magnificent Egos, Galatius Aquatinus. Take it away Irene...

I have to say that from the moment I laid eyes on Galatius Aquatinus I've been really excited about how he will turn out. His roman garb and striking pose make him a stand-out miniature in my books so I can safely assume I will have a blast painting him for this review.

## Preparation and Assembly

Assembly of the miniature is straight forward, all you really need to attach are his two arms and they fit fairly well so I shouldn't need to pin them (which is a blessing in disguise seeing as I can't seem to find my pinning wire or my drill bits). I always recommend pinning where possible though, especially when models have arms sticking out perpendicular to the body - as Galatius has. For now, however, I will have to stick to putty and superglue.

I've decided I might attach the front arm after I've painted his torso as the arm covers a good portion of it when attached and this won't make for easy painting.

One major issue I find with this miniature is the mold lines, they tend to fall in places where they are most difficult for me to remove. I'm not the world's best mold line remover so, when the mold lines fall across well defined muscular areas, I tend to fret a little. There are a few lines in particular that gave me troubles on Galatius, one across his thigh, one across his hair and the other across the inside of his cloak. When removing lines across flesh you need to be careful, if you try too hard you may end up roughing up the skin to the point where it looks like the miniature was shoved in a blender - not a good look. I have a sneaking suspicion that the line on his thigh is still going to show up after painting - despite my best efforts to remove it without flattening his muscle definition. As for the line across his hair, let's just say I despise hair mold lines. You cannot file them down well or you end up with flat hair, you just have to cut at them carefully with your knife and try to get rid of as much of the line as you can. This brings us to the inner cloak line. To be honest with you, I'm not even sure if this one was a mold line or was actually intentional. If it was intentional I guess it could have been an inner lining on the cloak, if not it was one hell of a thick mold line and a right

pain to remove. Since I couldn't find any photos online to use as a reference (all the photos I found are frontal shots) I had nothing to go on but gut instinct. I removed the mold-line. Hopefully my gut was right, otherwise don't hold it against me!

Aside from my mold line issues, the miniature is a fairly simple one to prepare and assemble for painting.

## Priming and Undercoating



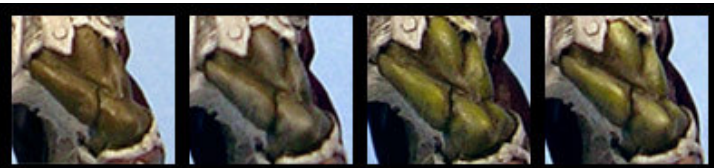
Before I begin painting I prime the miniature using Games Workshop Skull White spray primer. Nothing fancy, just some light coats to get good, smooth coverage. After this I mixed up a glaze using a size 1 brushload of GW Black Ink, a drop of Vallejo Glaze Me-

dium and a few drops of water, you don't want the glaze to be too black you just want it to leave black ink in the recesses without over-colouring the rest of the miniature. I use this glaze over the miniature save for the flesh areas, it brings out the detail and helps me with the painting process.

## Painting: Flesh

First of all I make a nice dirty green basecoat by mixing equal parts of VGC Charred Brown and Cayman Green, then thin the mix with one or two drops of water. If it's not looking dirty or dark enough, add a little more brown as this is going to be the colour of the shadowed areas of flesh. Once I have good coverage on all the flesh areas (usually takes a few coats) I can move onto the first highlight.

The purpose of the first highlight is to plot out the raised muscular areas and to also give the next highlight a base that will make it stand out well. I achieve this by mixing a drop of white paint into the flesh basecoat mix, the result





# tiny souls



miniatures painted  
by zordana

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Hasslefree Miniatures 'Jen'  
on bed sculpted by Zordana



Games Workshop  
'Captain Lysander'

being a rather pallid olive green that almost looks like a pastel. I add another drop of water, making sure the mix is thin enough for highlighting and use the mix to highlight all the raised areas on the models flesh such as muscles and boney areas. I usually have a little trouble painting muscles that aren't well defined, thankfully Galatius has humungous muscles so it was no problem figuring out where the highlights should go. This highlight doesn't have to be perfect as I will be painting over it with the next highlight.



The second highlight is just water-thinned VGC Camouflage Green. I layer this over the areas that were highlighted in the last step. The green should pop out instantly thanks to the last highlight.

The third, and final highlight for the main flesh areas, is Camouflage Green with a little white added to the mix. I use this sparingly, just highlighting the very highest points on the flesh (as usual the paint is thinned with water). The face is painted in the same way, however I give the face one more highlight by adding a little more white to the third highlight mix. I painted this on Galatius' nose, the top of his cheekbones, brow, and lip.

## Cloak

Galatius has a gorgeous cloak that is really easy to paint. I decided the only fitting colour for his cloak was red and I wanted the red to be vibrant. In order to achieve a red that jumps out and screams at you, you need to start with a dark base.

I went with VGC Scar Red as the alternative, Gory Red, tends to become burgundy when you add black to it, plus I think Scar Red is pretty. I start off by mixing a tiny bit of black paint into my Scar Red, I keep adding the black paint until I end up with an incredibly dark red, actually at this stage it looks more like a very dark maroon. This is my basecoat, I thin it down and paint it onto the cloak and front skirt section until it is opaque.

The first highlight is just Scar Red, once again it is thinned down to the point that one layer over the basecoat is only just visible to the naked eye - you want it thin enough that it takes two coats for you to be able to see the Scar Red well. This step is easy thanks to the sculptor's job on the cloak, all you do is highlight the cloak leaving the recesses of the folds in the base colour. Several coats later and you are done.

The next highlight is VGC Bloody Red. I just use this on the highest sections of the cloak, the sections I want to stand out such as the hood area, the centres of each fold in

the cloak and any area of the cloak that is sticking out. As a final highlight I just add a tiny bit of Sunblast Yellow to my Bloody Red and use this to highlight the sections of the cloak I want to stand out the most such as the centre of the back, the tops of the shoulders and any folded parts that stick out the most.

## Armour



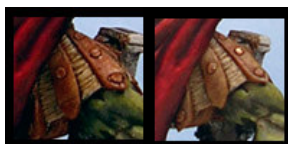
I decided to go with bronze armour as I thought it would suit his garb and so I based Galatius' chest plates in a mixture made up of equal parts VGC Tinny Tin and Brassy Brass (gotta love those names) and a couple of drops of water to thin.

The first highlight was Brassy Brass watered down to highlighting consistency. The second highlight was achieved with Silver and Polished Bronze, and the final highlights on the armour were achieved by adding another drop of Silver to the previous highlight mix. It's hard to explain in words where I highlighted, it was basically on the bottom edge of the armour plates and toward the centre where the ties are. Hopefully the pictures help a little, I have to apologize for them, though, as I couldn't get the lighting the same in each shot and metal is a pain to photograph.

The edging and designs on the armour were painted in VGC Gunmetal Metal and highlighted with Silver. Once the highlighting was all done I mixed up a couple of glazes - Dark Brown and Purple. The Dark Brown glaze was made using a size 1 brushload of GW Brown Ink, a couple of drops of Vallejo Glaze Medium, a tiny bit of GW Black Ink (just to darken the brown a little) and a few drops of water. The Purple glaze was created by mixing a brushload of GW Red and Blue ink together with a couple of drops of Vallejo Glaze Medium and a few drops of water. Just make sure the glazes aren't too dark, if they are add more water. Both these glazes were applied to the armour sections on Galatius one at a time - making sure each layer dried before applying the next. Because I'm a bit of a ditz I totally forgot to take a photo of the armour before attaching the arm, thankfully you can still see half of it! The ties on his armour plating were painted in Cobra Leather and then highlighted by adding white.

## Leather

The leather was first based with VGC Beasty Brown and the material under the leather skirt was based in VGC Khaki. After basing,



I carefully glazed both the leather and material with the dark brown glaze I'd mixed up earlier for the armour. There are a lot of fine details on the material under Galatius' leather skirt, the glaze helps bring these out without having to go to much effort. Once the glaze had dried I highlighted the leather with VGC Desert Yellow, then Desert Yellow and just a tiny bit of White. The material under the leather was highlighted really carefully to avoid ruining the detail by dry-brushing on some Bleached Bone with a small brush. The studs on the leather were painted in Brassy Brass and given a dot of highlighting with the Polished Bronze and Silver mix I used on the armours final highlight. The wrappings around his left sword hand were painted in the same fashion as the material under his leather skirt.

## Hair and Eyes



I decided Galatius should have a ruddy brown hair colour with light highlights so I based his hair in a mix of VGC Charred Brown and Terracotta. I then highlighted by adding white to the base mix, the highlights were placed on the tips of his hair and beard and along the edges of his hair part.

I used Bleached Bone to paint the whites of his eyes using the tip of a small brush. Then I used Stormy Blue to paint his irises and highlighted the bottom edge of these by adding a little white to the mix - or I tried to anyway! Galatius has rather small eyes so I'm not entirely sure I was able to pull that off very well. Let's just pretend I did.

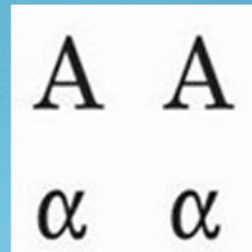
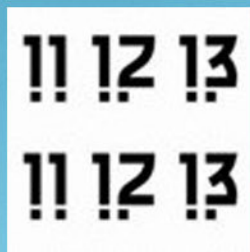
## Swords and Scabbards

Both swords were painted in VGC Gunmetal Metal then highlighted with Silver. I also gave them a careful wash of the dark brown and purple glazes I used on the armour. The pattern on the hilt was painted in Polished Gold and given the same glazes, I then highlighted the gold parts by adding a bit of VGC Silver to the Polished Gold. The scabbards were painted in VGC Earth and highlighted by adding white. Half the patterns on the scabbard were painted in VGC Bleached Bone, the other half in a mix of VGC Charred Brown and White.

## Belt and Tassels

The belt around his waist was painted with VGC Cobra Leather, the rectangular pattern on the belt in VGC Bleached Bone. This was then glazed very lightly with the





James is a very talented man with an eye for detail & a love for all things miniature which shows in the amazing clarity of even the smallest decal in this range that he has designed exclusively for us.

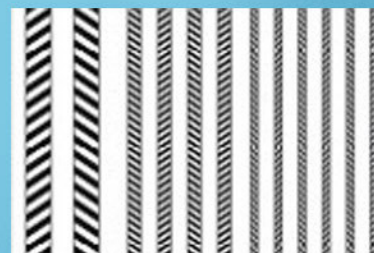
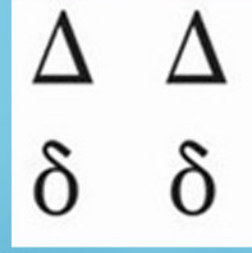
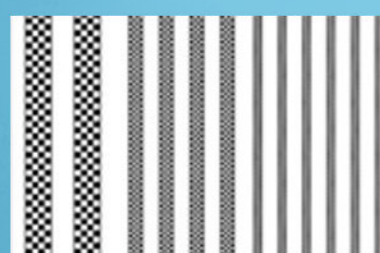
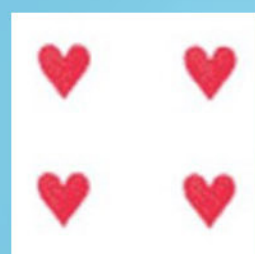
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ABOVE: SHEET LAYOUT  
BELOW: COLOUR CHOICES

ABOVE: SHEET LAYOUT  
BELOW: COLOUR CHOICES



same dark brown glaze I'd mixed earlier, which helped bring out the belt pattern a little more. His tassel strings were also painted in VGC Cobra Leather and highlighted by adding white. The tassels themselves were based in VGC Bleached Bone, glazed with the dark brown glaze and then highlighted a tiny bit with some white paint.

## Varnishing

Once the model is fully painted and dry, I give him a couple of coats of Vallejo Matt Varnish. I actually varnish miniatures during the painting process to protect the sections I have finished, so all up the model gets quite a few coats of varnish. Once the brush-on varnish is dried, I then spray him with Testors Dullcote for good measure. Normally I would pre-varnish in a Gloss coat but I recently realised Testors Dullcote doesn't seem to be able to matt down Vallejo Gloss varnish so now I just stick to plenty of Matt coats.

## Basing



Basing is the next best thing to painting for me. A well done base will really bring a miniature to life and with the huge variety of basing

materials available these days, there really is no excuse for having drab bases... unless of course you like drab bases.

Anyway, I pondered upon a couple of ideas, with a little help from my husband, and decided that Galatius should be based as though he is a soldier returning triumphantly from battle. As he marches down the main city centre's cobblestone road, villagers throw roses at his feet in joy. Works really well in theory, let's hope I can pull it off in practise. Firstly I chose a round base, I actually misplaced my Magnificent Ego's base (shh don't tell anyone), but it works out well anyway because I much prefer round bases. The one I'm going to work with has a rim so it should make the cobblestone green stuff work much easier. All I do for cobblestone is flatten some putty onto the top of the base, then take a blade from a stanley knife, wet the sharp edge a little and use this to push parallel lines into the putty. Once that is done, use the tip of the blade to push perpendicular lines into the putty, thereby making your bricks.

Once the putty is dry, I sprayed it with GW Skull White primer then painted it by basing in VGC Cold Grey. I then found a long and soft bristled brush to both stipple and dry-brush a variety of browns onto the bricks. I believe I used VGC Khaki, Charred Brown, Earth, Bleached Bone and a



light grey in no particular order, I just mucked around with them till the cobblestone looked nice and dirty. If you are wondering about the methods used, to drybrush you get a little paint on your brush, wipe the major-

ity of it off on a tissue (I wipe it off on my thumb) remembering you want next to no paint on the bristles, then just whisk the bristles across the surface very lightly. To stipple do the same, except instead of whisking the bristles, just blot them carefully and quickly over the surface to leave a mottled effect.

The next step for the stones was to glaze them with the dark brown glaze I used earlier. The dark brown glaze should well very slightly in the centre of some of the stones and will also seep into the joins of each brick. Lovely. Once the glaze has dried I watered down a little bleached bone and carefully highlighted the edges of the bricks just a little. That's the cobblestone done!



Roses are actually fairly simple to sculpt, so long as the putty doesn't get stuck to your fingers, so wet them with water or anything that will stop the putty sticking to you. Grab a tiny ball of green stuff

and roll it into a cylindrical shape then flatten it. It doesn't have to be perfect, just a tiny flat strip. Take one end and roll it up trying to shape it into a small rose bud as you go.

Another method is to start by making a very tiny rose bud, then flatten a few tiny balls of putty and place them around the bud to look like petals. The bigger rose at the front right of the base was done in this fashion, the rest of them were just little buds. Nice and simple!





Once the putty had hardened I primed the roses in brush-on Vallejo white primer and then painted them in VGC Gory Red. They were then given a dark red glaze which was made by adding a tiny bit of GW Black Ink to some Red Ink with a drop

I wanted it to look like there was some moss or grass growing in between the cracks of the cobblestone, so I used a pointed brush to paint a line of PVA glue into the cracks where the moss should be. Then I shook a little GW Flock over the stones and waited a while before shaking off the excess. Once that is done the base is finished!

### Final Thoughts

Whilst I did have some issues with a few fiddly mold-lines, the concept and dynamic pose of the miniature more than made up for it. The sculptor did a really good job on Galatius, making him incredibly easy not to mention fun to paint.

If Galatius is anything to go by, I really look forward to painting more from the Magnificent Ego's range of miniatures and would happily recommend him to anyone who enjoys painting.

of VGC Glaze Medium and a few drops of water. The glaze made the petals stand out a lot more so I could paint them with thinned VGC Scar Red then highlight them by adding a little VGC Golden Yellow to the Scar Red. Lastly, I thinned down some white paint and painted on some final tiny highlights at the highest point of the petals.

Written and Painted by Irene Turner

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## DAG1026 \$7.99

### Forsaken Saint Mary

Coming in two pieces (her left arm and flail as a separate piece) Saint Mary carries a

stubby, but heavy looking, gun in her right hand that connects to some kind of power source under her cloak. She is wearing plate armor and boots with lifts (like KISS boots) that are very commonplace on Dark Age female models.

The breastplate of the armor is sculpted to look about as revealing as if she was standing topless. A long cloak falls from her shoulders. Her face is very smooth and nicely done. The way she's painted up on the Dark Age site she looks sort of like a fashion model to me. Her hair is a strange patchwork of sections that are very short and then



long bangs. My personal taste would run towards her having a long flowing mane, but this might be more in line with the background of the game. Flash and mold lines were both present, but both were also minimal. The left arm can be rotated into a few positions if you like. She's

can easily find work in a sci-fi rpg, but I think a modern game might be a stretch for her unless it's something in the superhero genre and if the gun was a separate piece (instead of the mace) then I think she could be converted for a fantasy world but as she stands I don't think that's possible. She's a good figure that fits in well with the rest of the Forsaken saints.

## DAG1027 \$8.99

### Forsaken Clergy Ann (2 models)

These two rather nasty looking chicks are part of the Forsaken army and will surely need to ask for forgiveness for some naughty deeds from the Forsaken Contradiction, below. Each of these girls is a single-piece model that carries a painful looking cat-o-nine-tails with crescent-shaped barbs at the ends along with spikes coming out of their helmets, boots and on one's



wrist. Their legs appear to be covered in tight black leather pants and they also wear a corset and bustier with little stars covering up their breasts, somewhat. One carries a pistol, which is not visible on the other model, and the other leans on a large rock that

almost looks like a makeshift pedestal. The mold line was visible on both models but was not thick or heavy and there was also a little bit of flash on each one that needed cleaning up. These would make good gangers in Necromunda if you're not into Dark Age and they do retain the S&M vibe of a lot of models in this range. They are well detailed, especially their clothes but I can't help thinking that I'd like them better without the spiky bits.

## DAG1028 \$5.99

### Forsaken Contradiction

This is a single-piece model of a human male who is dressed in a long coat with boots and pants visible underneath and a priest's collar is easily detectable on his neck.

He's carrying an open book in one hand and his other hand is on his head, either aiding his concentration or maybe in anguish. There is a shotgun over his shoulder hanging on his back. The wood grain on the stock of the shotgun has been very faintly sculpted and should show up with an ink wash.

There were some tiny bits of flash in various places and he needed some cleaning, but the mold line was undetectable. The face is well sculpted and he should paint up nicely and easily with his coat taking the bulk of color. Even not knowing too much about the Dark Age background I don't think it's too much of a guess to think this guy is a priest and it's a very good looking model of one at that. If you don't play Dark Age, but play anything in the modern era or a pulp game you can find immediate uses for this model. I know I will.



## DAG2017 \$19.99

### Luck'kit-kaii, the Arbiter of Fate

This is one big, bad mutha! He's really, really tall (listed as being 55mm tall on the Dark Age site) and comes in five pieces (right arm, left arm, head/neck, axe, body) and I found that he went together pretty easily. The big block of ice that the pictured one is standing on was not included with the one that I got to review so I can't tell if it's been completely removed from the model or might come in the regular blisters. Also, the figure is named





Having come from the dark underbelly of a previous Age, the humans of Samaria fell from the bleeding edge of technological heights to the amputated stump of a ruined civilization, and are now evolving once more. Beset on all sides by foe and warring within as well, the forsaken struggle both to hold their own society together and to stand firm against outside aggression. Like all human civilizations, theirs walks a tightrope. On one side lies destruction from without, and on the other, destruction from within. It is only through staying that thin line that they will live to reclaim their former glory and truly take Samaria as their own.

an abandoned planet

a ruined world.

a place where desperate forces

battle for survival.

The world of samaria, the explored

regions are without exception

extremely hostile to human life.

welcome to the

world of dark age



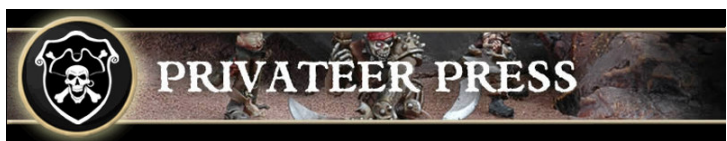
The Dragyri race lives across, or rather under, the central continent of Samaria but has clustered wherever their beliefs or circumstances permit. In keeping with their castes, the clans have amassed at areas that they find suitable for their chosen element, such as volcanoes, icy peaks and underground lakes. Even with exploration the Dragyri have, until recently, found themselves limited primarily to the caverns and tunnels beneath the two large mountain ranges East and West of the vast wasteland containing Port City at its center.

Until recently...



“Arbiter of Ice” below but bears the stock number of the “Arbiter of Fate” that I got to review. The figure reviewed here is the one in the picture. The arms fit onto place on the shoulders in sculpted voids (not ball & socket joints) but fit in a way that if you’re even moderately competent with putty you could easily change up the pose of the arms in a variety of ways. The axe goes on his right hand and might be worth pinning into place. For me, the head and neck of the model is the focal point. Ok, the big-ass axe might be it for you. The long, heavily armored neck and head lend a lot of character to the model, especially with its open mouth. It just has a really mean look to him. Each piece did need some cleaning, but with this many large parts I expected at least some would be required. The assembly went pretty easy and you do have some pose options, but these will require some modeling work on your part. If you’re up to it could give you a nice alternate pose. Not a Dragyri Dark Age player? Well, do you need a half-dragon ogre to beat up your party with at your next D&D game? I just found mine!

Reviews by Mark Theurer



### Gorman di Wulfe, Rogue Alchemist \$7.99

#### PIP41014

Gorman is a one-piece model of a dastardly mercenary character that skulks around and then proceeds to toss alchemical grenades at his enemies. The mold line was only detectable in one small place and it smoothed out easily. There was some flash that needed to be taken care of, but there were no defects on the model. He’s dressed in fairly loose clothes and wraps himself in a large cloak that has nice sculpted definition along the edges that will be easy to paint. An array of grenades, vials and a dagger can be seen on his person.

His face is completely hidden by a large brimmed hat, a mask and a breathing filter. To me, he doesn’t have an evil look about him, but one that’s definitely not “good”. This is a very neat looking model that I liked a lot. In Warmachine, Gorman is not shy about who he works for so he’d make a suitable addition to any generals army. Outside of Warmachine he’d find a great place as a player-character in the IK world, but might be a little



harder to place in more standard fantasy universe since his grenades are in pretty full view. Of course, he would do spectacularly as a villain in any pulp era game like Forbidden Kingdoms or even in Call of Cthulhu.

### Rupert Carvolo, Piper of Ord \$7.99

#### PIP41015

Rupert comes in three pieces along with a black & white data card. His sword and left hand are connected to a metal tab and will need to be carefully clipped off. Where the sword connects to the tab is kind of thin so be careful not to bend it too much as it might break. Mine was slightly bent in the package but I was able to get it back into place and free of the metal tab without a problem. The sword fits well into a small notch on Rupert’s backside. Neither piece had much of a mold line, but the hand had a small bit of flash that needed to be cleaned. It fit nicely into place in the socketed elbow joint and also attaches to his pipe air bag and up to his mouth. Ok, on to the rest of the figure. Rupert is dressed in long pants, that fashionably flair out at the bottoms with several buttons. His feet are bare. He wears a heavy coat with some small bits of armor, but no shirt. To me, his hair (wavy and wild) and his pipes are the focal features of the miniature. His face is nicely done and gives me a sense of a wild and carefree musician. The pipes are ornate with lots of filigree, which might give some painters fits but I think they’ll be worth spending your time on and should come out very nice. There are many straps and buttons on the figure. In Warmachine, Rupert will not work for Khador or Cryx so generals of those factions should be aware of this. I think that outside of Warmachine he’s do magnificently as a bard in any fantasy rpg.



### Nomad Mercenary Heavy Warjack \$19.99

#### PIP41013

The Nomad is a heavy ‘jack that comes in eleven pieces and a black & white data card. The upper torso is the largest single piece of the model and the steam tank fit into position easily on its back. Where the legs attached to the lower torso area, what would be the pelvis for the rest of us, there was a little work to do to get the legs to fit properly.







## Mercenary Hammerfall High Shield Gun Corps \$29.99

PIP41023

Ah, dwarves with guns. Goes together like peanut-butter and jelly if you ask me. Upon opening this box you'll be confronted with lots of bits. Enough to build six of these short, heavily armored, gun-tottin' dwarves. Except for the sergeant, each gunner is made up of a body/legs, a head, right arm, left arm, shield and backpack. The sergeant comes with his head and gun-

The pegs that the legs fit onto are just a hair larger than the voids that they fit in to, but it's easier to take away metal than add it so it was not too much of a problem. The same thing was needed up where the arms fit into the shoulders. This was not a huge deal, but assembling the Nomad is going to take a bit more time and effort than a simple foot trooper. Mold lines, and in some places small bits of flash, were evident on most pieces and needed cleaning, but I found no defects on the model. The way that the arms and legs go together allows for some more freedom on the assembler's part when deciding on a final pose for the model. It could pretty easily be put into a running pose with its sword-arm coming around in a long swing. In fact, that's what I'll be doing with mine and giving it, hopefully, a cool appearance of lots of action.

Putting it into a pose like this, that results in just one foot being connected to the base I think that some extra strong epoxy (to connect the foot to the base) and pins for the body are probably in order. I really liked his big-ass sword, but though the shield was kind of, well dinky and not in the same vein as the sword. Yes, I know that the data card indicates that it's a buckler and not a tower shield or anything like that but I think that I might modify mine to make it larger. Then again, I might just paint a bulls-eye on the small shield and hope that it draws enemy fire. All in all, the Nomad was not too difficult to assemble and should see action on my game table soon.

arm as part of the base model. Their appearance reminded me a little of the Cygnar Trenchers. Everything, and I mean everything, in the box needed some kind of cleaning. This unit will take you some time to clean and put together and then you'll get to prim and paint them. Once cleaned up I had no problem assembling these guys. The arms are put together in simple ball and socket joints which gives you some pose options. These guys are mercenaries and choose not to work with the Protectorate or Cryx. Everyone else is free to hire them out to blow the snot out of anyone that comes within their range. Their value is also increased for those that can hire them by the fact that the sergeant is a Jack Marshall so you can have a single Rhulic Warjack tag along with them. Options for them outside of Warmachine are somewhat limited, but I guess you could run a whole party of heavily armored dwarves with shields and guns in an IK D&D game. This set also gave up the first color data card that I've had the pleasure in looking over. I like them a lot and hope that the rest of the mercenaries get the same treatment. So far only the four main factions are listed as getting color data card decks, but I can hope.

## Ogrun Bokur \$17.99

PIP41025

Seven pieces make up this large model and he also comes with a color data card. The body and legs are covered with heavy chain armor and large metal plates with some, but not a lot, of exposed flesh. The head has pointed ears poking



ing out from under a chain head covering and shows off a lot of the body-guard's face. His left arm has a spot for the large shield to attach. Both pieces fit into place just fine and didn't need any filler putty. His right arm carries a long polearm that slid into a notch under the shoulder. There was a very small, almost unnoticeable, gap left on the dry fit, but either a tiny bit of putty or glue



some cleaning to do on each piece, except for his head which was clear of flash and mold lines. The shaft of the polearm is thick and should resist breaking, but be careful about it getting bent too much. Mine was slightly bent in the package, but it straightened out easily enough. There's really not much room for posing the arms unless you want to break out the putty and pins and go to town. I'm not that artistically inclined so I'll leave him as is. I have to admit that I was initially a little concerned about the price of this model, but after getting him put together I really got a sense for the size and weight (he's noticeably larger than the IK character ogrun figure) of the model and the price seemed much less of an issue. Since he's a mercenary that will work for anyone other than the Protectorate, in War-machine, there's a good bet that you'll have a use for him. Alternately, he'd make a very good player-character in any fantasy game that allows ogre characters or he could also find work in an Ogre Kingdoms army in Warhammer Fantasy.

### **Cygnar Hunter Light Warjack \$11.99 PIP31027**

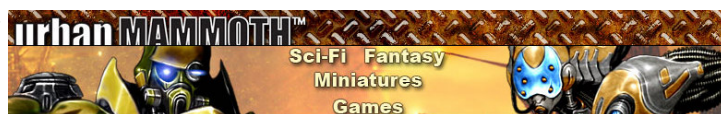
The Hunter is the latest Cygnar 'jack to be released and it comes in five pieces. The body had several bits of flash on it and there were a few on other parts, but the body really had the most. On the other hand, mold lines were pretty much undetectable and after some quick cleaning up it was ready to assemble. With the main body piece being cast with the left leg and steam tank there was not nearly the



should fill this up and nobody will be any the wiser. There are also two shoulder armor plates, one spiked the other not. There was

mad, the Hunter will be connected to the base in just one place but it's a significantly lighter 'jack and should not cause any problems. Both arms connect in a ball and socket joint that allows good range of movement and freedom on the assembler's part to add some more action to the pose. I'm looking forward to mine running forward with his axe coming down in a swing. I'd like to straighten out the axe arm to increase the size (look) of the swing but that might be more work than I'm willing to undertake.

### **Reviews by Mark Theurer**



### **13310 Hercules Class Biomech £5.00 (about \$8.89 USD)**



This addition to the Synthra army is a three-piece model that comes with both arms as separate pieces. They connect to the body right under the shoulder easily and required no clipping or adjusting at all. This guy is not wearing much in the way of clothes, but has several bits of heavy armor plating to go along with his extreme musculature. He's easily identifiable as a cyborg with plugs and wires all over his body. Visible weapons include just his two fists but they are enhanced with robotic bits and each elbow ends in what look like pistons. Better for pounding someone's face, I'm sure. The facial detail is superb and he looks quite angry. His bio-mechanical appearance pretty well eliminates him from use in a fantasy game, but I envision using him as a villain in a super-hero or modern rpg and he could also make a very good enemy in a pulp era game as an experimental Nazi war machine.

### **13124 Urban Interdict £4.00 (about \$7.12 USD)**

This Viridian trooper comes in four pieces (body, head and two arms) and required the most cleaning of the three reviewed here. It was not a huge amount of work, but with there were mold lines visible on each piece and a few bits of flash here and there. The arms fit easily into place and leave some room for rotation along the vertical axis of the miniature, but if you want more than that you'll have to do some putty and clipping work of your own. I think that I'll go with the guns facing forward, straight out. He wears what looks like powered armor and the head has a helmet and visual sensors. This

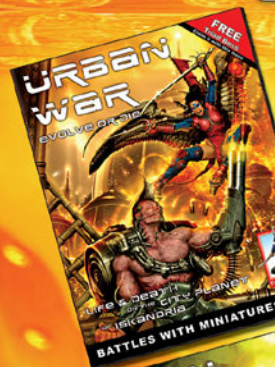




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Class Biomech  
Veteran



guy needs a bit of assembly, but none of it is hard. The helmet, and its electronic bits, are really well done and are sculpted cleanly so they shouldn't be a problem to pick out when painting. His jetpack fits on to a peg on the back of his armor and you might want to paint it separately and attach it once all of the figure is done. If not, you'll obscure some of the back of his armor when trying to paint it. He attaches to a standard size round base and you have two choices about how to proceed here. Either leave the longer strip of metal that connects his foot to the tab or clip it off. Sounds like a pretty easy decision but if you clip it you leave a pretty small point of failure for where the model connects to the base. If you leave it attached you have to find a way to disguise it. You could rebuild the base and have him landing on a crate or something or maybe try to make a small cloud of dirt out of some cotton that you've painted. I'm not sure what I'll be doing yet. He could fit into a variety of sci-fi games (squad based and skirmish) and also a variety of rpg's (modern, super hero or sci-fi).

### 13420 Kabuki Doll with Naginata £4.00 (about \$7.12 USD)

This female figure is part of the VASA army and comes as a single piece. She wears very little in the way of armor but has a very good looking mask covering her face. Her robes are smooth with nice added detail like a few symbols and several tassels which should prove easy to paint. She is noticeably buxom, but not falling out of her clothes or anything like that. Her weapons is held behind her back and the mold line was visible, but faint, on it and there were also a few bits of flash that needed cleaning. Like the



Hercules above she would also fit into a super-hero game, but I think as more of a hero than a villain. This is a well sculpted model that is detailed enough to look very nice once painted but not so detailed as to be too daunting of a task for a novice to tackle.

Reviews by Mark Theurer

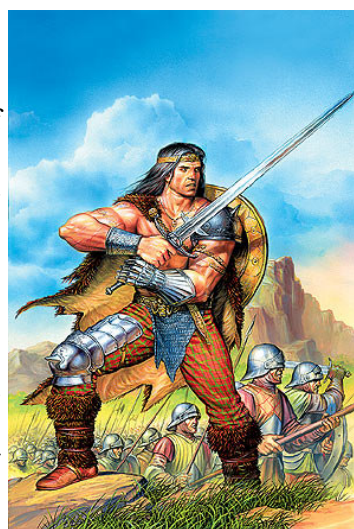


Zvezda is a miniature, model and game company out of



Russia that Urban Mammoth stocks in addition to their own figures. We thought you'd enjoy a look at some of their plastic fantasy miniatures.

### Z8804-Berserker £2.50 (about \$4.60 USD)



The Berserker comes as a boxed set and includes a twelve page instruction pamphlet. The instructions give the stats and abilities for the model and assemble directions to build the model in five different configurations that conform to five different tribes or clans. The configuration I used (for no particular reason) was the clan of the Bloody Scorpio. In this configuration I used thirteen different pieces and had seven unused pieces (there

are two sets of arms and five weapons so there is no way you can use them all). You can outfit him with two swords, two axes, a two handed sword, or either weapon and a shield. The clean-up on the different pieces is what you might expect with a plastic model, and as you also might suspect with a 28mm single figure model that has thirteen pieces, putting it together can be something of a tricky business. For the most part he went together well for me, and the model looks to be well balanced and hardy (though the same cannot be said for the individual pieces prior to them being glued on). I do like the versatility of the piece since in reality you can buy the same guy multiple times and each time put together something different. I'm not really used to putting together plastic models of this size, but what you get for the money makes it definitely an attractive deal.

### Z8823-Trolls £6.00 (about \$11.03 USD)

This is a plastic model of a troll that stands a total of three and a half inches tall, counting the three quarters of an inch added by the club he has raised over his head. All told, there are twenty-seven pieces available to but on this model, though at least a half a dozen of them are ancillary pieces that could be optional. The only options given to





you for armor and armament is that you get to choose in which hand to put the rock, and in which hand to put the club (not using the weapon at all is also a choice). I personally thought that all the little extra touches were details that looked good (and thus worth adding) with the exception of one. There are two pieces that go together to make the carcass of a deer, and a third piece that serves as the strap to hold

onto the trolls hip. I personally didn't like how this looked, or how it laid on the hip so I decided to leave it off. Some of the pieces on this model are pretty small (the head alone take six pieces) so it takes a little patience (and sticky fingers) to put it all together. But the model is well designed and everything fits together nicely. The troll is pretty good size, so there are no spots that are likely to break once he is all glued together. He does not come with a base, but can stand on his own fairly well. I went ahead and mounted him on a plastic 4cm square base anyway just to make sure. Although this guy is called a troll, it could easily pass for a giant (possibly easier than it could pass for a troll in fact).

#### Reviews by Clay Richmond



#### M8 Marauder "Ape" MGP910007 \$19.95

This box set contains a large plastic sprue of plastic parts, a very small plastic sprue of see-thru pieces, a large round plastic base and an instruction pamphlet. Each of the plastic parts (except the see-thru ones for now) should be clipped of the sprue and then carefully cleaned of any mold line (not much cleaning needed for this) and any bits where



the part connected to the sprue (lots of this to do, pretty much on every piece). The instructions are easy to follow, but lack a notation on how arm and leg (where the shoulder and hip

sockets would be on humans) joints fit together. You'll notice this immediately upon looking over the instructions and it's not anything that you can't figure out on your own, but I figure if they're going to go to the trouble to show you how a foot is attached to the leg they could also show you how the hip/shoulder joints fit together. The instructions also indicate that you should put the roll cage around the pilot when you put him into the upper chassis, but they don't reference the see-thru plastic windows at all. My suggestion would be to glue the pilot into place, assemble the lower part of the torso, and glue the upper half to the lower half. Completely leave off the roll cage and see-thru parts for now. Get the guns glued on and just finish off the model assembly and just leave the roll cage and window on your desk for now. Now, decide what you want to do...

- Put the window and roll cage in place understanding that you'll pretty much have no way to paint the pilot or keep the window unpainted. Maybe just paint the window as heavily tinted glass.
- Put the roll cage in place, with no window, understanding that you'll have a difficult time painting the pilot in between the roll cage bars.
- Leave both of them off for now. Paint the rest of the model including the pilot. Paint the roll cage separately. Carefully attach the window to the painted model then attach the roll cage.

I'm going with the third option, at least for the first of these that I'll be assembling, and hopefully the extra work will pay off in a cooler looking model. The assembly will be best done with liquid plastic cement that you can brush on. This will weld the two pieces together and form a great bond. Also it won't release the same kind of fumes (completely different ones here as far as I know) that regular super-glue does that can cause a discoloration or crusty spot on plastics. Using the liquid, brush-able, glue will also make it easier on you when it comes time to attach the see-thru window, if you decide to go that way too. This guy, even if you tossed the instruction pamphlet, is very easy to put together and has some posing options so no two need to look exactly alike. The fiddly-est bits were the fingers, but nothing on this model was truly hard to build. Expect there to be some 'seams' where opposite sides of the legs come together. I suppose you could putty over the seams and sand them down, but that's something that I'm just not comfortable (my modeling skills are just not up to that) doing or really willing to spend the time doing. On the other hand the extra effort to make use of the see-thru window (you get two on the small sprue, but only one fits right for this model, the other is for the "Checkenhawk") is not required, but I like having the option and is something that





I'm very willing to do. Believe me, if you choose to take the time to really give the pilot a window that people can see in to they will notice it.

**Review by Mark Theurer**

#### **MEO??? Kobold Hooker**

Apparently a Kobold Pirate was just not enough for Chris and his crew so now we've been exposed (and I do mean that literally) a Kobold, well, Hooker (or Kobold of the Evening if you prefer). She's wearing a dress with a plunging neckline that is showing off what just has to be a magically endowed bosom. Man, I never even thought of kobolds having boobs until seeing this figure. One hand is on a handbag that is slung over her shoulder while the other holds her tail. A large frilly hat, complete with overly large feather, tops the model. From her pointed snout and three-toed feet there is no doubt that she's a kobold and you're going to have to be one drunk sailor to hook up with this chick. Of course, she could have been custom designed for Scrote, the Kobold Pirate. The mold line was visible on just one part of her dress and her tail and the only flash was on the base tab. This is a funky little model that's sure to



## **MAGNIFICENT EGOS**

Some of the figures in this issue's review of Magnificent Egos models are not quite in their regular catalog yet. If that's the case you'll see them presented without a proper product code or price. We're just glad to bring you a look at these guys and appreciate Chris sending them our (and your) way.

#### **MEO??? Dwarf Warrior**



This short one-piece warrior goes in a completely different direction than Turnbull Taterhead, Magnificent Egos' massively armored dwarf warrior. This one has a much more barbaric feel to him and while he has the typical wavy dwarf beard he is not you're more stereotypical fat, drunkard dwarf. He's all lean muscle. The muscle definition is great and he's a much more ripped dwarf than one that

sits around drinking whenever he's not fighting. He is not wearing much at all in the way of armor, just a spiked metal helmet and what looks like a kilt along with a pair of boots. His right arm holds a battle axe that is either being drawn back to swing or coming down in mid-swing. His left arm is across his waist and almost looks like it too should be holding an axe. I think I'll modify the figure a bit myself to put one in his left hand, about to be swung at waist level. He did have a buildup of thin webbing around the axe and right arm, but it was thin enough to just come off with some gentle scraping with a hobby knife. There were also some bits of flash on his helmet. He'd make a very good barbarian or maybe even a dwarf ranger player character model.



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bring a smile to your face when you see it. My only regret with this very cool, comical piece is that it's a kobold and not a goblin. If it was a goblin then I could integrate it into my Gobber Mechanics for Warmachine. It may not be the most usable player character miniature in their line but it's probably the most original and that's saying a lot since it comes from a group of already very original model concepts. To me it's a novelty piece, but one that would fit in perfectly into a game set in Freeport or some other unsavory location. Just watch out if one of your players actually wants to play a kobold hooker J Oh yeah, all we need now is a pimp, err I mean business manager, to go along with her. I like the Gnoll Pimp from the d20 Modern rulebook myself but that would be stealing so what will it be, Chris?

### **MEO1118 Eligon, Ninja Master**

This two-piece model stands on a pile of skulls which makes him a bit taller than a regular human figure. He's also a bit more slender too and that gives me a bit more of a stealthy thought to him. He's dressed in leather with lots of buckles and straps and holds two long daggers. His left hand is a separate piece and it had a bit of flash that needed to be cleaned while the rest of the body needed no cleaning at all. The 'knob' on the left arm that fits onto the shoulder was a bit larger than it needed to be and had to be trimmed. A simple clip took care of that and he was ready to get primed. Other than the daggers he carries just a thin backpack and has two pouches on his belt. A hood and mask cover his face except for his eyes. His armor detail is well



done and this is the kind of figure that you can spend as much time as you like on it and probably be happy with the results. I might only use one or two colors and a simple wash and like the result and you could also go to town on him with lots of dark shading (no, I don't think pastels would be the right color scheme for this figure) and spend hours and hours on him and be happy. This is a very clean sculpt and casting that would make a great rogue, assassin, ninja...pretty any kind of sneaky git!

### **MEO3020 Summoned Tentacles \$5.99**

Another addition to the Artifacts and Dweomers line is this three-piece set of tentacles. Each one of these different sculpts is a curvy, slithery, spiky tentacle that's coming out

of the ground that is sculpted to look like either swirling water or swirling magical energies. They are all about man-sized in height but would be considerably taller if stretched out to full length. They all needed cleaning and each had a bit more flash than on a regular man-sized figure. Not sure if



that's because of the extremely curvy nature of the pieces, but each took about a minute or so before they were ready to be primed. The bottom two-thirds of each figure has a scale pattern that ends towards the top of the figure where the big slimy slick part that wraps around you comes into the picture. There are several spikes on each tentacle and these should all paint up quickly and a nice sickly green, pink and yellow combination should make them suitable disgusting. I'm sure a mage player can find a use for them, along with regular fantasy game masters, and any Call of Cthulhu game master will want at least one set of these.

### **MEO4028 Demonic Arachnid \$21.99**

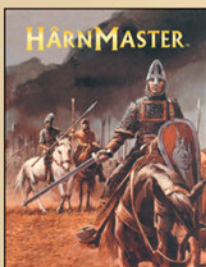
And now we come to what is my (Mark's) favorite Magnificent Egos monster to date, the Demonic Arachnid (Of course, that's partly because I haven't gotten my hands on Oculous, the Rotten Eye, yet.). This monstrosity comes in ten pieces (8 legs, body and head) and before you even start assembly you know it's going to be huge. The body alone is easily the size of an ogre and the head/carapace just make it even bigger. At the front of the jaw (on the body piece) there is a metal casting tab that you'll want to be





# The Epic

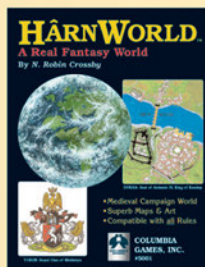
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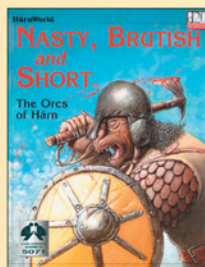
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careful about removing. The lower jaw itself is sturdy, but better not to take chances and just ease it off and clean up with a hobby knife. The rest of the body had very little flash and the mold line was only barely visible in a few spots. The head/carapace fit into a notch above the lower jaw and mine had just one bit of flash but a little more visible mold line. The carapace matched up perfectly in appearance to the rest on the body of the spider and its eyes will be very easy to pick out when painting. The carapace will also be easy to paint with a base coat and a wash to bring out the details. Each of the eight legs, there are three varieties, had a casting tab along with some bits of flash and a visible (very faint in most cases) mold line. Once the casting tab was removed the legs fit very well into voids on the body in a spidery ball and socket joint. You're left with a decent range of motion and have some options in how to pose the legs. I don't think that pinning is really called for (unless you're a nut about stuff like that) but I would suggest using epoxy putty to secure the legs and that's what I've done. Superglue may end up working just fine, but I'll take the extra effort here. If you've every assembled large spider models before you know that you're in for at least a few steps here and a bit of stop and go while getting this guy together. Get an idea in your head before assembly of how you want the legs to look once it's complete and also think about basing options. Going without a base is easier, but maybe not as practical for gaming. Going with a base may be difficult for a figure that will only be touching it with a tiny part of each leg and then you have to consider the size of the actual base. Once you've decided on that, or not if you're impatient and just want to get to work, fit two legs at a time, on opposite sides of the model and hold them in place until set. I found the easiest way for me to do this was to cradle the body in the palm of one hand after partially filling two of the voids with epoxy putty and then fitting two legs into place. Then, adjust them as needed and wait the few minutes for the epoxy to harden. Yes, putting him together will take longer than any regular size miniature, but you should have expected that going in. The detail on the body and legs looks good and should paint up as easily as the carapace. While a daunting figure to look at, and potentially face as a player-character, it's one that should be easy for even a novice painter to tackle and get a good result on.

#### MEONOD1 – Nodwick

This little guy is a collector's model from Nodwick. If you have never heard of Nodwick, it is the cult comic (kind of a fantasy based Dilbert) created by Aaron Williams which appears monthly in Dragon Magazine.



This miniature is a model of the main character featured in the comic strip. It is a solid cast, single piece model that comes with an attached square (well... almost square) metal base that is about three quarters of an inch long. In total, he stands almost an inch and a half tall. The model is a great depiction of the character in the comics carting off a large stack of treasure (he purports to be the epitome of a henchman, so presumably the treasure belongs to his boss rather than to him). There was no hint of flash on him, and only a slight mold line running down his front that was easily filed off. The model is both balanced and sturdy and will be a fun collector's item for Nodwick fans and henchmen sympathizers alike.

#### MEO??? Angel



Now here is what I would call a heavenly model. This is a figure depicting a winged female that could be a messenger from the gods or the harbinger of Armageddon. In her right hand she carries a huge tank busting five pointed spear, and in her left hand is an ornate ram's head horn. Streamers attached to the head of her spear

wave in the breeze as does some long filmy scarves she wears at her waist. She wears no armor, with the exception of some ornaments on her left shoulder, and even her clothing is a tad sparse. The model stands a total of two and a half inches tall, the top three quarters of an inch due only to the spear. It comes in three pieces, two of them being her wings, and it is a solid cast model. She stands on an attached metal base that is only three quarters of an inch round. The wings are tab-in-slot design and are nice and sturdy once assembled. I did have to clean out one of the "slots" however before I could get it assembled. The detail evident on the entire model, but specifically on the wings and face, are excellent. One small bit of detail that is interesting is that this may be the first pointed ear angel, if indeed she is an angel at all, that I have seen. The spear she carries is pretty hefty, and she holds it away from her body so that the only point of contact to the spear is through her hand. This makes her wrist the weak point and touching her spear has a tendency to rotate the whole thing around

her wrist. I can see this being a problem that would lead to the spear breaking off after a while if you don't secure it at another point (like at the base, which can be done without difficulty). I really like this model, and it has to be my favorite for the month.

### Iron Heroes

These six models come separately from Magnificent Egos but rumor has it that they will come in a multi-pack at like a 16% discount. The models are patterned after, and made for, the Iron Heroes game system. All are solid cast models and all come with square plastic slotta bases. They vary from a single piece model to a five piece model, but all are rife with vivid detail and very nice craftsmanship.



#### MEOIH01: Archer

First in the line comes the "archer". She is a two piece model and she is obviously intent on being the mobile artillery of the group. In her left hand she has her long bow while on her right hip swings a crossbow. On her back she carries two different quivers, one for each weapon. She is wearing tight fitting leather

that covers MOST of her stomach, and reinforced shoulder pads as her armor. With her attire, she definitely has a "woodsman", or rather a "woodswoman" look to her. The left arm, along with the bow and the nocked arrow, comprise one of the two pieces and fits into the shoulder on the main piece with a small pin and socket joint. The arm and bow are fairly slender and since most of the flash and mold lines on the model was found there, you have to be a bit delicate when cleaning it up. Though I didn't have to do any major piece straightening, I did have to work on the arrow to make it straight. It's attached to the bow both front and back, so it is fairly safe from being broke off, but the head and shaft still need to be lined up. She could obviously do well as the ranged "weapon master" for any party.

#### MEOIH02: Executioner

At first glance (or looking at the picture) you may wonder were the name of exe-



cutioner comes from. Well, it turns out that this lady is wearing a mask (instead of say... a hood) and is carrying a pair of swords that are apparently meant to separate heads from shoulders. The long tail of her dress is what you see billowing up to her left. Her attire, mask included, appears to be mostly if not all ornamental. She is a single piece model and unlike the archer, there are no parts of her that are slender enough to be easily damaged or bent. There was hardly any flash at all, and even mold lines were difficult to detect. I personally see this model more as a non-player character (in a variety of possible roles) than I do a player character, but that's just me. I'm guessing that to fully understand why she is in this particular type of garb is explained in the game Iron Heroes, and since I have yet had the opportunity to get familiar with that system, I can provide no insight beyond what they provide on their web site.

#### MEOIH03: Man-at-Arms

Next in the line —up is our trusty front line fight type. This guy comes in five pieces, four of them being a variety of weapons that you attach in various places around him. Besides the crossbow he has strapped to his back, he carries a battle axe in his left hand, has a halberd over his right shoulder, a sword strapped to his side,



and a chain mace, with a nasty bladed weight, hanging from his belt. I'm betting this guy is not headed to a tea party. Even his haircut and facial features put him on par with a stereo typical US marine drill sergeant. Both arms attach about midway up the forearm with a pin and socket joint. The other two weapons also attach with a slight ball in socket joint, one on his belt (the sword) and one to the shaft of the mace (the chain). For the most part, the only flash and mold lines I found was on the weapons (supplied on a metal sprue). The weapons are mostly long and slender, so they are prone to getting bent if not careful, and with all the weapons sticking out in every direction, this is going to be a model that is fun to pack in carrying cases without breaking something off. None the less, this is a great model that has been finely sculpted, and



carefully engineered.

#### **MEOIH04: Weapons Master**



The Weapons Master model comes in two pieces. The two crossed swords, along with the two hands holding them, are a single piece, and then the rest of the model is the second piece. The hands connect at the wrists and the joints are flat faced. Since the swords are a single piece, they don't seem to be as prone to bending as they would be

otherwise. The rest of the model is most definitely sturdy with no places that would be prone to casual damage. There were a couple specks of flash on the crossed swords, and mild mold lines on both pieces, but all clean-up was quick and easy. He is armored only in some padded armor, as you would expect of a weapons master, but I think it would also work fine as an experienced (I say experienced only because he is obviously no spring chicken) ambidextrous fighter of some sort.

#### **MEOIH05: Thief**

The fifth model in this set is one of a thief. This guy by all appearances is of the happy-go-lucky variety, which probably fits well with his chosen profession. He is a two piece model, with the second piece being his right arm and the sword it carries. He seems to have a thing for knives as there are multiple knives in various places around his body and he even twirls one on his upraised little finger. The blade balanced on his finger is very delicate and there is not much metal holding it on, so be very careful with it. Mine was bent, and when I went to straighten it, it broke off (so



for me, it became a three piece model). The right arm attaches firmly at the elbow with a small pin and socket joint. Besides the point where the balanced knife meets the upraised finger, there are no other weak points on the model. Like the other models in this nicely

detailed series, flash and mold lines are minimized to the point where they are hardly worth notice. As far as a thief model goes, this is one that I like better than most just because he does not look as "slinky" as many I've seen. This one looks like he would fit well into a party, and might even be able to help out with the fighting a bit, something thieves aren't always exactly known for. In fact, except for the noticeable lack of armor, this guy may well be able to get away with serving as a fighter, ranger, cavalier, or something along those lines.

#### **MEOIH11: Religious Fanatic**

The final figure in this first series of Iron Heroes figures is called the Religious Fanatic. I'm not real sure how he comes by that title as there is nothing all that overtly religious about him with the possible exception of the short spear/javelin that he carries in his left hand. Since it has a snake or emblem on it, I suppose that it may be considered "religious" to this guy. Besides that, this guy could just as easily fill the roll of mercenary, man at arms, adventurer, you name it. He comes in three pieces, each arm with the weapon it carries being a separate piece. Both arms attach at the shoulders and though the mating surfaces are flat, the shoulder pad of the armor overhangs the joint and provides it with extra stability. I also put a dab of glue where the two weapon cross making that all the more stable. Both weapons are firm enough to resist easily being bent, and there are no weak points on the model. There are only a couple small bits of flash that can be cleaned off by hand, and only traces of mold lines here and there. He is very



well armored, having the heaviest armor in this set of figures, and obviously he is well armed as well. One of the things that stand out on this model is the detail apparent in his attire. He is a little bit more decorated than his compatriots and could potentially be a real stand out model once painted.

**Reviews by Mark Theurer and Clay Richmond**

## BRIGADE MODELS

Recently, Brigade Models picked up the Celtos line (game system and all figures) from Urban Mammoth and they were good enough to send us two big handfuls of blisters to take a look at.

### CLT-209 Vanir: Dwarf Crossbowmen with Passives (3) £4.00 (about \$7.22 USD)



In this blister you get three muscular dwarves, three large crossbows and three very large shields. Each of the three

dwarves is unique so that's good right off the bat. Whether a rank and file game or one at the skirmish level I like having a variety of poses for the same troop type and these don't disappoint in that area. These are also not your stereotypical fat dwarves. They are muscular, you expect that from most dwarves but on most dwarves it's covered by a protective layer of blubber, but not chubby at all. These are lean, mean, vertically-challenged, big-crossbow-wielding, machines. Two wear helmets while the third is bare headed and bald. There were visible, thin, mold on two out of the three but all of them were pretty much free of any flash. Each of the crossbows had a bit of cleaning that was needed. They all fit into place easily and it's really up to you if you want to paint the figs before or after attaching them. I'll go for attaching them prior to priming and just painting the figure with the crossbow attached as they really don't cover up too much of the rest of the model. The shields each had a bit of flash. They fit onto the base in front of the models, but only one of the dwarves has his up in a firing position. This will be the most stable of the three as the other two won't have the crossbow resting in the void in the shield. The other two will just attach to the base and might be prone to breaking off if you're not careful. I'd advise painting the shields completely before attaching them to the base, even the one for the dwarf that's in firing position. I like that these models are not your standard tubby dwarves, yes I like those too but variety keeps things fresh, you know.

### CLT-532 or CLT-533 Gael: Cavalry (1) £5.00 (about \$9.02 USD)

I like all-metal cavalry, I mean I really like all-metal cavalry. To me, plastic cav just doesn't quite do it. This barbarian warrior is mounted on a horse that looks stout and compact, but also muscular and proportional. It wears nothing in the way of barding and if it did it would proba-



bly look a bit out of place on a barbarian's steed. There were a few bits of flash on the model along with a very faint, almost imperceptible, mold line down the length of the model, along its back. There's not much in the way of decoration on the horse, except for some ties on the tail and at the top of its head. It glues straight on to the large circular base with no slot needing to be cut. The rider comes in two pieces, split at the waist, and each had to be cut off of a metal tab. His bottom half is wearing a kilt (or I guess you could paint them up as shorts, but a barbarian in surfer shorts probably wouldn't last too long) and fur/leather boots with his knees exposed to the elements. The only cleaning that I had to do on the bottom half was clipping off the tab and trimming a tiny bit of metal off of one foot. No big deal. There are two versions of the upper half of the rider and you get either one or the other in the blister. The one pictured wears a helmet and, as you can see, is bare chested but has on bracers and a helmet with a broad sword swung backwards. The other version of the rider is the same except his helmet is replaced with a windswept mane and his sword is more at the ready instead of looking like he just chopped someone. The top half needed only to be clipped away from his tab before it was ready to glue to the bottom half. As an all-metal model he's not pricey at all and has uses outside of Celtos as a PC in Dungeons & Dragons (regular or especially Conan) and would also fit in well in other skirmish and mass-combat tabletop games, but you might have to change his base out for those.

### CLT-426 Orc Sword Champion (1) £3.50 (about \$6.32 USD)

I really like the orcs in the Celtos line, and of them I think this particular one is my favorite. He comes in two pieces as the shield comes as a separate piece. In fact, the shield is really an optional item and you could easily put a second weapon in his fist if you felt like it. Personally I like the shield and the symbols embossed on its front are a nice addition and when painted





# BRIGADE MODELS

CELTOS



## Brigade Models - The new home of Celtos

Brigade Models are pleased to announce that we have acquired the full Celtos range of rules and miniatures. Expect to see new releases and expansions to all of the races in the near future. See our website or send SAE for further details



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### CLT-101 Nuada of the Silver Hand £4.00 (about \$7.22 USD)

Nuada is a single piece solid cast model of one of the leading figures of the immortal Sidhe (elves for those unfamiliar with Celtos). He comes with a round slotta base and is a pretty hefty model so weak points don't exist on this guy. There were some minor bits of flash and races of mold lines that were quickly cleaned up. His claim to fame is the well done and very distinctive detail in his face and his Scottish looking chain skirt. Presumably his name comes from the fact that his right hand is either mechanical or highly armored while in his other hand he easily carries a sword that you and I might have trouble even lifting. Besides being used in the game of Celtos, this guy would work well as a character or NPC in a fantasy role playing game.



### CLT-532 Zombies (4)

This blister came with four complete models each with a round slotta base. As of this writing, this blister is not yet available on the web site, but if the zombies are packaged like other multi-model Celtos blisters, then you will get four random poses from some set number of designs (this is only an educated guess, so don't hold me to it). The blister I received has three zombie spearmen, and a zombie swordsman. The three spearmen are all single piece models, where the

swordsman comes with a detached shield. The spears carried by the spearmen have a tendency to get bent, but the swordsman is sturdy enough to avoid this problem. All had slight mold lines but all were also surprisingly free of flash.

will make this model stand out even more. The detailed facial expression and armor is what makes this model stand out above the other Orcs in the Celtos line-up. Obviously this guy has a more of a taste for style than his comrades and wears armor with a little bit more pizzazz. As for the casting itself, there was little to no flash on the model and virtually no mold lines. He comes with a round slotta base and he is quite sturdy and well balanced. This is a great Orc model.



The zombies themselves are pretty well preserved for being among the walking dead (I figure they must be REALLY fresh). The swordsman in particular could easily pass for a live human, but presumably the finished paint job will insure no such mistake is actually made during play. For the spearmen, the only truly telling feature that distinguishes them from the living is the somewhat grizzled face and a slightly emancipated look that makes their spine more visible than normal. All are wearing kilts, boots and little else. These are definitely models that will require a paint job to be able to easily distinguish them on the battlefield.

## Reviews by Mark Theurer & Clay Richmond



### HFH021 Akanke

**£3.00 (about \$5.52 USD)**

Akanke is the first of the Nubians to appear in the Hasslefree line. She is very well done with very nice and very distinct detailing. She is a single piece solid cast model and comes with a round slotta base. The web site calls her a “female Nubian harem guard”, and although she may work out well for a job like that, I personally see her well suited to be the commander of a unit of Nubian female warriors (like the kind that you will be able to read about below). Although she does not have a lot of metal in her, and her arms and sword protrude from her sides a bit, she is sturdy and not particularly prone to casual damage. But then again, the effort to change the configuration is also not extensive. The flash and mold line on her were a bit more extensive than usual, but all were in locations that could be easily cleaned up.



### HFH023 Kalee

**£3.00 (about \$5.52 USD)**

Kalee is back, but she has changed her outfit. This model is a remake of Hasslefree’s HFH017 Kalee that was re-



viewed in our last issue of Fictional Reality. This time she is dressed for Fantasy Football, rather than fantasy head chopping. She is a single piece solid cast model and the round slotta base that she comes with is the 20mm version rather than the normal 25mm one. The similarities between the two Kalee models are actually pretty funny. The head and torso are unchanged, but instead of a decapitated head in her left hand she carries a football helmet. Her shoulder armor (what little there is) has morphed into football pads, and she has traded her axe for a football. The armor on her legs appears to be unchanged so she may be a little exotic looking even for a fantasy football field. There are no real weak points on the model and all the detail stands out quite nicely.

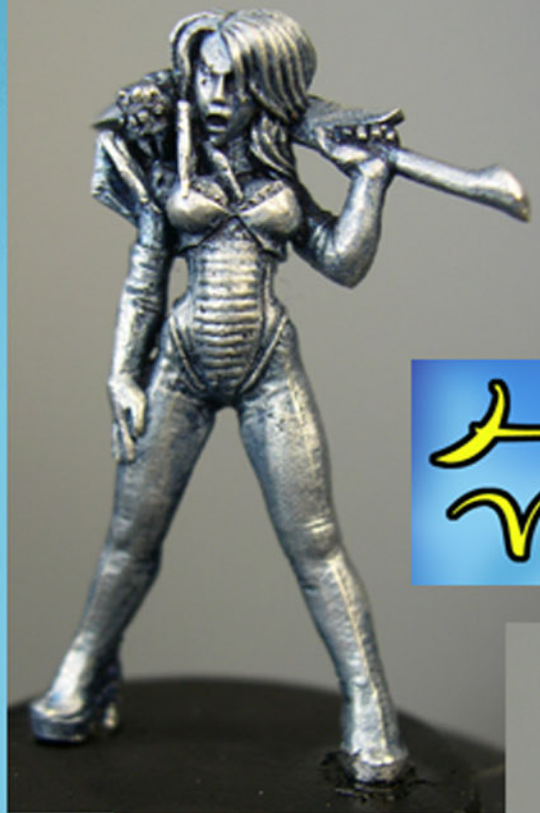
### HFH024 Dynamic Tirielle

**£3.50 (about \$6.44 USD)**

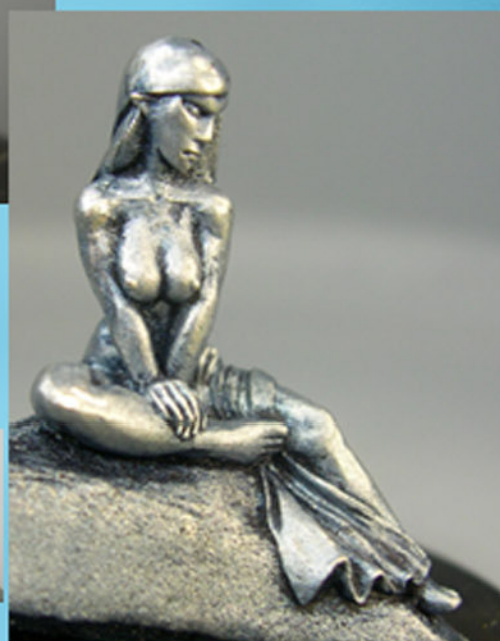


Tirielle is another model that is something of a remake. There are two other poses of this female paladin in the Hasslefree line, but the other two poses are of her in prayer rather than in action. This model fixes that issue and has her in a pose that is in the midst of combat. In this version, she comes in two pieces, but she still comes with a round plastic slotta base. The main torso is of course one piece and the arms and sword make up the second piece. Since there are two contact points, the piece glues together very nicely and has no weak points. For some reason, flash and mold lines were more prevalent on this model than I am used to seeing from Hasslefree and they took some work to clean up. But it was worth the effort as I really love the stance that she is in and the attention to detail in her fea-





# Hasslefree Miniatures



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tures. The expression in her face and even her bangs flipping to the side all point to the fact that she is really putting her all into cutting down whatever bastion of evil that happens to be in front of her.

**HFH025 Nubian with Spear**  
**£3.00 (about \$5.52 USD)**



The second in the line of Hasslefree's line of Nubians is this single piece model. Like the others in the line it is solid cast and comes with round slotta base. Also like her sisters, she come naked from the waist up and would do any amazon army proud. This one is armed with a broad bladed spear and little else. She is holding the spear in both hands at about a forty-five degree angle. The spear is rather slight, so it can be easily bent if not careful. The rest of the model has no such issues. There were slight mold lines down the sides, and the only flash to be found was at the tip of the spear and the base tab. With this model along with the other Nubians in the Hasslefree line, I can easily see Nubian spear chucking units appearing in some of my armies.

**HFH026 Nubian & Shield**  
**£3.00 (about \$5.52 USD)**



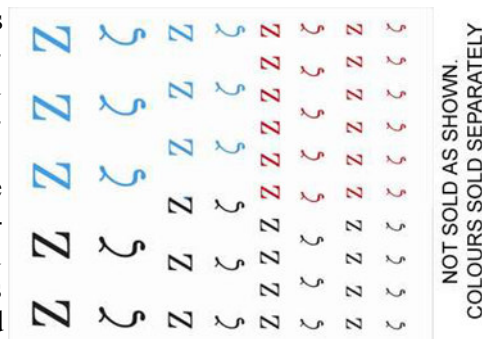
This model is a single piece solid cast model of a female Nubian and she come with a plastic slotta base. She carries a hide shield that covers much of the left side of her body and a long bladed spear, or an Assegai, that is propped on the ground behind her and angling to her right. Besides some loose fitting trousers and slippers, she is otherwise

unarmored. The spear, since it is protruding a good three quarters of an inch, is the one thing that is really in danger of being bent in normal use, but she is well balanced, and nearly completely free of visible mold line and flash. The facial details are sharp and well defined, all in all a very nice looking model. By combining this with the other two Nubians mentioned above you can make an excellent unit for a human or native army.

**Decals**

Hasslefree is coming out with a whole slew of decals for use in modeling miniatures. With the decals comes a page of hints and instructions for those who may be new to decals. Each sheet has a variety of decals (most sheets have 56 or 64 decals on them) and each design comes in three or four different sizes (some come in even more sizes). The decals range from things as simple as numbers and radiation hazard symbols to intricate line drawings and symbols. The decals have excellent detail, and unlike some decals I've seen and used from other compa-

nies, these are actually small enough to easily fit onto a 28mm model. I do wish that there were more multiples of the same decal on a sheet for use with units. Some of the design sheets have only a single copy of each design/size combo which is great when working with individual models, but rather cumbersome when trying to put together an entire unit. On the back of the instruction sheet there is a "Message from James" that states that he plans on adding regularly to the line of decals and is open to any ideas from interested parties. I am looking forward to watching that



NOT SOLD AS SHOWN.  
 COLOURS SOLD SEPARATELY



line grow as good decals like these are not easy to find. Keep 'em coming!

### Reviews by Clay Richmond



#### The Forgotten (4) \$13.00



These models come from Excelsior and fit into the Devout army lists. They ones I received come in two poses. The first of the poses is a two piece model with the shield being the

only thing that is not attached to the main torso. The second pose is a three piece model with the extra piece being the forearm that holds the shield. This of course is a rather small piece, and seeing that the shield then glue onto this piece, it makes for something of a tenuous joint. All the models come with a round plastic slot base. In both poses, the devilish looking Forgotten has his Vorpall sword lifted above his head, so the sword is a bit prone to being bent in packaging/shipping, but in all cases I was able to easily rectify the problem. Mold lines and flash were present, but again they were easy to remove and clean up. Both poses are well balanced, and besides what is mentioned above, there are no other strength issues on the model.

As for the sculpt itself, there are some very cool touches on these guys that I really like. The first item of note is the shield that each one carries. I don't think that I'm the first to take note of these neat little guys since they are the only shields that you can buy separately on the Excelsior web site. Embossed on the front of the shield is the Devout emblem, and the base of the shield appears that it would function just fine as a weapon in its own right. The next item that stands out is the sword. The sword these guys carry is called a Vorpall sword by the game, and it looks like it would be a nightmare to take a whetstone to it, as the blade has wicked looking curves and spikes along its edge on both sides. They even have spikes on the shoulders, back and elbows of their armor, so all one has to do is give you a bear hug to ruin your whole day. I like these models and can't wait to get a squad of these dudes painted up and on the battlefield.

#### Havratheem, aka "The Crusher" (1) \$15.00

The Crusher is a summoned model put out by Excelsior and is used in the game of Chronopia. The reason why this may be important for you to know is that the model has no visible means of locomotion. And that would be because in the game, it can't move as it is a sort of stationary earth elemental that throws great big rocks (hence it's name). The model comes in six solid cast metal pieces, two of which I would personally call "optional". The six pieces consist of a round sculpted base with a large indentation where the torso is set into. The next piece is then the torso, which presumably is all the moving parts of the beast with the exception of his hands. The next two pieces make up the boulder that Mr. Macho is hefting over his head as he prepares to toss it half way across the game table. One of the boulder halves also has the hands that attach to the creature's upraised arms. The last two pieces, the ones I'm not sure if I want to use or not, are two additional fists. I'm guessing that these are provided so that if you prefer to put fists on his extended arms, rather than the huge boulder, then you at least have that option. I guess if you wanted, you could also put the extra pair of fists popping out his sides so that he can take on any misfits that manage not to get squashed by his little rocks and get into close quarters. In any case, they are there to use as you please. The overall model is a nice chunk of metal, and the base is heavy enough to keep the thing from being too top heavy. The boulder will need some gap filler or putty so that the crease doesn't show, and possibly some at the base as well if you want it to appear completely solid (as in being part of the earth). Mold lines and flash were minimal around the head and shoulders, and absent from everywhere else. A good model that is sure to draw a lot of unwanted attention on the battlefield.



### Reviews by Clay Richmond



# TERRAIN

For those who don't have the desire (or the time) to build their own terrain, there is good news and that is Great Ca-

nadian has opened up a new line of custom terrain. They were good enough to send us a bunch of pieces to look at.

### **WARGAME RUINED BUILDING SET A 9312** **\$49.99 CAD (about \$42.17 USD)**

This is only one of a half dozen sets currently available on their web site. This particular set is composed of two pieces and the dimensions of both of these are roughly five and a half inches by six inches. The base is made of Masonite (commonly known as hardboard which is my own personal base of choice when making my own terrain) and surfaced with a fine grit. Each piece has a portion of a girder sticking out of the ground surrounded by other refuse presumably from the ruins of a blown out building. The primary feature on each piece is the ruined corner of a building (hence the name). The whole thing is then painted and dry brushed and clear coated. As a final touch there are some low lying bushes added around in several spots around the piece. The bushes used here are very light in color so they look dried and dead looking, a very good choice for the setting if you ask me. Being a guy that likes to reuse odd items to create terrain pieces, I have to say that I think this is a great job. The painting is especially well done and the foliage is an excellent, and uncommon, touch not always found on commercially available terrain. The main feature, the remains of the corner of a building, is a Games Workshop piece that comes with their 40K games and available in some of their 40K terrain packs (though the paint job on this one is much better since they come unpainted from Games Workshop). The refuse scattered around looks like the cut up and sometimes bent plastic frames that come with plastic models. All in all these pieces are excellent additions to any modern or futuristic battlefield and a good order of magnitude better than using the unfinished constituents by themselves.



(The miniatures pictured above are not included with the terrain.)

### **WARGAME CRATES GREY 10029** **\$34.99CAD (about \$29.52 USD)**

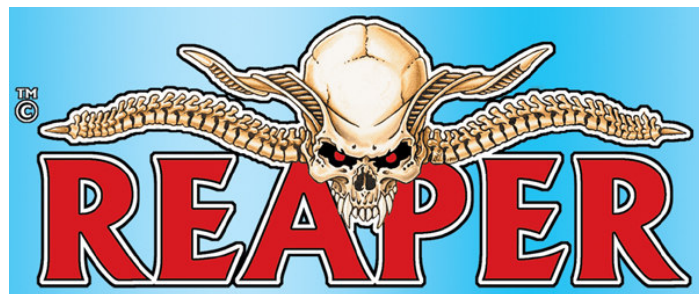
This second set of new terrain sets available from Great Canadian consists of four pieces. They are all items that might be commonly found scattered around in a modern or futuristic military camp. All the bases are rectangular pieces of masonite, or hardboard, and surfaced with fine grit. Items scattered around on these pieces include things like barrels, wooden crates, ammo boxes, sand bags, discarded metal plates, pallets, and metal canisters. There is even an open box of what might be mortar shells on one of them. All these are apparently Game Workshop terrain bits that have been mounted and painted. The sizes of the pieces vary somewhat with the smallest being two and a half inches by five and a half inches, while the largest is roughly five inches by six inches. These all appear to be hand made, so I'm sure there will be some variation from piece to piece.

This set appears to have been finished in a slightly different way as the previous set. Here, the base and surfacing were painted prior to adding on all the various items. Painting the base first allows for all the added on items to be painted separately prior to mounting, which is what it seems they appear to have done. This of course makes the piece nice and colorful.



(The miniatures pictured above are not included with the terrain.)

Reviews by Clay Richmond



### **2948 Familiar Pack VII (Aquatic Familiars) \$9.99**

I think the name on the box for this set is a bit of an "oops". The web site names this blister "Aquatic Familiars (7)" (vice VII) and since there is no Familiar Pack VI from Reaper,





way, this is definitely a blister that I think is well worth the money for anyone intending on doing any aquatic gaming. Now I can't say that I've ever played in a game where there was a pressing need for a Bull Shark familiar, but I can say that I've played in games where Bull Sharks and other aquatic life have made an appearance, and finding models for these has always been near impossible. Here in this handy dandy pack you get a nice variety of hard to find and potentially very useful pieces. All the pieces are solid cast single piece models. There are differing degrees of visible mold lines on these little guys, but none are bothersome. The main clean up required is removing them from the metal tabs that they come mounted on. They all can stand alone, but a couple (like the Manta Ray and the Angler) might stand a bit better if mounted on a more substantial base. This may well be a pack that you need more than just one.

#### 2950 Townsfolk VII (3) \$9.99



tile and useful in role playing games. This set looks to be clerical in nature. There are three single pieces solid cast models, each a different design. Two of them appear to be monks (the traditional type monks rather than the martial arts monks of D&D). Of the two monks one has a Friar Tuck look to him while the other has his cowl up and appears to be frantically trying to stop someone or something (possibly from committing some sort of sacrilege in his holy temple?). The third figure could be a leading cleric or a clerical advisor of some sort. All three are well detailed and relatively free of flash and mold lines. The only real weak spot on any of them is the staff carried by the third figure. It is rather slender and sticks up a good half inch above his hand, so this may have to be straightened. Other than that, they are all well balanced and resistant to casual damage.

I'll bet the VII was meant to denote the fact that there are seven models in this pack rather than its series identifier. Any-

Here is another addition to the very nice collection of townsfolk that Reaper is putting out. This happens to be a line that I'm particular fond of simply because I find that the pieces are very versa-

#### 2952 Baeldrinahr, Rogue Fighter \$3.99

Though not mentioned in the name on the blister, Baeldrinahr (okay, let's hear same THAT name ten times as fast as you can) is most definitely an elf. I mean even without the pointed ears his features and attire are so distinctively elfen that you can't miss it. His weapons are rather exotic even for an elf. On his left hand is a clawed gauntlet (or punching daggers) which I'm guessing is what led to the "Rogue" part in the name on the blister since nothing else about him really marks him as such. In his right hand is the sword that Darth Maul copied when making his light saber. The double bladed sword is fairly slim in the area where he is holding it, so there may be some straightening needed there. Baeldrinahr is a single piece solid cast model and try as I might, I could detect no mold lines at all. In fact the artistry on this piece is really excellent. Bobby Jackson, the artist, has really impressed me with this one. The details are very distinct and clean. There are absolutely no "mushy" areas or transition zones where detail is lost. I personally think that the two weapons don't work well together (I would rather see just one or the other since using both is rather hard to imagine), but hey, that's just me. This is an excellent model and one you power painters might consider using to enter a painting contest with.



#### 2954 Crystal Golem \$7.99

The Crystal Golem is a three piece solid cast model that stands a tad over one and three quarter inches tall. The three pieces consist of a torso, and two arms. As you might guess, he is a pretty solid chunk of metal. His arms are both socketed and pinned to help make the joint where the arms attached really solid, and there should not be any danger of future breakage there either. The mold lines are visible, but you will rarely have such an easy time filing them off, I mean you could file all day on this guy and not really know the difference. Beside the tab that holds the two arms, there was no flash or other excess metal to be found. Although this model can stand on its own, its center of gravity is a bit forward so you might want to mount it to a base to help its stability. I



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# REAPER



2972: Fiona Redfinch  
Female Druid



2973: Ranger  
with Wolf Companion



2974: Elquin  
High Elf Adventurer



2975: Female Bard



2976: Astral  
Mauler



2978: Magda  
Mintsilver, Female Cleric



2979: Rosheen  
Blackthorn



2980: Quosk Ravensire  
Half-Orc Druid



9951: Master Series Paint  
Complete Set (9001-9108)  
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14217: Meridh  
Vale Sergeant

## WARLORD

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might be a little off here, but I'm thinking that this guy should be a breeze to paint.

### 2955 Krokuta, Gnoll Cleric \$6.99

I'm glad to see the line of Gnolls get larger and this female cleric will add to their overall strength. She comes in two pieces with the right arm (holding a nasty looking spiked ball & chain) needing to be attached to the rest of the body. It fit well and if you wanted to do a bit of work on your own you could adjust the alignment of the arm. She carries a shield in her left hand that has a cool paw-print emblem on it that will be easy to paint. A few bits of flash were found here and there and the mold line cut across one plate shoulder pad but was not visible elsewhere. I automatically compared her to the female Gnoll clerics from the, now-defunct, Chainmail game from WOTC and I have to lean a bit in the direction of those older models. This one certainly fits into the look of the current Gnoll warriors from Reaper (which I have several of and like very much) but this one just doesn't seem to have as much character quality as I expected or what you find in other Reaper characters.



She's got a clearly overblown bosom and plenty of cleavage which would have looked better on a human figure, in my opinion. It's not a bad or flawed figure, but it's also not one that made me say, "wow".

### 2956 Cyndria Stormcaller \$3.99

This buxom beauty looks like she belongs on the rocking deck of a pirate ship (well, except for the high heels I guess). She comes as two pieces, but the second piece is the scabbard for her sword and can be considered optional. In her left hand she sports a single shot pistol while brandishing a sword in her right. Both the sword and the scabbard are easily bent, and you will probably have to straighten one or both of them when they come out of the blister. There was a few minor mold lines that were easily removable, and the flash on the model is hardly worth mentioning. There were also a couple tabs (one holding the scabbard and the other supporting the bottom corner or her cloak) that will have to be removed and cleaned up. I think that



the distinct detail makes this model a really good choice as a player character (of course her really good looks doesn't hurt either). Although I said she looks like she belongs on a pirate ship, that's not because of anything specific in her design, it's simply her overall appearance, so in other words she could function just as well in a multitude of other settings (a vampire hunter is another that comes to mind).

### 2957 Darkrasp, Death Priest \$4.99

Darkrasp (the Reaper website calls him an "Evil Priest" but the box calls him a "Death Priest") is a very interesting model. There are two pieces to him as the blade of his scythe comes detached. Reading from his scroll he is obviously in the midst of some sort of incantation while in his other hand he holds this huge "Angel of Death" quality scythe. With his flowing cloak and billowing robes there is nary a mold line to be found. There were a few bits of flash here and there and as the scythe comes attached to the base, the tab to that also has to be removed and cleaned up. The pin and socket arrangement for gluing on the scythe blade allow for a fairly solid joint, but I had to do a bit of filing to get them to fit together snugly. The blade of the scythe itself needed some minor straightening before assembly, but I'm betting it won't bend during use as the joint at the wrist will likely break first. Besides the Scythe, and a few more chains than normal, there is nothing inherently evil about him in appearance (and even the scythe is evil only because of the association most people give it) so conceivable this guy could work as a mage, cleric or other sort of arcane character. However, I personally think he would work best as some arch villain.



### 2959 Marius Burrowell, Gnome Thief \$3.99

Marius is a male gnome that wears light leather clothes and carries quite a bit of gear. He holds rope over his left shoulder and carries a hand crossbow in his right. On the front of his coat there are some tools and there's a bedroll and backpack on his back. He wears a feathered cap and a monocle on his left eye. A large bushy mustache dominates his face. There were bits of flash that needed to be clipped away and the mold lines were visible, but light, on his cap and shoulders. They cleaned up easily. His base was sculpted into a stone design that would make a suitable dungeon floor. From his appearance, he's really dressed to

look like he's on his way to a night of work on the town or ready to head into a dungeon.

### 2961 Angel of Shadow \$6.49

Even with a name like Angel of Shadow this figure doesn't have any kind of evil look to her. She comes in two pieces with her wings fitting into a notch on her back. The wings are nicely detailed and had a few bits of flash



on them but I also found a mold line that, while

not thick, must be carefully removed so you don't mar any of the feathers. The rest of the figure had several bits of flash that were easily removed and the mold line was mostly visible on the



underside of her arms. I really liked the pose and her flowing robes below her really give her a sense of altitude without having to resort to a flying base or having just one toe touching the base. She carries a sword and lantern and wears fine clothing instead of armor. The sword is not too thick, meaning it's not overblown or oversized, and sticks out in front of the model and could get bent if you don't take care. Her face is well detailed and she has a blunt haircut. If you're playing in a higher level game she would make a good PC, but as a good-aligned model you might not run into her much as a monster

unless your players are running an evil party.

### 2963 Adventuring Accessories II \$7.99

In this blister you get a whole lot of "stuff" that would be found around an adventuring party's temporary base while camping out in the woods. The centerpiece is a camp fire that is lined with medium sized rocks. Logs are visible among the flames and it needed about thirty seconds of

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that would plant into the ground and a third that is skewering what are probably rats or rabbits. These three pieces needed some cleaning of flash but be careful as you don't want to trim off part of the branches. The support branches for the spit will need to be either glued on to a large base (not very stable, but probably pretty easy) or embedded into some putty (much more stable, but will take some work on your part) that is used to make a more elaborate base. Then we have three sacks of dry goods. One is standing up on end and the other two are piled on top of each other. Two wooden barrels follow, one small and one large and a cooking pot. We finish up with a shovel, a mallet, a pick-axe and a small hand axe. The weapons could be used to embellish a character model's weaponry, but I think the real best use for this set would be to make a diorama. Find yourself a mule and cart and about five character models that look either at rest or are just standing there and you could build yourself a nice diorama. For that use it would be great, but otherwise you'll probably not get a lot of mileage out of the set.

#### 2964 Cretus, Minotaur \$9.99

This model stands nearly three inches tall and is composed of four pieces which are the torso, two arms, and a head. The neck and shoulders, where the head and arms are attached, are designed so that the appropriate piece fits into it snugly with an oversized pin sliding into a comparable sized socket. This allows for an extremely secure joint that should not allow you model to break any time soon. The model itself is solid cast and very firm. Even the tail, which is the slimmest protrusion on the model, is quite firm and will not be bent casually. As for the design of the figure, I have to say that this is one of the best depictions of a

Minotaur that I have seen. Many Minotaurs have a little bit to much "human" in them for my taste, but this guy puts the "bull" back into the Minotaur. This dude is more of a bipedal weapon wielding bull than a simple barbarian with a bulls head. His head and horns are sure to bring back memories of any that have run through the streets of Pam-



plona and came close enough to a get a eye full of what was chasing you. There was minor flash and mold lines here and there that required some quick clean-up, but besides that this

cleaning. Then you have two tree limbs

guy is a breeze to put together. The one thing that I'm not to fond of is the meat cleaver he carries in his left hand. Prominently displayed on the blade of this thing are six letters (I'm not sure if they are supposed to mean anything), but to me they look out of place and take away from the overall look of the model. Luckily the letters are raised, so they can be filed off if they really bother you. Other than that, this may be my favorite model of the month.

#### 2966 Gorevane, Half-Ogre Fighter \$5.99

This brute comes in two pieces, but the second piece (big sword) is not central to the overall figure and could even be left off if you like. It fits into a notch on his back which you could fill with putty and a tiny bit of sculpting (very easy to do in this case) and you could do without the sword entirely if you want. He's wearing a mix of armor; hides, furs and leather, and carries a large round metal shield. In his right hand he carries a heavy mace. His facial expression is very well done and he looks like he's bellowing out some kind of war cry. There were a few bits of flash here and there, but the mold line was only really visible on the shield and it wasn't too thick at all. The mace on mine was bent in the package so just be sure to take a look before you pick one off the rack. I was able to carefully bend it back into place without any damage, but you could break it off if you're not.



I liked this figure a lot, a whole lot, and he would make a very good player-character, a body-guard in an entourage or fit into a regiment of similar figures for a rank/file game. This one was a figure that made me say,

"wow" and brought a smile to my face when thinking of its uses.

#### 2967 Alastria, Elf Sorceress \$3.99

Coming in just one piece, this female elf carries a long sword and staff as weapons and has a long flowing cloak that is currently being fluttered by the wind revealing the lack of clothing that she's wearing underneath. There's a lot of exposed flesh, but no naughty bits are showing. There were several bits of flash that needed to be clipped off but the only place I found a mold line was on the sword. The sword is long and fairly thin with some runes sculpted onto the blade which will be easy to pick out when painting. She's standing with her top have bent back a bit, jutting her boobs out a bit and showing off her flat tummy.



The face and ears are clean and sharp without being too detailed for an amateur to paint up well. This is a very good looking figure with a lot of versatility. She could just as easily be used as a good or evil elf.

#### 14175 Dwarf Shield Maidens (3) \$12.99



These three Warlord models are surprisingly nice. What I mean by that is I [Brian] have never been a huge fan of most of the dwarven figures in the market place these days, but I do like the look of these little ladies. All three figures are different sculpts. They are customizable with three unique shields and weapons that are separate pieces from the main body. So, buying multiple blisters of these gals won't yield the exact same appearance for each group. I was pleased to see no mold lines at all on any of these figures. The other modeling aspects of the parts were also well constructed. The ball on the figure arm and the socket on the individual weapons fit together quite nicely. The same goes for the similar fittings on the shields and left arms. All in all these dwarfly women are well worth their price of admission.

#### 14177 Onyx Chevalier \$11.99

I find this Warlord model to be truly magnificent. This burly bastage on a large armored horse is almost breath taking in its quality. The horse and the way it is armored appears to have been modeled off of the equine barding used during the early and middle Renaissance period. This horse could easily be seen bearing a reiter (knight) during The Thirty Years War. The rider, on the other hand, is quite unique in the way he looks. He is fully encased in plate armor, carries a lance and shield with a very large

sword hanging from his waist as a back up weapon. Let me go back to the lance and shield for a moment. These two bits are separate pieces from the main body of horse and rider. Both the lance and shield attach at the shoulder of the model. An item of interest to me was that I have a choice of two different shields with which to construct this figure. Each one has a different design on the face and the arms are also different. One arm has the elbow bent while the other is straight. This gives a little variety in case one might like to field multiple versions of this mean motor scooter.



The painting of this model can be as quick or as slow as one would wish. Since just about everything is armored, dry brushing of a metal colored paint would make short work of this project. But, a painter could also spend a lot time doing a large amount of shading and blending on the various panels of armor. This sheer size of this model will easily allow for nice detail work to be performed. So, for any player of Warlord or anyone that loves beautifully created figures, this is a must have. It is that good.

#### 14178 Skralla, Female Goblin Hero \$4.49

This one-piece figure comes with a plastic base and color data card. She, yup it's a lady goblin, carries a sword in her left hand and a pistol, with attached blade, in her right. The mold line was visible in several places but it wasn't too much trouble to remove. There were also a few tiny bits of flash. She wears a very open shirt that show off some ample gobbo-cleavage, which looks somewhat enhanced. Maybe there's a goblin spell for that. There's a mask (Lone Ranger style) covering the bottom half of her face which really gives her a bit of a pirate feel. For me, as I'm not a Reven player, she will end up as part of my Gobber mechanik crew for Warmachine and I really don't care that they don't carry guns because she'll make a nice addition to the other greenskins. She





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would work as a player-character in an Iron Kingdoms D&D game or could also fit nicely into a unit of Goblin Pirates in Confrontation or Ragnarok.

#### 14186 Lord Vandrian, Vampire \$14.99



This is one heavy figure once you get him assembled, and being an all-metal cavalry figure is a bit plus for me. Cleaning was required on each and every piece of the model and this ranged from trimming off small bits of flash to cleaning up mold lines. The bulk of the model is the steed and lower torso of the rider. There is heavy plate armor on everything and the most exposed flesh is on the horse. In fact, you could have no exposed flesh at all on the rider if you wanted because you get two heads in the blister. One is fully enclosed in a winged helm and the other is completely exposed. I'll go with the helmeted one myself because I think it keeps the continuity of the armor on horse and rider best. Of course, you could want the contrast of a rider with a bare head. There are a couple of braids on the horse's tail along with other details that have been sculpted onto the figure. The upper half of the rider's body is wearing the same heavy plate as the rest and has a shield in his left hand. The head fit easily into place and there is a spot on his back where a long banner fits. Where it fits into his back looks like a bit of a weak joint so I'm going to reinforce it with some putty. It looks too thin to pin into place, but you could try. I think some green putty to reinforce the banner pole plus some epoxy putty to secure the thing to his back will be enough. The banner itself needed more cleaning than the other pieces of the model. There is a longsword that attaches to his right side and a lance is held in his right hand. I wish that the banner pole was as sturdy as the lance.

Once assembled this is an impressive model and one that is worthy of finding a use for. If you're not playing a Necropolis army in Warlord, but are playing a Vampire

Counts army in Warhammer Fantasy Battle you still need to take a good look at this model and consider dropping him into your army as he'd make a perfect addition.

#### 14189 Goblin Beast Rider, Reven Adept \$7.99

This is one of not too many mounted troops you will find in the game of Warlord, but a goblin mounted on a "Beast" of this sort is something that you can find in several other games as well, so this piece could easily find service in a number of game settings. The model is a two piece solid



cast model and comes with a rectangular plastic cavalry base. Unlike most models of this sort, the rider is not detachable. In this case the second piece is just the right arm (and the weapon that it holds of course). The neat part is that not one but two arms, each armed with a different weapon, come with the blister so you get to choose which of the two weapons to use. Strangely enough, both of the arms I received carry different types of swords and neither had the mace depicted in the picture on the web sight. I guess that means there are more than just the two weapon types out there that you can outfit this bad boy with. The only mold line I found on the model was on the helmet, and the only extra metal was a support post for the tail and a couple of spurs. Besides that, this is a very clean and easy to assemble model. The arm is a nice ball and socket joint so there is some degree of freedom on how you place his weapon arm. Even though the tail sticks pretty far out behind the model, and one paw is lifted off the ground, there are no weak spot or easily damaged parts on the model.

#### 14191 Dwarf Halberdiers (3) \$12.99





This set of three Warlord dwarves is sculpted cleanly and has a nice level of detail without going overboard. Each of the three figures, sculpted by W. Klocke, in this group is different. Two of the set are one-piece models. The third one has the weapon separate from the main body of the dwarf. Now, personal preference would like to see each figure to have a non-intrinsic weapon. That would allow for a bit more variety if one buys more than a single blister of these diminutive chaps. But, other than that small gripe I found these figures quite appealing. They would paint up quickly as most of the figure is armor as one would expect from dwarven halberdiers. These vertically challenged; metal clad fellows would be a fine addition to any Warlord band of troops or to any gamer's collection of figures.

**14192 Lesser Orc Warriors (3) \$13.49**



These three beefy bad boys are each two pieces models and they each come with a square slotta base, and there is a Warlord Stat card included in the blister. They are two pieces because the shield they carry comes detached. The three models are not only all in different poses, but the three shields are all in different designs. These models don't lack in metal, so I would rather doubt you will have to deal with any severe damage beyond the straitening of an errant sword or something. There were only a few bits of flash here and there and the mold lines, though visible, were not too difficult to remove. The shields fit on posts located on each the models left wrists making a nice solid joint. For being simply armed and armored, these guys have a whole lot of very sharp detail. From their pronounced fangs to the leather straps on their gauntlets, the details on these models really

stand out nicely. Something that should make the painter's job a whole lot easier. These guys would obviously work well in any game well marauding orcs are known to make appearances.

**14193 Lesser Orc Spearmen (3) \$13.49**



The next batch of Warlord Orcs comes in the form of spearmen. Three models come in the blister and they are all different designs. One of the designs even has a beard on the Orc, something I don't recall ever seeing before. These are much like their falchion wielding comrades except that they are single piece models (as in they are not sporting shields) and they are armed with spears. They each come with a square plastic slotta base and the blister is outfitted with the requisite Warlord data card. The mold line on these beasties were more pronounce than most the other Warlord models and sometime not easy to clean off from all the rippling muscles. The flash though was not an issue. The spears these guys carry are rather frail so in all likelihood you will be straightening them when they come out of the blister and need to be careful about ending them during play.

**14195 Female Bull Orc \$4.49**

My first impression of this model was that it didn't really sing to me (just personal taste). Now, don't get me wrong. It is a nicely sculpted figure that lives up to Reaper's usual high quality products. But, to me, it just seems "flat". The entire miniature seems to run parallel with the tab that goes into the slotted base. I also had a misconception between the appearance of the model and its title on the blister. With the word "Bull" in the title I was expecting a male orc. But, this

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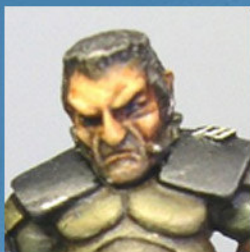


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figure appears to be female as it has long hair and a well-developed upper body. Once I got that little bit of confusion figured out I was fine with the relationship between the model and its name.

She sure does look like an orc! Lots of nicely defined muscles, tusks, and spiky bits sticking out in various directions. Also, no mold lines. I'm a big fan of that. There's nothing worse than breaking out a new figure to paint and

then have to spend time, trying to not cut off a finger with a modeling knife, getting rid of ridges caused by a bad or old mold. If you like orcs then you'll probably like this figure. And it is one of the very few female orc figures available in the market place these days. I wonder why that is?

#### 14196 She-Orc Witch \$4.49

Okay, here is one that you don't see everyday. Although

green skinned witches are nothing new, I can't say I've ever seen one that was also an Orc. This single piece model comes with a square slotta base and a Warlord Stat card. She is holding a staff that sticks up in the air about an inch, so the head of the staff is prone to getting bent (I had to straighten mine out). But since the staff is a gnarled piece of wood, it's not like you are going to notice. Besides that, there are no weak points and she is more than a little sturdy. Another thing you don't see too often is a gruesome looking She-Orc showing off an ample bosom. But with this model you get it all. One of the more intriguing details about this model that impresses me is her hair. There are several tendrils of unkempt hair on her head that are sticking out away from her head, giving her head a more realistic 3-D look to it than normal. And that is just one of the very fine details that will catch your eye on this model. Her clothes are just a mass of rags, but there are a variety of little trinkets







bit better. His waist length pony tail draping down his back is also a nice touch. He comes as a single piece and included with him are his Warlord Stat card and a



on her belt, a bat clinging to her shoulder, and a couple of grisly trophies hanging from her staff. All these go together in creating a very memorable figure.

#### 14197 Lesser Orc Sergeant \$4.49



This guy is an obvious boss man of the lesser Orc Warriors that I talked about earlier in this issue. Unlike the warrior orcs he leads, he is a single piece model as he fights without a shield, apparently so that he can use his arm to wave

on his troops to greater glory. Like his fellows, he comes with a square slotta base and a Warlord Stat card. I can't help but think that this Orc Sergeant is a bit more valiant the stereotypical orc since he is apparently leading from the front and is depicted waving for his troops to follow him. His mouth is even opened as he must be yelling to his troops the orc version of "Follow me Boys". Of course the obvious viciousness seen in the excellent facial detail implies that there is an "or else" added on to the end of that. There was only a bare hint of a mold line on him, and the flash seemed to be as afraid of him as his troops. Even though his sword protrudes over three quarters of an inch above his hand, it is quite sturdy and not prone to bending. This is definitely a cool model for any orc leader.

#### 14198 Gangorak, Reven Hero \$4.49

Gangorak is another of the recently released Orcs in the Warlord line. This meaty fellow looks to be a tad bit more formidable than the ones we have previously covered, and is armed with two falchions rather than one. His armor is also a cut or two above the others. Mold lines and flash were both there, but not enough to be bothersome. This model's facial features are of the same high quality as the other orcs if not even a little

square slotta base. The swords in his hands are the only things that might be prone to getting bent, but even these have enough metal in them to keep them from suffering damage in normal circumstances. This is a very nice model of an Orc that definitely belongs at the forefront of the army.

Reviews by Mark Theurer, Clay Richmond and Brian Ahrens

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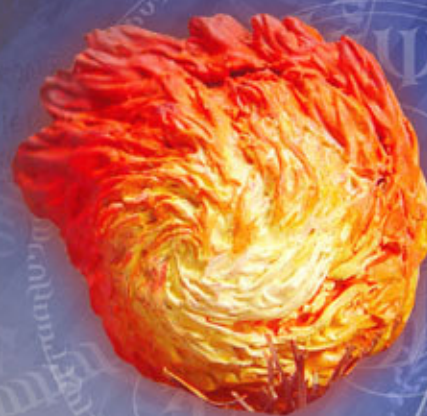


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# Miniature Previews



We got a whole slew of pics from Excelsior Entertainment of their upcoming releases and wanted to share them with all of you. We didn't actually have these in-hand so my assessment will be based off of the pictures. Hope you enjoy!

If you're a Chronopia Devout player (as I am) then you've been waiting for the following four models for years now, literally! The Risen Archers are finally here and they will be quickly gobbled up by Devout generals. These include a dwarf (armed with a crossbow, but the picture doesn't really give you a great look at it), a Firstborn human (armed with a bow), a Sons of Kronos human (armed with a sling and axe) and finally a Goblin (armed with a bow). My personal favorite from this group is the goblin and it appears that his skull has been cracked open with the back part of it missing to expose it as hollow. How cool!

Then we have two dwarven Desert Wolf Warriors. Both of the poses are wearing lots of heavy plate armor and wielding a two-handed axe. Their faces have a pretty typical pissed off look that accompanies many of the Chronopia dwarves and all we need now are the Dwarven Warhammers to go along with them :)

Not to be left out in the cold the Blackbloods (Orcs, Goblins, Ogres and Trolls) also get some new models in the form of Goblin Spear-men, below. The two little guys below are both armed with long-

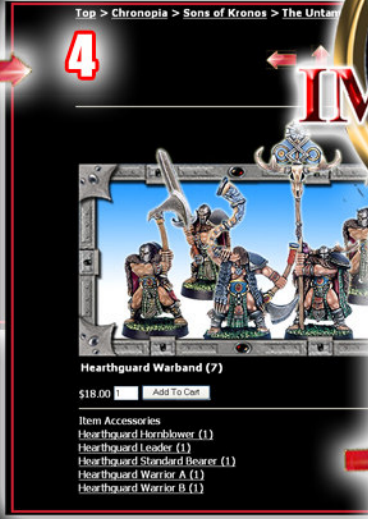
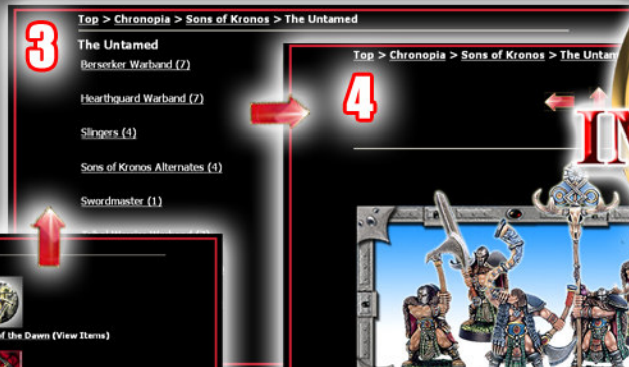




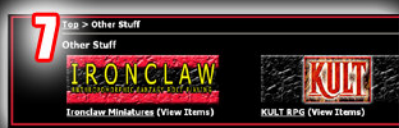


Excelsior Entertainment is back online with a brand new site built from the ground up. We have incorporated many of your suggestions into the site design and made it better then ever.

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1. Browse by Category and Factions.
2. The next window will show any sub-categories that the army may contain.
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7. Our extensive line of other game products has been added to the online store including RPGs, CCGs, & Miniatures.
8. We have added a retailer link that will allow you to find retailers by state or country, or even become an Excelsior Retailer.
9. News updates are made frequently to the site announcing updates and upcoming events.



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bladed spears and their appearance fits in perfectly with the rest of the Blackbloods. The leader also fits in with the standard look and these are also troops that players have been awaiting for quite a while now and should be pleased that they are out.



The Chronopia previews end with more goblins, but these are for the Swamp Goblins.

The Novice Shaman, center, appears to be wearing the chitin armor that is common to his kindred and it looks like a blowgun is strapped to his back. From the picture he looks like he'll fit right into place with the rest of the army.

Ok, now on to Warzone. There are not as many previews here but you recently got a look at the beginning of cavalry models for Warzone so maybe it was Chronopia's turn to get the bulk of new models for the time being.



A Bauhaus Dragoon sniper rounds out this look at new miniatures from Excelsior Entertainment and it looks like there is a folded bi-pod under the barrel of the gun and that's one hell of a big flash suppressor / silencer on the end of that thing! From the looks of the picture he'll fit in well as a specialist for a squad of Dragoons.

**Written by Mark Theurer**



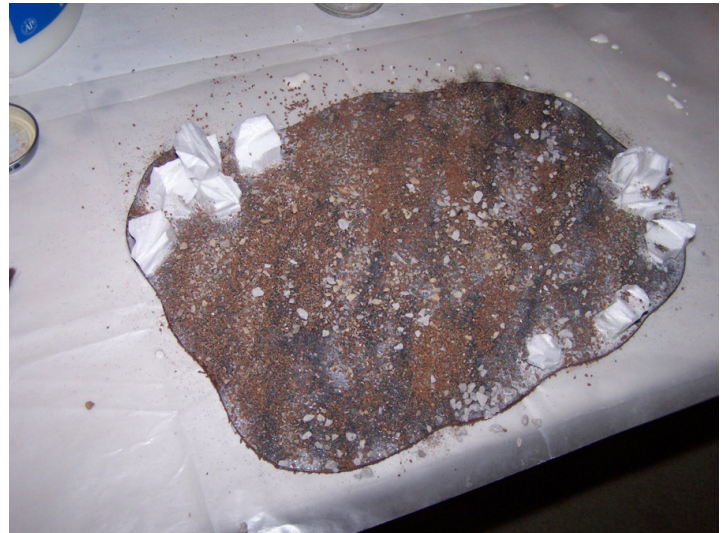


## Fantasy Landscapes

This issue's project occurred because of something I found in passing while wondering through the hobby store a few months back. What I found was a small package of tombstones that are HO scale made by *Woodland Scenics*. There are eleven pieces in the package and the price tag was \$10.99. I thought they were just too cool to pass up. Obviously with these little puppies, I just had to make some sort of graveyard suitable for table top gaming.

For starters, I needed to build up some kind of base. I cut out an uneven piece of masonite hardboard roughly 8"x10".

I wanted the terrain to be fairly rough with either an "abandoned" look to it, or at least a have a "neglected" look. So I got out my handy dandy hot wire Styrofoam cutter, and whittled myself up a few Styrofoam boulders. After making them a suitable size, by which I figured on a size about three quarters of an inch square and a suitable shape, by which I mean "no straight faces", I glued a couple of outcroppings (one on each end of the piece) onto the base. I used plain old white glue and used five or six boulders in each collection. Then I coated the entire surface of the hardboard with white glue, making sure I did not get glue on the boulders while making sure that there was glue between them. Once this was done (don't wait too long) I sprinkled a hodge podge mixture of fine gravel, medium gravel and sand over the rest of the surface. The idea here is to give the surface of the hardboard a more gritty texture. The color of the gravel and sand don't really matter since I plan on painting it all after it dries anyway.





After this odd looking mixture dried, I put my first coat of paint on the entire thing. I used an oil based spray paint with the idea of letting the paint eat into the boulders and giving them a more “ancient” look to them. Just in case you have never tried it, oil based paint can do some really interesting things to Styrofoam. The effects vary depending on the type of Styrofoam and the brand of paint, but for the most part you will get some nice pock marked boulders giving them a realistic and a very old look as the paint eats into them. The only real problem is that as the Styrofoam melts, it exposes unpainted cavities, but this will be taken care of in the next step.



of the board.

Now comes the time to start adding the foliage. Again I dabbed white glue over the entire surface of the board (but not on the boulders or on top of any rocky areas that I thought looked too good to cover with grass). Again, this is really simple and you don't have to worry about being too tidy. With the exception of the areas around the boulders, the glue can be pretty much dabbed on indiscriminately. The flocking will cover 95% of the glue and what little glue is left uncovered (some will hide in cracks and



After the first coat of paint dried (the oil based coat), I then put on the second coat, but this time used a water based paint to insure to cover all the cavities in the Styrofoam caused by the previous coat of paint. I sprayed this on as well, but this time I used an airbrush as getting a can of water based spray paint is not always the easiest thing to do. For the final touches in painting I took a lighter color of grey and quickly dry brushed the boulder and the surface



crevices) will dry clear and be virtually undetectable. While the glue is still wet, I sprinkled on a liberal dose of medium colored flocking, but not so much as to bury the entire



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ground. After waiting about an hour, I knocked off any flocking not stuck to the glue and went to adding some burial mounds.

For the mounds proper I used a tiny piece of porous material (like wood or cloth) to use as a base and then put a thick coat of glue on it. Over this then, I put a really nice and thick coating of dark green flocking. You could also use a brown flowing here if you wanted the graves to look fresh. This step I found that I had to repeat a couple of times to insure that all hints of the object below were covered beyond recognition. I in fact used the glue itself to help mold the mound and soften any sharp angles of the object that I had used as a base.

Finally, I come to the final touches. I used some low lying moss for bushes in a few places around the outskirts of the piece, and then for kicks I also added in a small shade tree at one end. Neither of these touches takes much effort, but I did take the time to flock the plastic base of the tree so that it melds into the surrounding terrain better. The Moss is something new called "Super Moss" put out by a com-

pany called... you guessed it, Super Moss Products Company. It comes in sheets so you just break off the amount you want to use, but use plenty of glue as it will start to fall apart if not sufficiently held down. The shade tree came from a box (there were four in the box) put out by "Life-Like" Trains.

The *piece de resistance* is of course the headstones. Due to the size of these, I decided to use something with a little bit more "oomph" than white glue. So I mixed up a small bit of two-part epoxy and used that to place most of the headstones in the package around the piece (I also used the epoxy for the tree). Some I even glued as if they had fallen over or where about to fall over.

With that, the piece is ready for play. So let's go and "bring out your dead".

**Written and Built by Clay Richmond**





# Battle Report

## RAG • NAROK

First off, why no part 2 to the Dungeons and Dragons battle report that Clay and I started last issue? Well, as much as I like playing D&D, either in a regular role-playing style or one more akin to playing Diablo, I don't think it translated as well as I'd liked to a battle report. It's fun visualizing the exploration and battles while sitting around the table, but that might be too hard to capture in a battle report. SO, for now at least, we'll have to leave our band of stalwart adventurers in a holding pattern as they explore.

Ok, now why Ragnarok for this issue? Clay and Michael got to play Rag in FD19 and I've only had a chance to read the rules so far. It was high time I got to play! For this report we had Michael, the most experienced Rag player of the three of us, directing the game, taking notes and helping us along with rules since Clay and I are both still newcomers to the game. Michael has many games of Rag under his belt and Clay has just one so I think that we're pretty evenly matched. We decided on playing a 1000-point game with a 4-turn limit for a couple of reasons:

- It allows us to play on a field that won't take up too much room but still allow for maneuverability of the troops. See the pic of the bare game table below.
- It doesn't tax us newbies too much when trying to put together army lists but allows us to develop some insight into troops that might work well together.
- Since we're both still in the learning process to some extent it gives us each about four units to command, which should not be too much to pay attention to right now.



Alrighty then! On to building our armies. Originally, this was going to be a Wolfen versus Living Dead fight, but Clay had some last minute real life stuff come up before our game and asked if Michael could put together a Griffon army for him. "Not a problem." was Michael's response and this helped a lot. Here's what he came up with:

### Griffin Force

*Crusade: The Temple of the East*

#### Unit 1: Tarkhyn's Guard

Tarkhyn, Templar Commander (played by Sered)

- + Crusade: Executioner of the Arcane
- + Seal of the Temple (-2 to Templar AP cost)
- + Kelgar's Ashes
- + Miracle: Vengeance of the Temple

9 Templars

- + Consecration
- 1 Executioner of the Inquisition
- + Crusade: Justice of Fire
- + Consecration

This will be the power block. The Templars plus the Executioner of the Inquisition will make for a hard hitting unit, especially with the Vengeance of the Temple miracle. In my experience, the Undead have relied on large blocks of troops, and this force should be able to wear those down. the "Executioner of the Arcane" will be useful against the magicians that I expect will be represented in significant numbers in the Undead ranks.

#### Unit 2: Repentant Legionnaires

Abel the Ill-Tempered

- + Chastisement
- + Artifact: Ardent Icon (Mistake, can take only 1 artifact)
- + Crusade: Justice of Fire
- + Crusade: Executioner of the Arcane
- 1 Executioner of the Inquisition
- + Crusade: Justice of Fire
- 8 Repentant Legionnaires
- + Crusade: Justice of Fire

This is a tar-pit unit. It's not too strong, but then it won't die quickly. This unit should engage a block of troops and slow



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them down until either the Thallion Riders or the Templars can get to them. The Ardent Icon will mean these guys won't run in fear.

NOTE: Abel is only a Veteran champion and allowed only 1 artifact. As such, he could not have taken the Ardent Icon as it is a second artifact. The first, "Chastisement" is what makes him a Faithful. We discovered this post-battle.

### Unit 3: Thallion Riders

3 Thallion Riders (Vigilante)  
 + Crusade: Justice of Fire  
 + Leaders

Either used as a mobile reserve or a scouting force, the Thallions are meant to range the battlefield adding their gunfire where ever is needed to tip the balance of a combat. Or they can be used in anti-artillery or anti-scout roles.

### Unit 4: Cannons of the Griffin

Cannon: Veuglaire  
 Cannon: Couleurine  
 4 Servants  
 Artillery Officer  
 + Leadership

BOOM! The Undead will have massed ranks and heavy characters - one cannon for one and one for the other. The undead move slowly so this unit should be placed to get maximum field of fire as the Daisypushers advance and the Griffin player should seriously consider shooting into combats to help winnow away the Undead forces.

### Living Dead Force

*Obscure House of Acheron: None*

I toyed around with several possibilities for the Living Dead and after vacillating between a couple of lists I decided on something that I thought would be pretty simple to command and also stand up well in combat. I knew that I would have issues with orders throughout the game but that's part of playing the Living Dead. I knew it going in, but didn't really know how it would fully impact me until we started.

### Unit 1: Sephiroth's Slayers

Sephiroth  
 + Mizar  
 + Black Diamond  
 5 Centaur Lords

This block of troops would be the hammer that I wanted to bring down on Clay's troops. When charging they get a boost to the FORCE of their weapons so it's imperative that I get off the charge. They can hold their own if charged but that's wasting their Lances and Brutish Charge ability as far as I'm concerned they **must** charge! This is an expensive unit, almost one-third of my total points, but I don't think it's excessive. I'm very confident that whatever it hits will get decimated so getting them into combat as soon as possible is vital. Sephiroth's Black Diamond will be used to generate additional orders, which will be needed.

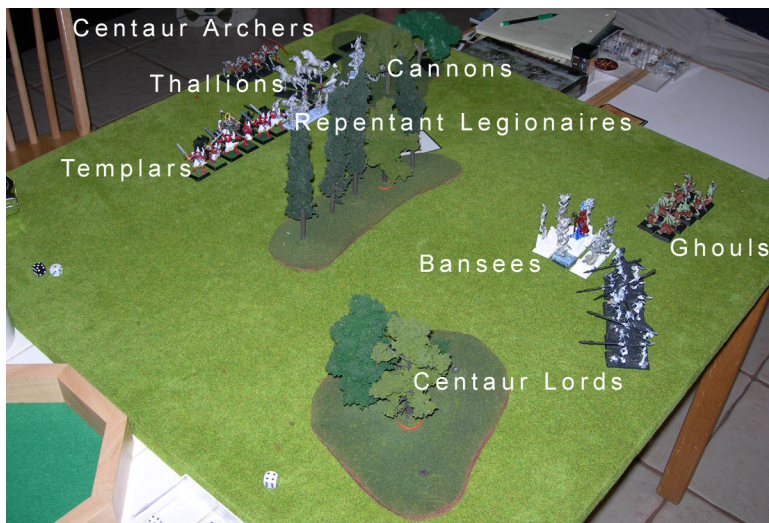
I'm hoping to get these guys stuck in somewhere so they can start using dice in defense and then hopefully get some free whacks in with their Ambidextrous ability. I know that I should probably expect more of them than that, but right now I think that a big part of their job is to tie someone up until Sephiroth's unit can come over and stomp on them.

#### Unit 4: Skeleton Centaur Archers

4 Skeleton Centaurs

This is a plain and simple harassment unit for me to use to either cause Clay to alter his strategy or give him fits if he leaves them alone. They are fairly cheap (just 108 points) and I look at them as the most expendable models in my force.

Ok, now on to the game itself. Since Michael is moderating the game and taking notes you'll see some notations like "6a/0d" which means that six dice were allocated to attack and zero were put into defense. Additionally, there will be commentary from both myself and Clay during each round.



Deployment, view 1

#### Unit 2: The Gorgon and Banshees

The Gorgon

- + The Nightjar
- + Eternal Torpor
- + Black Diamond

8 Banshees

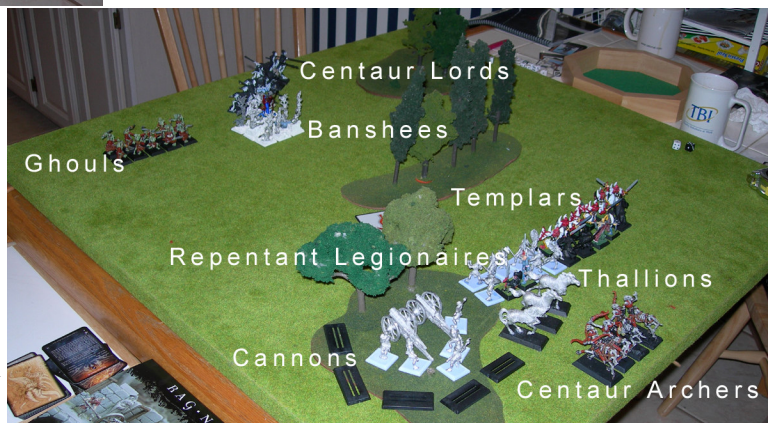
I took this unit mostly for their excellent ability to withstand damage (having Immune/Head) but also their cool bases, which I needed to show off. I picked them up on the internet at [www.microartstudio.com](http://www.microartstudio.com). Also, this is the most 'tar-pit' (as Michael has termed it) unit that I'm fielding today and it should do well to stop one of Clay's right in its tracks. I'm hoping that Eternal Torpor sucks at least a couple of souls today and if I'm lucky The Nightjar should help heal any wound that The Gorgon suffers. Her Black Diamond will be used to generate additional DISCIPLINE which might be needed depending on which order her unit is given.

#### Unit 3: Chagall and Ghouls

Chagall, 2nd Incarnation

- + Leader

9 Ghouls



Deployment, view 2

### Deployment

- + Griffin player won the tactical roll with 12 DIS.
- + Undead deploys first
- + Both forces had 1 unit of scouts and 3 other units

**Mark:** My deployment was relatively simple with the Banshees taking the lead. I did this with the thought that the Banshees are harder to kill and more shots might be wasted on them that might easily cut down the Ghouls.



The Centaur Lords were kind of bunched in at the rear of the field and I'd have to rectify that as soon as possible to give them a nice path to charge down. As soon as I saw where Clay placed his cannons I decided that's where the Centaur Archers needed to go. Clay would either commit the Thallions to taking them out or he would have to turn his cannons around. I figured that either way I buy some time.



**Clay:** The board was relatively clear or terrain (something I'm not too used to) but since this was a bit of a learning game for us I suppose terrain would only distract us. There were some woods right in the middle which would take its toll on the visibility for my cannons, so I decided to place the cannon in the woods on my left flank. This would allow them the best field of fire. It did have the disadvantage of not really having a good view to the center of the board, but I figured that the center would soon be filled with a bunch of howling troops engaged in hand to hand combat (hopefully mostly mine) so that didn't overly concern me. The barricades I am allowed I placed around the front, back and left side of the cannon. If they were attacked from their right then that meant my army was dead and it would hardly matter at that point.

To the Templars I assigned the duty of holding the right flank. Since Mark has a mounted unit or two (with the infamous Sephiroth no less), this may well end up being the most dangerous of the assignments. The center then fell to the stalwart Legionaries. The Thallion Rider's placement was decided when Mark placed his Centaur archers right behind my lines facing the rear of my cannons. Is was painful losing my fast movers to running intercept duty, but I figured losing them for the battle was better than letting those centaurs have free rein in my back lines. I placed them smack dab in-between them and the cannons.

**JMT:** Clay deployed his cannon in the woods. This gave him a good field of fire at start, but if the Undead move around to Clay's right flank, the Cannon will be out of place. Deploying the Skeleton Centaurs in the rear threatens Clay's force; but the Thallion deployment will mean that both units are probably out for the entire game.

## Turn 1

### Rally

- + No rally actions
- + Griffin rolled  $3+8 = 11$ ; +4 orders

- + Sephiroth rolled 2 Dark Stranglehold points; +1 order
- + Gorgon rolled 3 Dark Stranglehold points; +3 DIS
- + Griffin have tactical advantage

### Entry of Reserves

- + No reserves

### Order Attribution

- + Undead play a tactic card on the Skeleton Centaurs.

**JMT:** Neither Mark nor Clay have played much before this, and it shows in the order attribution phase. A lot of time is spent trying to figure out what order counters mean and where they go. If Rackham ever re-does the counters, they should print the order on them - even in French it would be easier than counting the spiky bits.

**Mark:** Amen to that! I had even organized my counters into a small plastic tray with separate compartments and it was still an issue to find the right ones. I'm sure that this will fade with more games played, but sometime after this game I think I'll just sit down and label them all.

### First Fire

- + No first fire.

**JMT:** I was surprise that Clay didn't fire either his Thallions or the Cannon. This was his chance to hurt someone right up front.

### Movement

+ Griffin: Thallion Riders charge the Skeletal Centaurs. Due to the Ardent Icon, the Riders automatically pass their Courage test and engage 3 of the 4 Centaurs. The Centaur's Tactic is revealed as a Dodge - and they pass their test.

**JMT:** Well, the Thallions are committed. I would have shot first, and since the Centaurs chose the Dodge tactic, they weren't moving.



Turn 1, after movement is complete

**Mark:** Well, yes, but that's why you are moderating and not playing today :)

- + Undead: The Banshees run toward the Griffin lines.
- + Griffin: The Repentant Legionaries march forward and turn to fill the gap between the trees.
- + Undead: The Ghouls run toward the Griffin lines.
- + Griffin: The Cannons will fire.
- + Undead: Sephiroth fails his run order and the centaurs march forward.
- + Griffin: The Templars march forward
- + Undead: The Skeleton Centaurs remain immobile.

**Mark:** Damn! Failing that run order will likely cost Sephiroth and his unit one round of combat. Clearly, I must learn a lot (starting now!) about how to better manage the Living Dead's lack of orders and DIS, while still needing some.

#### **Divination**

- + Seread scores 11 TF, and banks 2 for Kelgar's Ashes.

#### **Second Firing**

- + Declarations

- + Griffin cannons target the Banshees

**JMT:** I would have used the Area of Effect cannon (AOE) to target the Ghouls. They're in the open and are probably heading for the guns right now.

- + Resolution
- + Penetrator misses
- + AOE scores 1 wound.

**JMT:** Wow! That Immunity/Head really helps the Ban-shee's avoid bad damage rolls.

**Mark:** Beautiful! Losing only one model to the combined fire of both cannons is something I can definitely live with.

#### **Melee**

- + Combat: Thallion Riders vs. Skeletal Archers
- + Undead wins Initiative
- + Griffin places 5a/1d
- + Undead places 0a/6d
- + Thallions score 5 hits of which 1 is blocked.
- + 4 wounds kills two Skeletal Archers.



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# Coat of Arms

rbirthpr@hotmail.com

## Turn 2

### **Rally**

- + No troops to rally.
- + Griffin rolls  $6 + 8 = 14$ ; +4 orders
- + Sephiroth: 2 Dark Stranglehold; +1 orders
- + Griffin have tactical advantage

### **Entry of Reserves**

- + No reserves

### **Order Attribution**

- + Undead places a tactical card next to the Skeletal Centaurs

- + Thallions win and thrust

**JMT:** Looks like the Thallions did okay. Now if they can keep this up, they'll only be tied up for two more turns. :P

**Mark:** Ouch. Well, if this combat continues in this manner then the Centaurs will have only tied up the Thallions for two turns and that's just not enough. They are pretty much out of the game as far as their ranged combat is concerned and they just need to tie up the Thallions for as long as possible.

### **Mana Recovery**

- + Gorgon recovers 2 gems for a total of 8.

**Clay:** Well, the way I see things (am I looking through rose colored glasses here?) there does not seem to be a hurry about things just yet so my plan for this turn was to position my infantry in a continuous formation from the cannons to the my right flanks, loosen up the opposition with some bouncing cannon balls, and start the task of eradicating the threat from my rear. Since I was very sure that the cannons would have plenty to shoot at, even after the forces of the undead moved, I chose not to take the extra difficulty and had them fire during the second firing phase. The one thing I missed was that I should have had the Thallion riders shoot their pistols as they charged in on the infiltrating skeleton centaurs. Oh well, chalk that one up to my unfamiliarity with my own forces. As it turned out the movement of the infantry went as planned (be pretty hard not to) but the cannons scored only a single wound making them appear to be little more than annoying noise makers. The Thallion's charge though did ok and took out half of the centaur archers, so perhaps they won't be tied up the entire battle.

### **First Fire**

- + No first fire

**JMT:** The Griffin lost an opportunity to get another shot off at the Gorgon and Banshees before everything closes in.

**Mark:** I have no issue with that whatsoever!

### **Movement**

- + Undead: Skeletal Archers are Immobile
- + Griffin: Thallions declare Pursuit
- + Undead: Sephiroth fails his run order again.

**JMT:** That's the second time Sephiroth has failed his run order. This is a scary unit and it's not in combat yet.

**Mark:** Oh my gosh! That's definitely a whole turn of combat wasted by now. Man, these guys have got to get their groove on and get in there.

- + Griffin: Cannon will fire.
- + Undead: Gorgon and banshees will charge. The Repentants are out of range, so the Banshees are Disorganized.

**JMT:** Since the Undead have so few orders, Mark could only order the run in case Clay closed with his Griffins first.

**Mark:** Yeah, this is a tricky bit figuring out what to do with my guys when I only (generally) have one order to dole out to each unit. Further complicating things is Clay being able to (usually) make me activate a unit first and me not being able to react to his actions.





Turn 2, after movement is complete

- + Griffin: Templars march forward.
- + Undead: Ghouls charge the Repentants but they are out of range too.
- + Griffin: Repentants charge the Banshees. The DF of the Repentants is higher than the Banshees, so the latter suffer charge penalties.
- + JMT: And the grinder continues. Will the Thallions make it into this game?
- + Repentants vs. Banshees
- + Tit for tat attacks result in 1 wound and a dead Banshee

**JMT:** Wow - turn 2 and 2 combats!

### **Divination**

- + Sered banks 2 TF.

### **Second Firing**

- + Declarations
  - + Griffin cannon will fire on the Ghouls
  - + Gorgon will cast Eternal Torpor on a Repentant.
- + Execution
  - + Gorgon's Eternal Torpor results in a STR 14 attack on the Repentant. The Repentant is killed.
  - + The Penetrator cannon fails to hit.
  - + The AOE cannon hits Chagall and 2 Ghouls. Chagall takes a wound and the ghouls are killed.

### **Combat**

- + Thallions vs. Skeletal Archers
  - + Skeletal Archers failed their Tactics roll.
  - + Griffin won Initiative
  - + Skeletal Archers: 0a/4d
  - + Thallions: 6a/0d
  - + 6 hits; 4 saves; 2 wounds; 1 dead Skeletal Archer
  - + Thallions win and thrust again

**JMT:** The Banshee went down quickly, but the Gorgon and her spell will be a thorny issue for the rest of this combat.

**Mark:** Glad that Eternal Torpor was successful in it's first outing. It adds a little punch to the unit and also helps off-set, in my mind anyway, losing a Banshee this turn.

### **Mana Recovery**

- + Gorgon gains 5 gems.

**Clay:** Once again I saved my cannons for the second firing phase letting the enemy close. This time it looks like my center might be charged so I gave orders to counter-charge or charge. The Templars I wasn't so sure so I gave March and Counter-Charge orders. It turned out better than I had hoped. By Mark going first across the board, and failing to reach me, I was able to get off my charge of the Repentants off into disorganized banshees. Hey, I'll take every inch I can get. The Templars had to stick with their March orders. This time the cannons did a bit more damage as the ghouls became the primary target and were less successful at avoiding the shrapnel.

The attack in the center went poorly with only one banshee to chalk up to the effort and it cost me a Repentant



in the process. The Thallion Riders only took out one of the two remaining Centaurs in the rear. Seems things may have bogged down more than I had hoped. That is going to cost me because next turn is when Mark gets to start playing for real.

**Mark:** What, I've been faking it up until now? :)

### Turn 3

#### *Rally*

- + Griffin fail Tactical roll; +1 order
- + Sephiroth gets 4 Dark Stranglehold; +4 DIS

**JMT:** Ouch! Just as things get meaty, the Griffin flub their easiest test. The Undead will pick the order of combats for this turn. On the other hand, there are no extra orders for the Daisypushers.

**Mark:** Woo Hoo! Maybe this will make up for Sephiroth failing to get his boys up to speed in the previous two turns.

#### *Entry of Reserves*

- + No reserves

#### *Order Attribution*

- + No orders to the Banshees and Skeletal Centaurs; Sephiroth gets two orders.
- + Skeletal Centaurs get a tactic card.

**JMT:** Not much of a surprise here - the Undead didn't have many orders to give. However, this means that the Banshees are still Disorganized.

#### *First Firing*

- + Griffin Cannon target the Ghouls
- + Penetrator cannon auto kills 2 ghouls.
- + AOE cannon kills 3 ghouls

**JMT:** That's what I'm talking about! Hit 'em before they get into melee.

**Mark:** Man, this unit of ghouls is really falling apart. I'm beginning to wonder if taking the same points in zombies lead by Melmoth would have worked out better. Regeneration must be a wonderful thing.

#### *Movement*

- + Undead: Ghouls reorganize and charge the Repentants. Since the DF of the Ghouls is lower than the Repentants, the latter suffers no charge penalties.
- + Griffin: Thallions pursue.
- + Undead: Sephiroth charges the Templars.
- + Griffin: The Templars reveal a counter-charge order and pass the Initiative test.
- + The Templars and Armored Centaurs collided in the woods. Even though the Armored Centaurs have a higher DF, the counter-charge means that the Templars don't suffer charge penalties.
- + Griffin: Repentants remain immobile.
- + The remaining undead forces have no orders, so they are immobile.
- + The Banshees are still disorganized.

#### *Divination*

- + Sered has 13 TF and successfully calls Vengeance of the Temple.



What things looked like for me after moving on turn 3.



# WARLORD

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+ Sered banks 2 TF.

### **Second Firing**

- + Gorgon casts Eternal Torpor on a Repentant
- + The Repentant suffers a STR 0 wound for no effect

**Mark:** Argh! Well, I got the spell off but with nothing to show for it.

### **Combat**

**JMT:** Now we see everyone gettin' jiggy with it!

**Mark:** Um, Michael, you're white. I mean really, really white. :)

- + Gorgon and Banshees vs. Abel and Repentants vs. Chagall and Ghouls
- + Assassin swaps places with Abel, bringing him into combat with a Banshee.
- + Chagall vs. Repentants
- + Chagall wins initiative
- + Repentant: 0a/1d
- + Chagall: 1a/1d
- + 1 hit, no wound.
- + Ghouls vs. Repentants
- + Ghouls win initiative
- + Repentants: 1a/1d
- + Ghouls: 1a/1d
- + No hits scored by either side
- + Gorgon vs. Repentant
- + Gorgon wins initiative
- + Repentant: 1a/0d
- + Gorgon: 1a/0d
- + Gorgon hits twice for no damage.
- + Repentant hits once for no damage
- + Banshee vs. Repentant
- + Banshee win initiative
- + Repentant: 1a/1d
- + Banshee: 2a/0d
- + Banshee hits twice for no wounds.
- + Repentant does not hit
- + Abel vs. Banshee
- + Abel wins initiative
- + Banshee: 1a/0d (other die used in earlier combat)
- + Abel: 2a/0d
- + Abel hits twice for 1 wound.
- + Banshee hits once for no wound.
- + Griffin win by 1 wound and thrust

**JMT:** Boy, was that ugly! The Griffin lost almost every initiative test and, thanks to the Immunity/Head of the Banshees and Gorgon, when they did hit, it was worth-



Clay's view of the Centaur Lords crashing through the woods.

less.

**Mark:** Wow, what a lot of dice throwing with just about nothing to show for it. Here's hoping for a more positive, for my side anyway, outcome to the main event for this turn.

- + Sephiroth and Armored Centaurs vs. Sered and Templars
- + Assassin swaps with Templar
- + Sephiroth vs. Templar
- + Templar war furies.
- + Sephiroth wins initiative
- + Templar: 1a/0d
- + Sephiroth: 3a/0d
- + Sephiroth hits 3 times for 1 wound; killing the Templar
- + Armored Centaurs vs. Templars
- + Centaurs win initiative
- + Templars: 3a/2d
- + Centaurs: 8a/0d
- + Centaurs hit 5 times for 3 wounds
- + Templars hit 1 for 1 wound
- + Armored Centaur vs. Assassin
- + Assassin wins initiative
- + Centaur: 1a/1d
- + Assassin: 1a
- + Assassin hits 1 for 1 wound
- + Centaur hits 1 for 1 wound; killing the assassin.
- + Undead wins and follows up. Templars pass courage test.



**JMT:** The charging armored centaurs hit very hard - and the Templar's Vengeance didn't help any. This might be the turning point of the game. The Centaurs are just scratched while half the Templars are gone.

**Mark:** Yo! That was da bomb! Oh, wait, I have about the same street cred as Michael so I should stay away from those types of phrases too!

- + Skeletal Archers vs. Thallion Riders
- + Archers pass tactical test
- + Archers win initiative
- + Archers: 2a/0d
- + Thallions: 5a/1d
- + Archers hit 1 and 1 is blocked.
- + Thallions hit 4 and cause 2 wounds.
- + Last archer is eliminated.

**JMT:** The Griffin dice were abysmal this time - the lost the Tactical test for the turn and failed 90% of all the initiative tests. It was only their armor that saved them, but for what?

#### **Gem Recovery**

- + Gorgon gains 6 gems for a total of 7

**Clay:** Holy Moley! Sephiroth and his horse boys are ugly. Seems Templars are the wrong guys to try to stop charging Armored Centaurs. This time I had to get the cannons to go in the first firing phase as the ghouls were about on top of me. My success with the cannons as they ripped the ghouls apart was countered by the fact that my Templars on the other flank were also getting ripped apart by the Armored Centaurs and Sephiroth. The center seemed to be

holding against the banshees, but I wasn't making much head way. At least the last of the Skeleton Archers in the rear were finished off, but is there time to reinforce the right flank before the Templars completely disintegrate? After this turn, its obvious that both my right flank and Mark's right flank are folding up like a road map. If the battle would go on long enough I would wager that the entire battle line would rotate clockwise.

## **Turn 4**

### **Rally**

- + Sered rolls 11; +4 orders
- + Sephiroth gets 2 Dark Stranglehold; +1 order

### **Entry of the Reserves**

- + No reserves

### **Orders**

- + A whole mess of orders for the Griffon and, again, just a few for the Living Dead.

### **First Fire**

- + No first fire

### **Movement**

- + Griffin: Cannon will shoot
- + Undead: Ghoul pursue
- + Griffin: Repentants immobile
- + Undead: Banshee pursue
- + Griffin: Templar immobile
- + Undead: Sephiroth pursue
- + Thallions: run





**JMT:** The Thallions are finally free of the Skeletal Archers. At this point the Griffin should have used move and fire so that they could gallop up and help the Templars against the Armored Cavalry. Oh well...

### ***Divination***

+ Sered has 9 TF and casts Vengeance of the Temple

### ***Second Firing***

+ Declaration

+ Griffin: Penetrating cannon will fire on the Ghouls while AOE cannon will fire on the Banshees

+ Undead: Gorgon will cast Eternal Torpor on a Repentant

+ Resolution

+ Eternal Torpor has no effect on the Repentant

+ Penetrating cannon auto kills 2 ghouls

+ AOE cannon hits the Gorgon and 2 banshees but kills only 1 banshee

**Mark:** Well, did my 13 point spell pay for itself? I'm not sure of the AP of each Repentant off the top of my head but I'd be surprised if it was less than the cost of the spell. Of course, I'd be much happier if I could have sucked out the soul of a character.

### ***Combat***

+ Abel and Repentants vs. Chagall, Ghouls, Banshees, and the Gorgon

+ Assassin swaps with Repentant

+ Chagall vs. Repentant

+ Chagall wins initiative

+ Repentant: 1a/0d



+ Chagall: 0a/1d

+ Repentant misses





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field. So much for the Defenders of Khyber today.

**Mark:** Wish granted! Man, did they ever give a drubbing to Sered and his boys.

**Clay:** Well, my cannons win the MVP for the day (at least for my side, though the Repentants have done a fine stand up job as well. The Templars... well, they at least died bravely. Sered sure didn't stand up to his potential either (I thought he was much taller). Well I learned one thing for sure, infantry no matter how good, will have difficulty standing up to a mounted charge. Gee, I wonder if anyone else through history has learned that lesson. All in all I can't complain too much about how the game unfolded. I didn't use my Thallion Riders to their full potential since I forgot about their pistols, and it may have worked out better had I swapped the placement of the Templars and the Repentants. In the end Mark had his Armored Centaurs still intact, but I still had the Repentants, Thallion Riders, and Canons (though the canons may not have been much use from this point on), who knows what might have happened. I really like the flow of Rag'Narok and the orders phase really changes the strategy of the game. Now that I have two games under my belt, I know I want to start building up a couple armies and get into it with both feet.

**Mark:** My quick calculations show that I have about 570 points left on the field and approximately 580 points of Clay's troops are still standing. We're certainly both wondering what would happen if we went another turn or two. Would Sephiroth's galloping unit mow through the remaining Griffon like tall grass or would the cannons reposition in time to blow big honkin' holes in my most-prized unit? We'll never know. We started off with the decision to play four rounds and that we did. I'd say that our final tally puts us about as close to a dead-even tie as you can get. Even with this being a learning game for me I liked the system a lot and can't wait to play again, with bigger armies! I still have to master the wonky Living Dead orders and DIS. I think that I should have really taken Orbs of Obscurity along with the Black Diamonds and will remember to do so in the future. Sephiroth's unit is just double tough and it will likely become a regular feature in my armies. Next I'll have to add some Scavengers of Acheron to the mix....mmm, regenerating zombie cavalry...yummy! I'm very much looking forward to my next game of Ragnarok, but not so much looking forward to the amount of painting I have ahead of me, but as you can see we're not too proud to play with unpainted figures.

**Game played by Mark Theurer & Clay Richmond  
Directed by Michael Tidel**

- + Assassin vs. Chagall
  - + Assassin wins initiative
  - + Chagall: 0a/1d
  - + Assassin: 1a/0d
  - + Assassin hit 1, no block, no damage
- + Repentant vs. Banshee
  - + Banshee wins initiative
  - + Repentant: 2a/1d
  - + Banshee: 2a/0d
  - + Banshee hits 1, 1 blocked
  - + Repentant hit 2, 2 wounds, 2 dead
- + Abel vs. Banshee
  - + Abel wins initiative
  - + Banshee: 1a/0d
  - + Abel: 2a/0d
  - + Abel scores 1 hit, 1 wound, 1 dead
- + Gorgon vs. Repentant
  - + Gorgon wins initiative
  - + Repentant: 1a/0d
  - + Gorgon: 2a/0d
  - + Gorgon hits 1, no damage
  - + Repentant hits 1, 1 wound
- + Griffin win and thrust

**JMT:** Well, this slow burn battle is tipping toward the Griffin, but the Gorgon is still alive!

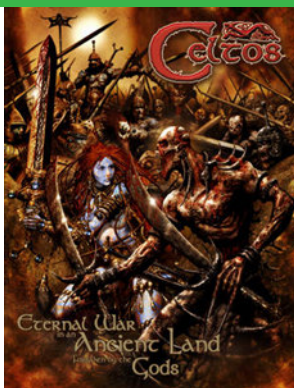
**Mark:** Tipping? I'd say it's all but swung over that way and that's not far from where it started. Luckily, a whole battle is not always determined by the outcome of a single fight or the fate of just one unit. I'm hoping that Sephiroth and his crew can but another beating on the Templars like in the previous turn.

- + Sephiroth and Armored Centaurs vs. Sered and Templars
  - + Sephiroth vs. Sered
    - + Sered wins initiative
    - + Sephiroth: 3a/0d
    - + Sered: 2a/0d
    - + Sered hits with master strike, 14 STR, for 1 wound.
    - + Sephiroth 3 hits 3 wounds; Sered dies.
- + Armored Centaurs vs. Templars
  - + Templars win initiative
  - + Centaurs: 10a/0d
  - + Templars: 3a/2d
  - + Templars hit 2 (1 master strike) but do no damage.
  - + Centaurs hit 9 times; do 9 wounds.

**JMT:** Well, that's game. Sered is gone as well as his Templars, save one poor sole that is surrounded by lots of skeleton cavalry. The Armored Centaurs have an open



# Game Reviews



Celtos was recently acquired by Brigade Models (from Urban Mammoth) and they sent us a review copy because we've not had a chance to look at the game in depth since it came out. Celtos is a fantasy miniatures wargame whose scope falls somewhere between a skirmish game and a regimental rank and file game.

size instead of letter size. The book is printed on heavy paper that should hold up well and the binding is stitched. I purposely opened and pressed flat the book in several places and didn't have any problems, but I don't think you'll want to press each and every page open like this just to determine its breaking point. It looks like it will hold up rather well to normal reading and game use. All of the text is printed in a stylized font, the same as on the cover, and it might be a bit hard on the eyes after over 100 pages of reading. I'll let you know when I'm done with the book. The first 27 pages are devoted to background of the world, the Realms of Gorla. A two page map spread gives you a look at the lands, which are pretty compact and could easily be expanded on as time goes by. Each of the races is given time in the background fluff, but like the map, there is plenty of room for expansion in upcoming army books. The game world is dark and foreboding but still very readable.

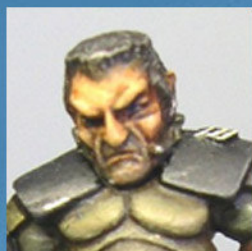
## The Game

The next 40 or so pages of the book detail the rules of the game and start off with a Table of Contents which is easy

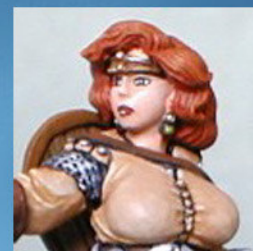
## The Book

A full color cover of a battle scene between undead and barbarians starts you off and the darkness of the cover is a theme that's repeated throughout the book. In its 128 pages you'll find some really stunning color artwork along with lots of ink drawings, all of which have a dark and gloomy feel to them. No shiny, happy people here! The book is printed on A4 size paper so it will be slightly larger than the rest of the books on your shelf unless you're reading this somewhere that has A4 as their more standard paper

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## NEWS

WOW! .....what a hectic three months it has been. A few initial teething problems with the new website were quickly sorted and all appears to be running smoothly.

James Mok has put together a fantastically detailed range of waterslide decals to complement the HF range and also suitable for other ranges. Lots of numbers for tanks and FF players; sci-fi warning signs and markers; teeny tiny kill signs; and also (my favourite) are some excellent tattoos in a variety of colours for those whose freehand skills (like mine!) are not really Golden Demon standard. Check out the really smart 'tiger head'.

This month sees the release of the initial batch of head sprues and lots of weapons in conversion packs. Some are specific to HF figures but a lot are excellent for using in other games systems as they are generic.

Keep an eye out on the site as it changes weekly and you wouldn't want to miss anything....would you??

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to follow if you need to jump to a particular spot in the rules. Armies are made up of units (generally from 4-12 troops with cavalry units being smaller) and characters and in each round players alternate activation of units/characters until each player has used all of his models. The roll to see who goes first is a straight roll and is not modified by leaders on the battlefield.

Units are organized more into mobs than blocks of ranks and each activation calls for your unit/character to progress through a list of four possible actions. First, you'll decide to either move or not. If you move you'll need to decide whether to do a normal move or a rush (3x move). If you rush your unit's turn ends now. If not you then proceed to choose to hold or not. Holding allows you to react to enemy actions, but also ends that unit's turn. On to shooting. You shoot or you don't, easy enough. Unlike rushing and holding, shooting does not end your turn and so we next move to assault. If you're in base-to-base contact with the enemy you must take this order so you can fight (it allows you to try and break off to if you want to run away). If you're not in base-to-base contact but wanna crack some skulls you charge in during this phase and attack. So, it's perfectly legal to move, shoot, then charge and attack in melee. Looks like a lot will be taking place over the course of a single turn and even though each army has access to missile weapons I expect much more getting stuck in and hacking away at each other than sitting back and picking away with bows and arrows.

Shooting requires a d10 roll against your Shooting (SH) stat and modifiers for movement and target size apply. The actual shooting table on p.45 of the book is a bit wonky with the score needed to hit not lining up directly below the SH stat exactly, but you can tell which goes with which. Once hits are determined and allocated you roll to damage and this is a pretty standard Weapon Damage rating vs. Target Toughness rating roll and suffering a wound puts most models out of commission. Assault combat is not hard to figure out and each section has good, easy to follow diagrams and examples to make sure things are clear. In assault our mobs meet up and bash the hell out of each other. This time around the to hit roll is Assault value vs. Assault value and the damage roll is now

modified by the type of weapons you're being hit with. It's all pretty straightforward.

Rules for terrain, heroes, morale, chariots, artifacts and magic round out the rules section along with special rules for lots of abilities (berserk, inspiring, terrifying, etc...) and conditions (fast, slow, immune to mesmerism, etc...). Some magic abilities are used under certain conditions, like losing your last wound, or may replace your chance to shoot a ranged weapon. Each have an additional cost on top of the user but allows you to customize your spellcasters more to your liking. Heroes can also be customized by replacing their standard weaponry with upgrades and some can also be given enchanted weapons to further increase their usefulness on the field. The whole rule section was pretty easy to follow and I got used to the non-standard font after a bit of reading.

### Army Lists

There are five armies presented in the rulebook with army lists for each race. About fifty pages are devoted to the lists and about 30-40% of that space is made up of artwork. Some of the artwork is large full color plates and the rest is black (actually a very dark green) & white drawings of many, but not all, of the various troop types and characters.

The **Fir Bolg** are the undead in Celtos with the main block of troops being made up of skeletons and zombies. The skeletons have the greatest variety of troops (cavalry, sicklemen, warscythes, spearmen and archers). There are also cannibals to go along with the wet and dry varieties of undead. Chariots, heroes and evil priests round out the army. It's not a non-standard undead army by any means and will feel familiar to fantasy gamers coming over from other systems. The cannibals (Flesh Eaters) are a nice touch of originality though.

The **Sidhe** are the elves of Celtos and they are a departure to what I'm used to. They have a lot of the stereotypical elf troops (archers and swordsmen) but also have their own flavor of cavalry in dragon riders and have serpent-like sor-



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cerers (sort of remind me of nagas or a medusa) and I like the look of them a lot. They definitely don't have a pansy elf look and are kind of a cross between barbarian elves and dark elves in my mind. No goody-goody feel here.



The **Fomorian**s are a combination of orcs, goblins, beast-men and other demonic creatures. The goblins (archers) and orcs (spearmen, hand weapon fighters, two-handed weapons) are all grimy looking (at least the artwork makes me think this) and are closer in my mind to LOTR baddies than their sometimes goofier fantasy cousins. The beast-men are big brutes of creatures (but still on standard sized bases and not exceptionally larger than other models), but the sirens strike a significant contrast to them appearing as scantily clad women that bear a resemblance to dainty little elves. Cavalry (on large demonic steeds) and shamans round out the list. This list is kind of a combination of greenskins and demons that might otherwise be made into two separate armies.

In my mind the **Gaels** (barbarians) are the backbone of the game world. They are made up of many of the standard troops that you would expect (hand weapons, two-handed weapons, spearmen, staff slingers, and cavalry). There is also a chariot in here along with heroes and spellcasters in the form of druids. Really nothing out of the ordinary here.

The army lists finish off with the **Vanir** (dwarves) which have a nice Norse flavor to them and include Valkyries along with dwarf warriors, crossbowmen, a sled pulled by large wolves and rune casters. They will feel familiar to dwarf players from other games but the addition of the Valkyries is a nice different touch.

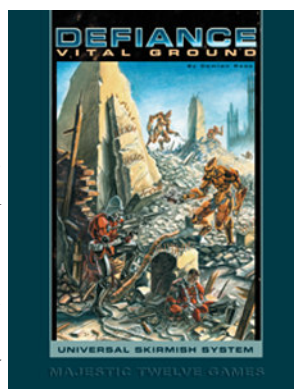
The army lists are all certainly complete enough to play with and leave enough room in the army books, planned for each race with the Gael book available now, for further fleshing out of backgrounds and special units. The book ends in an armory of weapon stats, some blank roster sheets and area affect templates.

## Conclusion

Celtos looks like an easy game to get into and this is helped by a huge amount of the models from the base book being available. The movement rules really encourage everyone to get into melee combat throwing lots of dice around. Seems to favor more aggressive gameplay too. The book was easy to read and I was able to get used to the non-standard font after some reading. The rules are easy to follow and anyone should be able to jump into the game without much trouble in understanding them. There are just the five armies presented in the base book and I'd like to see

some expansion on that (giants, or were-creatures, or other beasties maybe) after Brigade Models gets strong support behind the current system and armies. I'd have liked the area templates to be pre-cut and on heavier stock and the inclusion of counters representing activated units (although you can easily use pennies, glass beads or something else) would have been nice. Celtos is definitely worth a look as it won't cost you an arm and a leg to play and has a dark feel to it without been too dark (what I mean is that it's not so dark as to be unappealing) and has a system that looks like it has a lot of action to it and not a lot of sitting around with models not doing much.

**Review by Mark Theurer**



## Basics

*Defiance: Vital Ground* is a game system by Demian Rose and published by Majestic Twelve Games. It actually lists itself as version 2.04, and that may be due to the fact that in its previous life it was known as "*Starslayer*" (also put out by Majestic Twelve Games). *Defiance* has a lot of the basics that are very much like its predecessor *Starslayer*, but it takes it to

a new level. The fact that the book is now twice the size at over 250 pages should be a definite hint about all the added material you'll find in this manifestation of what they call the Universal Skirmish System. The book itself is a full sized soft cover book with color artwork on the front cover, and very little artwork through much of the rest of the book, but there are some black and white drawings, and a number of diagrams detailing examples of the rules. The game is a "near future" skirmish level, or squad level, science-fiction table top war game suitable for use with either 15mm or 25mm miniatures. The combat system is d10 based, though they use a d10 to achieve twelve possible results. At first look you might say "well why don't they just use a d12?" The answer is that not all results are equally likely as they would be if a d12 were used. The book includes what they call an Army Customizer force-building tool which allows you to build customized units, and armies. This tool even allows you to generate game versions of modern weapons if you were of a mind to change the setting. Also included are four races with their accompanying fluff and army lists, plenty of templates,



markers, and reference tables. The book is priced at \$29.95 USD.

### **Between the Covers**

The book starts with a very detailed and very explicit table of contents that spans a couple of pages. This of course is a “must have” for any gaming system worth its salt. The rest of the book is broken up into four general areas. The first of which is, as you might expect, the main rules. These rules are the first 53 pages of the book and they give you everything you need to know to start learning the system and playing the game.

To give you a quick and dirty taste, the game turn is broken up into three phases, the command phase, the Active Phase, and the Resolution Phase. Units are individually activated in an order that is randomly determined using a regular deck of playing cards. Like most games of this sort there is shooting, hand to hand fighting and all the rules that cover how this is done, but mechanics of this particular system have a lot of small tweaks that do a lot to step up the realism and the tactical thinking that must go into playing the game. This of course means that the complexity is increased, so the target audience is more in the realm of serious wargamers. Since I happen to consider myself a resident of that particular realm, as are a good portion of our readers, I rank this as a good thing.

A couple of the items that are examples of this are for starters the morale test. Most games have some sort of morale tests for units, but this game throws in a second type of morale test for the individual model. A guy charging across a field of fire and gets tagged (assuming he survives) for instance may drop to the ground rather than continue running. That sort of thing may bother a general watching/controlling the battle, but it sure makes a whole lot of sense for the poor grunt getting shot at. This also gives value to “covering fire” even if you don’t kill someone outright. Other innovations that I though interesting is that when you are attacking in hand to hand combat, and kill your opponent before you use up all you attack dice, you can then trade your leftover attack dice for additional movement. If that doesn’t change up the face of combat nothing will. Another small “tweak” that could be important is that after killing an opponent in hand to hand you can drop to the ground (for free) to protect yourself from other enemy shooters. Again, this is a small little rule that adds to the realism of the game and could have big effects in combat.

After the main rules comes a short section of advanced rules. This is only eleven pages long, but they add some significant changes to the game that once again can step up the realism and complexity. These rules include: Augmen-

tations (beefing up units with personalized upgrades), Covert Ops (things like hidden deployment, hiding, sneaking, and infiltration), Army Discipline (changes the morale rule to customize them to the specific race of the army), Competitive play (point system to determine victory and the level of victory), Tournaments, and scenarios (there are four different ones provided). So as you can see, these eleven pages pack quite a punch.

The next major section of the book is the Army Customizer. In total, this section covers another 61 pages and again is a section that power gamers will really get into. For those just starting the game, this section can be completely skipped until you get the hang of the game. In here you can find all the rules to build customized infantry units, vehicles, weapons, and armies. Unlike some gaming systems, if you try and build the units provided in the army lists, you will come up with the exact same point value for the unit. Wow, what a concept. The unit you build here can be used in your normal battles, and there are even rules covering the use of home made units (or as they are called in rules: “ad hoc” units). Gamers that like to pull surprises in their games will really enjoy this feature, and it is sure to make games with inventive players more than a little interesting. Since the rules are so well defined concerning ad hoc units, there is really no reason that they can’t be used even in organized tournaments. The idea of an Army Customizer although not new, it is something that many have attempted but few have done it very successfully. This one is appears to be one of the few.

The final, and largest, section of the book goes into the setting that the game has been developed for. This section is 112 pages long and is where you will find the history, fluff, and army lists. As is the rest of the book, this section is well written, well thought out, and nicely presented. For most of the book up to this point, artwork has not been a real priority. It has been very limited in detail and quantity. That improves in this section of the book somewhat as the different races, troop type, and weapons are presented. It still lacks a number of illustrations that would be nice to see (namely vehicles), but at least there are enough illustrations to give you a general feel for the appearance and technology level of the different races. The races included in the book, along with their histories, cultures etc, are human, Vobian (the high tech aliens of the setting), Meraxillan (the violent warriors of the universe), and the Altai (the throwbacks of the universe). All have their army lists that include Standard Infantry, Powered Infantry, Vehicles, and Weapons. As you might expect, the most developed of these army lists are the humans with twenty-one different units presented, where the next runner-up would be the Vobians with fourteen available unit types. However, since



# Legends of the Samurai

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the Army Customizer is part of the book, if there is a unit type you want that is not on the list, then you simply have to make it.

The book ends with more than ten pages of summary tables, templates, counters, a glossary and an index. Unfortunately the templates and markers are all still in black and white and printed on the same paper as used in the rest of the book.

## Value

In general the rules are very well written and are full of examples and hints. It is obvious that this system has been meticulously developed and very well tested. At first read, it's one of the better systems I've seen and I'm looking forward to giving it a try. If there is a downside to the book, it would have to be the lack of artwork. Although there are plenty of diagrams sprinkled liberally through the rules (and these are very well done and very useful), the non-rule based artwork is left a bit wanting. However this, to me, does not detract from the value of the game until we get to the black and white markers and templates. Since we all know that presentation and battlefield appearance is one of the big selling points of table top war gaming, I would prefer to see templates and markers in color and on something a bit more substantial than normal paper. Again, that is something that hardly should prevent anyone from giving this game a try. In fact, if you consider yourself a serious gamer, and like skirmish level sci-fi games, I would say that you are cheating yourself if you don't give *Defiance* a go.

Review by Clay Richmond

## Basics

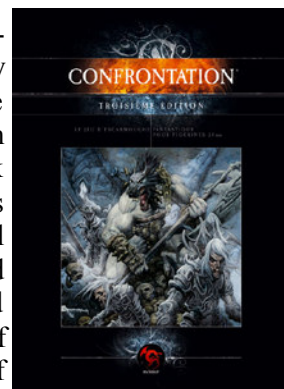
Well, it has been a long time coming but *Confrontation* third edition is out and it is out in style. For those that have yet to be introduced, *Confrontation* is a dark fantasy skirmish level game for 28mm miniatures put out by Rackham Miniatures. This particular book is the third edition of the rules, and marks the first

time that Rackham has actually published the rules in the form of bound book (previous editions came in small mini-books and were packaged with blisters of miniatures, sort of like the rules to a

CCG). The book is a beautiful piece of work, and they have obviously spared no expense in putting out a real quality set of rules. The book is a full sized, hard bound book with 208 pages. The front cover is adorned with an excellent piece of artwork while on the back there are several pictures of different finely painted miniatures in combat. Both covers are of course in full color. The page quality on the interior of the book is likewise of the highest quality which goes along with the fact that the entire book is in full color. Pictures, artwork, and diagrams are the order of the day and fill this book from stem to stern. The book provides the playing rules for *Confrontation*, brief descriptions of the different races and their backgrounds, explanations of most any card you will find supplied with any Rackham miniature, and even a section detailing the primary differences between this version of *Confrontation* and the previous edition. The book is priced at \$30.00 USD.

## Between the Covers

There are thirteen chapters in the book, but before the first chapter starts, there is a Table of Contents that spans a full page and is laid out in very nice detail. Then there are two pages dedicated to each of the "paths" in *Confrontation*. The "paths" essentially lay out how the different races or kingdoms are aligned. The three paths are "Light", "Darkness", and "Destiny" and there are five or six races/kingdoms that are aligned with each. I say kingdoms, because some races have multiple kingdoms and it is usually more the kingdom that will align itself with a





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cause than a race. Humans for instance have like five kingdoms and three of these are found following the Ways of Light, where the other two are on the Meanders of Darkness. Elves are found on all three of the paths, where dwarves show up only in the forces of Darkness and Destiny. The rest of the races confine themselves to a single path. The book does not dwell very long on the history of the setting or the races involved in the game, so if you are buying the book for the fluff you may be buying the wrong book. Instead, like the game of *Confrontation* itself, they get going into the game rules fast and furious.

Each of the Chapters is short and to the point. The rules are laid out in a nice straightforward and easy to follow fashion so it really doesn't matter if you are an old salt at *Confrontation*, or a newbie. The first chapter is six pages long and takes care of big picture stuff, like the miniatures, the cards that you will find supplied with the miniatures, and the counters used in the game. The game of Rag'Narok, Rackham's version of *Confrontation* on a bigger scale, is also mentioned here. Concepts that are presented in this book is transferable to Rag'Narok, and ALL the miniature can, of course, be used in either game.

The next chapter is only a little longer at ten pages and covers the general rules for *Confrontation*. It is here that the statistics given on the reference cards are explained in detail along with the other basics needed by any wargame of this type. A change that players of previous *Confrontation* editions will quickly notice is that the turn phases have altered quite a bit. There are now six phases in the turn and they are: Strategic (i.e. planning), Activation, Combat, Mystical, Maintenance, and Timeout (move the turn marker). The next four chapters go into detail about what happens during each of these phases.

Chapters three through five take their titles from the first three phases of the turn. The chapter on the "The Strategic Phase" is only a couple of pages but it represents a significant change in the game since now you choose the order of activation rather than it being pseudo random. Essentially, in this phase you decide the order that you want to activate you units (of course this information is not shared with your opponents, and there are means in place to possibly make adjustments during play).

The Activation Phase is a bit more involved and covers fourteen pages. In this chapter you get all of the rules for movement, charging, flying, and all the other allowed actions. Most of this has not changed from the earlier versions of *Confrontation*, though there are a few minor tweaks here and there. One really nice addition however is the multitude of examples and pictures to help explain the

rules to those who have never played the game. Chapter five covers the combat phase and, like the previous chapter, this takes more than a few pages to cover, so it too takes a full fourteen pages. Combat resolution has change a bit for this edition of *Confrontation*, so even if you are familiar with the game, you will want to give this chapter a careful read. Once again, there is no lack of examples and pictures which in the end is really on of this book's definite strengths.

Then we come to Chapter six which covers the last three phases in only two pages. Essentially, the only phase of the last three that takes any real explaining is the Mystical Phase, but even there the mechanics are simple and the rest is deferred to chapters nine and ten, where the magic (there are different forms) are covered in detail.

Fear plays a big role in *Confrontation*. So much so in fact that every model has a stat that tells you how much fear the models causes, or how well the model can resist it (as in "Bravery"). Another indication of how much fear plays a part in the game is that the rulebook devotes an entire chapter to it, this then is the subject matter of Chapter seven. The following chapter then covers leadership, its effects and the effects of musicians and standard in your ranks. Both of these chapters take a half dozen pages each and present a few things that may be new to "old time" *Confrontation* players, so again, be sure to hit these chapters (especially the leadership one).

Chapters nine and ten go into the magic of *Confrontation*. This is broken down into Incantation (Chapter Nine) and Divination (Chapter Ten). In Incantation, there are almost a dozen pages of rules followed by fifteen pages that detail the available spells. It is pointed out here that the old "firing phase", "magic phase", and "divination phase" have all gone away. Now, all firing and most magic is done during the activation phase. Explanations of available miracles, relics and other special powers are given at the end of the Divination chapter, much like the spells at the end of the Incantation chapter.

Chapter eleven is dedicated to the War Machines in *Confrontation*, and the term "War Machines" covers mainly things that are labeled "chariots" or "artillery". For these bad boys there are about eight pages of special rules. Any of the general rules don't change of course, and the only ones really detailed are ones that are different form the rules already covered in the rest of the book.

Finally we get to where the rubber meets the road. Chapter twelve tells you how the game is played (in contrast to how the "turn" is played). This covers the real important stuff

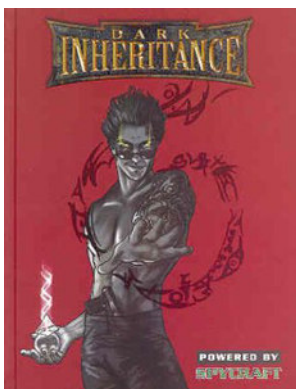


like rules about building your armies, initial deployment on the battlefield, and the armies approach to the battlefield. For good measure there are even a few generic scenarios throw in the mix. After Chapter twelve, there is one final chapter, but it is really more of a collection of appendices than anything. There is an appendix that details all the special abilities in the game (like sixteen pages of them), there are also appendices that list and explain things like the kinds of War Machines, Special Equipment, artifacts, and even a section that goes through the revision made to all already published cards and rules. The chapter ends with Tournament rules for *Confrontation* and a handy dandy reference sheet.

### Value

I have to say that this is a book more than worth your money. The book is of the highest quality, and I can't imagine that Rackham is making much by selling it for a retail price for \$30. The rules are very well laid out, and rife with examples, pictures, and diagrams that make the book a breeze to go through and get a feel for the game in fairly short order. For anyone that has even the smallest of itches to check out the game of *Confrontation*, then this book is a "must have" and for the price, you will be more than happy with what you get. Rackham has really set the bar high on this one.

### Review by Clay Richmond



#### What it is

Dark Inheritance is a hard-bound 256 page book. The covers are illustrated in colour with black-and-white illustrations throughout the book. It is published by Mythic Dreams Studio and requires AEG's *Spycraft*. The retail price is \$34.99.

#### Between the covers

The book begins with a brief primer. This section forms an excellent introduction to the world of Dark Inheritance. Firstly there is a short piece of fiction immediately helping the reader to get a taste of the flavour of the setting. This is followed by some words from the authors writing about the intrigue, mystery, and danger about to be unleashed. They liken the game to the films of John Woo, "gritty and ultra-violent".

Chapter one is called simply **Dark Inheritance**. It introduces the global background to the setting. Titans are a very interesting character option and they form a focal point of the setting. These powerful individuals are de-

scended from ancient creatures, the gods and monsters of myth and posses abilities that set them above normal man. Another focal point of the world of Dark Inheritance is The Rip. This is an event that ripped a hole from our world to another, mysterious world, more on which can be found later in the book. This chapter fits a lot of flavour into a few pages and makes good use of excerpts from letters, radio broadcasts, confidential reports and other media to make the fantasy seem more realistic.

**Hidden Agendas** is the next chapter. Inside are details of seven agencies who are big players in the Dark Inheritance world. Each is presented with a history, goals and methods, organisation, internal factions, and plot hooks. Detail is not skimmed on; each agency is presented over several pages. There is plenty of variety with organisations ranging from the militant and religious Brotherhood of the Iron Rose to the mystical criminals of the Eight Heavenly Dragons to the ancient and mysterious Fugo a Watu. Each agency has a different degree of link to the Titans. Members of Fugo a Watu spend their lives studying and observing Titans and their families whereas most members of the International Geographical Society are not even aware of their existence. The plot hooks are excellent for inspiring adventures or campaigns. Each agency has around three or four hooks, each with three twists to choose from. The genre section presents sources of inspiration in the form of books, films, and such like. A nice feature is the way that the genre notes help to customise the game. It is possible to play games of scientific discovery, mystical intrigue, or mercenary action, separately or all rolled together, as an individual game or a long campaign.

Chapter three introduces **New Agent Options**. The chapter starts with some new allegiances, backgrounds and departments but the bulk of the chapter is filled with five base classes, three prestige classes, and a slew of feats. Some of the classes have been previously printed in other *Spycraft* products and are adapted for Dark Inheritance. The base classes are the Advocate, an individual driven to succeed in a particular goal at all costs; the globe-trotting Explorer; the unyielding Martial Artist; the ubiquitous Scientist; and the classic Sleuth. The classes from the *Spycraft* Espionage Handbook can be used in addition. The Edgemaster is the first prestige class in the chapter. It is a class for melee enthusiasts granting several powerful abilities for those characters who like to get up close and personal. Genesoldiers are experimental results of genetic transplants and DNA manipulation. These are usually volunteer operatives who are willing to risk their lives for the chance to become more than human. Witnesses are elite members of Fuga a Watu, rewarded for their experience and knowledge with extra responsibilities and privileges. The thirty or so feats that





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round off the chapter add further flavour with many allegiance-specific feats being available. For example, members of Project: TITAN are so well trained in recruiting Titans, and dealing with those Titans who decline their invitations, that they may take the “Join or Die” feat giving both a bonus to intimidate known Titans and also a damage bonus in case an individual does not want to join. Shooting Gallery, available to members of the Eight Heavenly Dragons, allows someone using a ranged weapon to have another shot whenever they down a nearby foe, once per round. Then Carnival of Carnage builds on this to allow as many extra shots as downed foes.

Chapter four is titled **Arcane Crafts**. In Dark Inheritance the power for the arcane crafts comes from the Ethereal, and this chapter provides all the rules for characters to access it. There are two new base classes, two new prestige classes, feats, skills and most importantly spells. There are also rules for converting spells from other d20 products. Agents require a focus to use magic and there are two options presented. One class – Arcanists – uses physical items, often discovered ancient relics, to power their spells. Gnostics however are walking, living foci using their innate link to the Ethereal. There are only about a dozen new spells but most spells from the Dungeons and Dragons game are appropriate. Of particular note of the two prestige classes is the Two-Fisted God of Guns. This class seems to have been lifted straight out of a John Woo movie with abilities based around shooting lots of people with two guns and lots of bullets.

**The Legacy** chapter details the Titan lineages, their paranormal abilities and rules for playing Titan characters. The noble and hedonistic Crimson Lords; the Hidden Suns, masters of secrets; the militant Storm Crows; the fantastic and dangerous Void Phoenixes; and shape-shifting Wild Bloods make up the five lineages. Each is introduced with history and a brief of where they are today. Each lineage also has access to a unique set of strange abilities called Birthrights. These vary greatly from the emotion affecting abilities of the Crimson Lords to the Storm Crow’s ability to control and manipulate the weather to the ability of Wild Bloods to take on aspects of beasts. There are also rules that cover the decline that some Titans suffer into a stereotypical member of their lineage with all the associated benefits and drawbacks.

The last two chapters **The Rip** and **Abyssal Terrors** contain more details of the world post-Rip and the new dangers presented. The Rip in Jerusalem leads to another world, people can travel both ways through this tear, but so can other creatures. Many beasts are present in the so-called Otherworld. In addition there are many other environ-

mental features and dangers for the first few brave explorers to deal with – magnets and therefore compasses do not work and many of the aerial craft launched so far have been attacked and brought down by strange winged creatures not unlike dinosaurs. Worse though are the dread Daemonhost. These creatures had been sealed away forever only to be released during the Rip. Now powerful beings from the depths of the Abyss have free access to our world. Mystics are yet another threat to consider. These are spellcasters like Arcanists and Gnostics but draw their power from otherworldly beings rather than the Ethereal. These cultists have their own rules for using magic including new feats and spell-like rites and rituals.

## Value

Dark Inheritance is a very interesting game exploring the boundaries of modern spy role-playing games, science fiction and fantasy. The book is well written and presented. One small issue is that there appears to be a few spelling mistakes of the sort that could slip past a spell checker, but this is very minor. The different styles of game or campaign possible will suit a wide range of different role-players and role-playing groups. There is scope for intrigue, exploration and discovery, and even simple blowing up of ‘baddies’ with really big guns. I think this game is well worth a look, I highly recommend it.

**Review by Adam Brooks**