

Aftermath news issue 2

Welcome to issue 2 of the Aftermath Gaming Club newsletter. The first issue was well received, thank you to everyone that left comments and feedback.

Some changes were made to the club last month, including how far ahead fixtures can be booked and the addition of the Nights at the Round Table. I think so far things have gone smoothly and there have not been many problems so thank you to all members for being supportive. The point of these changes are to help bring in new players to the club and keep them with us. If you are thinking of joining Aftermath Gaming Club, now is a great time as you will be guaranteed a game with lots to try out and booking a game should be easy for you. If you are interested please get in touch.

I have received a good amount of articles to include in this issue and encourage all to please keep sending me anything that shows off the hobby and what Aftermath as a club get up to.

Until next time. May the dice gods be with you.

Leon Chapman

"Thank you"

Aftermath gaming club runs some of the biggest wargaming tournaments in East Anglia and possibly the UK. Last month we ran the biggest Bolt Action tournament in the world, the largest Dreadball regional tournament to date and a 30+ player tournament for Warhammer. None of which would've been possible without the work put in from Aftermath's tournament organiser Craig Harmer and all the club members that help set up these events. A big thank you to everyone that helps put these fantastic events together. Every year the committee keeps a score of all the members that have helped out, James Coppin was by far the most active club member only missing one event! So last month the committee presented James with a copy of Terminator as a thank you present. Keep up the good work guys!



"Nights at the Round Table"

The new Nights at the Round Table fixture at the club has been a great success giving members the opportunity to try new games. Last month there was games of Freebooters Fate, Killstreak, Lords of War, Dust Tactics and more, played on the round table. The most impressive one was Will Grealy's Freebooters fate game which included some of his own custom made terrain. Look out for a tutorial on how he made it.

Aftermath news issue 2

"Shadows over Brimstone"

Scott Porter has started a 6 player Shadows over Brimstone campaign and has written a blog for the first game session which can be found here- <http://barneysstable.blogspot.co.uk/2015/05/shadows-of-brimstone.html>

Here is the introduction to It wet your appetites -

Journal Entry - 20-5

They say every story needs to be told. But this one really needs to be told. Hence I keep this journal. Just in case.

Our adventures started in the saloon, don't they all? A likely band. We were all drawn to Lestina, a small town a good few miles from where Brimstone once stood. All drawn for our own purposes but really we all knew we were drawn by the DarkStone. We'd all heard the stories, fortunes to be made from the stuff, and fortune favors the brave. Sure we'd all heard the stories of what it brings too. Living dead, daemons, and holes to other worlds. But here we were anyway.

A less likely bunch of fortune seekers you would never find.

"Aftermath invade Games Workshop!"

The internet has been going crazy for the last few weeks over the release of Age Of Sigmar, Games Workshop's newest game based in the Warhammer world. Jason Hurd the Games workshop store manager in Norwich invited Aftermath gaming club to an exclusive club only demo to try the new game. About a dozen members turned up to the Norwich store to see what all the fuss was about and had a great time. The first thing everyone did when they arrived was pick up a miniature, the details on these are stunning, everyone was impressed. Jason set up the contents of the starter set which is an impressive amount of toys, the battle began. The chaos were quick to make their advance up the board and some would say a little too hasty as their general got stuck in a terrain piece! The stormcast were fast to counterattack and destroyed the chaos army in a few turns! The game was fast and fun, nothing like the warhammer fantasy of old and might divide opinion but it's a bold move from Games workshop and I'm sure it will see some action at Aftermath.



Aftermath news issue 2

"Upcoming events"

"Tournaments"

Warmachine & Hordes 2nd August, 2015

Our fourth annual Warmachine/Hordes tournament is next month, Marc has been running demos relentlessly to bring in more players, if your interested send him a PM.

(Picture 4)

Aftermath Gaming Club will be holding our third Malifaux tournament - Malifolk 4: The Tractor Cup - on Saturday, 10th October 2015. To get tickets visit the web page <http://www.aftermath-tournament.co.uk/malifolk.php>

"Dicing with Boardom"

Dicing with Boardom is The Base Community Trusts first 24 hour fundraising event in Norwich. A few of Aftermaths club members will be there playing games for 24 hours all to help raise some money for the event. To find out more check out their Facebook page, it would be great to see you there. <https://www.facebook.com/events/839184799495668/>



"Club leagues"

The Dreadball league got off to a very exciting start and quite a few games have already been played. The Yare Valley Bugs won their first two games to jump to the top of the table but last week they lost, whilst the Inbreeds won their second match by a landslide; which has put them top of the table. The Tripple R have started the league as they mean to go on already killing two players, including one of the Rod Stock Rebels strikers! The most entertaining game so far was between Eclipse Rapture and Midguard Miners with a total of four players killed and a 4 point victory to the orcs.

Check out the full league table here - <http://www.aftermath-club.co.uk/leagues/db/>

Aftermath news issue 2

"House rules"

"Kings of war, does size matter?" By Richard Graham

Introduction

I initially started this article as a comparison of 15mm and 28mm Fantasy wargaming. This started very quickly, simply going through a pros and cons list such as price, detail, subjective views on preferred scales etc. etc. I have since decided this was fairly futile as everyone will have their own opinion on why they enjoy their hobby and what makes gaming fun for them.

I have instead opted to write a short piece on converting the Kings of War Rules System for play with 15mm. My reasons for this are as follows:

- Kings of War rule system is free, current, concise and made for large scale battles.
- There are a few articles on the subject already.
- Scale conversion is easy. (see below)
- Lots of scope with the Kingdoms of men with existing 15mm historical armies.
- Lee mentioned it and piqued my interest.
- I have not tried DemonWorld, HOTT or WarMaster but these didn't appear to be that prolific or current. Although the rule books are still in print if anyone fancies a go they did look like fun systems.
- Space and Scale.

The main objective of scaling down the miniatures is to scale up the battle. As you are using approximately half the height the footprint on the board is approximately a quarter of the size. I personally found this exciting as your Orc Legion (60 troops) in 15mm is now the same unit base size and a Regiment unit base in 28mm. To me this was an obvious advantage to give the feel of a proper epic sized battle with hundreds or even thousands of troops that can be fit on to a reasonably sized battlefield.

(Picture 6)

Proposed Modifications

Base Sizes:

As mentioned above this should basically be half all the dimensions (one quarter of the squared size). A 20mm base is represented by a 10mm. As the 15mm miniatures will be based as entire units which gives an approximate of the following for unit base sizes.

Unit Type	Troop (mm)	Regiment (mm)	Horde (mm)	Legion (mm)
Infantry	50 x 20	50 x 40	100 x 40	100 x 60
Infantry (Orcs, etc.)	60 x 25	60 x 50	125 x 50	125 x 75
Large Infantry	60 x 20	60 x 40	120 x 40	
Cavalry	60 x 25	60 x 50	125 x 50	
Large Cavalry	75 x 25	75 x 50	150 x 50	

Monsters & War Engines: 25 x 25 mm

Movement:

I call for imperial to metric in all areas, viva la resistance!

I thought the easiest solution for all distances was to replace inches for cm. This avoids the simple but annoying calculation of halving the speed value and giving result in inches. There will be a loss in speed but I don't think in play this will cause a major issue (there is loss of movement of about a 20%).

Heights:

Keep unit heights values the same.

Calculate terrain height differently:

Heights are an Issue with the inch to cm rule since an infantry unit of "15mm is a height of 1 meaning terrain of 10mm would block line of site. Therefore I applied terrain height as its height in cm plus one.

Ranged Attack:

For ranged attacks I wanted to apply the same as movement so the loss of speed didn't impact increase in ranged benefit, therefore either with inch to cm so for example a bow can shoot up to 24cm.

Next month I will look at miniatures, how suitable they are, the advantages of 15mm and the price difference.

*Scratch Building a Ruined Town House for Freebooter's Fate Part One
by Will G.*

Scenery is one of the aspects of war gaming I have tried out whilst working for a certain war game company but never fully explored and Freebooter's Fate cries out for good scenery.

So having research various scenery manufacturers and found that either their buildings were at the wrong scale or way too expensive, I decided to scratch build my own.

I had converted a Watchtower kit to suit the scale of Freebooter miniatures and used this as an opportunity to try out various ideas before committing to the scratch build.

I decided to go for a modular approach as I did with the Watchtower, so I could have the options of a single building or three separate ruined structures.

Building material list:

For the main structures I used 2mm plastic card.

For the roof tiles I used 0.5mm plastic card.

For the base I used a Games Workshop movement tray, which works well for creating paving.

I used lollipop and matchsticks to create the wooden floors and "skinning" the walls to create the timber framing effect.

Liquid poly cement was used to glue the plastic together and super glue to cement the wooden parts to the plastic.

Building measurements.

The Freebooter's Fate game recommends that scenery pieces fit within a 200x200x200mm area and that levels shouldn't be more than 60mm in height.

I decided to go with 70mm height between levels to allow space for easier access to moving miniatures.

I worked out a template to plan the different wall sections and to place windows and doors.

Because I decided the modular approach I made certain that each module would have an interesting feature that would have an aesthetic look and a tactical role.

The main module would feature a balcony, which looks cool but also offers an elevated position.

The second module would feature a staircase. This was a challenge to build, but I am pleased with the outcome and I have worked it so a player can hide a miniature on the corner step.

The third module features a ruin roof and a "cut off" corner with a window to give a protected elevated position but with limited visibility.

In Part 2 I will talk about painting the Town House and creating the jungle scenic effects as seen on the Watchtower.



converted watchtower with balcony and jungle scenic effects.



The completed town house building using lollipop and match sticks to "skin" the floors and outer walls.



main module with the balcony



module with stair case



module with "cut-off" corner

