

A letter from the editor



After Issue 1 had been almost 90% complete I have been given an opportunity for a world exclusive preview of miniatures. No one has the physical miniatures of the Marhaf Legion at the time when this issue was going to the printers.

In preparation of my tabletop magazine I have spoken to a number of manufacturers, retailers and gamers with some of them being very, very supportive and helpful indeed.

To name only a few I would like to highlight the assistance of Karl Johnson (Legionnaire Games), Marios (Plasmablast Games), Chris Strecker (Portable Warfare), Jonas (The Army Painter), Forrest Harris (Knuckleduster Miniatures), Nik Harwood and and and....

Of course anyone being given such a chance would take it. Entering the publication market with a bang as loud as possible is exactly what makes the difference between "yet another magazine" and the type of publication I wish to create.

I want to inspire people, inspire them to try new things, build things and have a good time doing it. I want to show them there is so much fun outside the usual 28mm gaming systems and they should at least try some of that.

In this spirit I have taken the challenge to create a small issue from scratch and hope this is a mere start for a publication you, the reader, is looking forward to every month

Enjoy your read
Roland

Contact:
Roland Berberich
email: urbanwarrior2008@gmail.com

P.S.: Working on a real website and email.

Content

A letter from the editor	1
Disclaimers and copyrights.....	3
Game Introduction: Strike Legion	4
Interview: Karl Johnson – Legionnaire Games	10
Spotlight Manufacturer: Plasmablast Games	16
Armybuilding – Strike Legions – Marhaf Legion	19
Interview: Marios from Plasmablast Games.....	22
Smaller Scale, bigger Fun?	28
BatRep - Strike Legions – Progenitor vs Orbital Combine	31
The Newsstand	35

TT Gaming – The Hobbymagazine is a monthly magazine for the tabletop gamer. It covers as much of the market as possible with the goal to introduce new and interesting aspects to every reader. The Magazine is written mainly by me and other hobby enthusiasts.

What is it not? It is not a glossy advertising paper with a huge budget. If you are after that, this will probably not be for you. But if you are after news, interesting gaming items and discussions come in and enjoy your stay.

Disclaimers and copyrights

Partners in this issue:

Legionnaire Games: www.legionnairegames.com
Plasmablast Games: <http://www.plasmablastgames.com/>
Ground Zero Games: <http://shop.groundzerogames.co.uk/>
Steel Crown Productions: <http://www.exoduswars.com/>
Brigade Models: www.brigademodels.co.uk
Irregular Miniatures: <http://www.irregularminiatures.co.uk/>
Angelbarracks: <http://angelbarracks.co.uk/index.html>
Minibits: www.minibits.net

All displayed miniatures, rulesets, tools etc. are and remain the intellectual property of their respective owners. All items are © / TM of their creators. No infringement is intended.

Links:

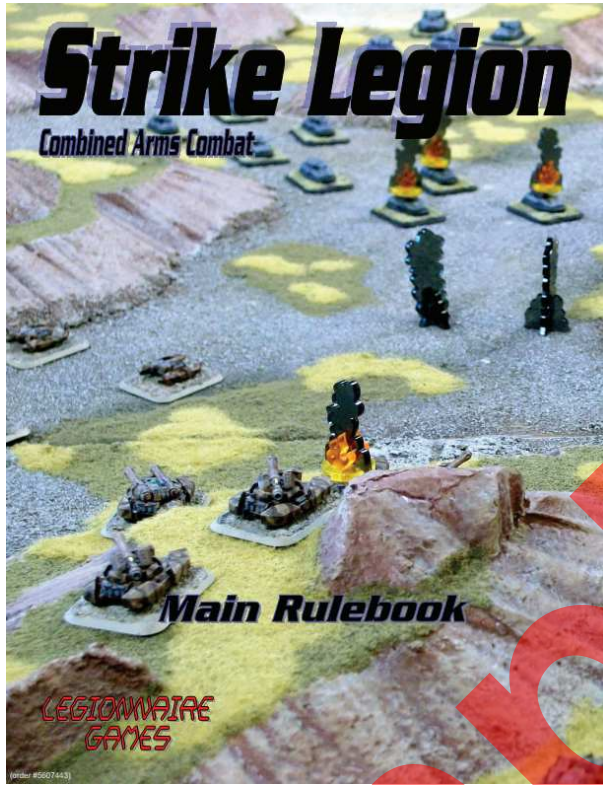
TT Gaming has no control over the content of any links published. They are provided for convenience of the reader and do not constitute in any kind of statement or approval of the content on linked pages. The respective owners are solely responsible for the management of their website. Readers should proceed with care and prudence to avoid harm to their electronic devices TT Gaming accepts no responsibility for content of links nor possible harmful consequences of user action.

Disclaimer:

TT Gaming is a Hobbymagazine and does not offer any form of professional advice. It publishes neutral reviews and opinions on topics related to tabletop games in general.

Game Introduction: Strike Legion

Roland



Overview

Strike Legions is an attempt to create a sci-fi ruleset for the 6mm scale that can also be used for smaller or larger scales with minor modifications. Written by Karl Johnson in 2010 it does not have specific miniatures but encourages players to use a number of manufacturers and several downloadable army lists on the homepage of the publisher (www.legionnairegames.com). There are several expansions and also rulesets for other scales and settings to check out, offering you to engage in combat across eras and areas.

Open Gaming

The initial few pages cover the basic idea and terminology of the game including the important issue of how to base your armies. Especially with smaller scales the issue becomes important as you are basing units rather than single miniatures. And when

changing the ruleset you often have to re-base accordingly. That is one downside of smaller scales and their rulesets. Strike Legion similar to a few other rulesets tries to limit the impact by giving people a margin of how many minis represent a unit and giving some room in actual base size with the advice to be consistent throughout the army.



A Barracuda tank destroyer platoon.
© Plasmablast games

The open approach with advice and reasoning is very welcome and certainly helps newcomers like me to get a better feel for 6mm SciFi gaming. While such advice is important Karl manages to communicate on a personal and direct level with the reader without sounding like looking down on new players. This is very important and actually makes the reader enjoy learning the basics before moving on to the rules section.

The rules are split into several parts. Firstly there is the Basic Rules where players learn about movement and combat, the advanced rules where different movement types for different kinds of unit and additional rules that allow you to customize the battlefield. How about Orbital insertion into an area of high radiation? With Strike Legions you can do this – although it may not be such a smart idea after all.

The scale issue

Every time I read about any system that uses a smaller scale than 28mm “heroic” or 15mm I am wondering how someone should paint that and moreover how they play with such tiny pieces on such a large battlefield. Like many other gamers I am prejudiced by the common scales and games.

Firstly effect comes not so much by detail but by the appearance of your whole army. One Roman Legionary in 75mm is less impressive to me as a full Legion of 6,000 in 6mm! Secondly there is no denying that 6mm cannot hold the vast and overloading amount of detail. It is physically impossible but as stated above there is no real issue except for a misconception we gamers are growing up with.



Two Bantam Fighters searching for the enemy.
© Plasmablast games

Concerning the battlefield I would now argue that open space and small minis is ideal for outmanoeuvring your opponent and of course you can downsize your battlefield to more convenient sizes. I am planning to make my board an A2 sized one made of foamboard. Easy to get, make and removable when the table is used for activities such as homework or dinner. More elaboration of the small scale issues can be found in the article “Smaller Scale, bigger Fun?” here in this issue.

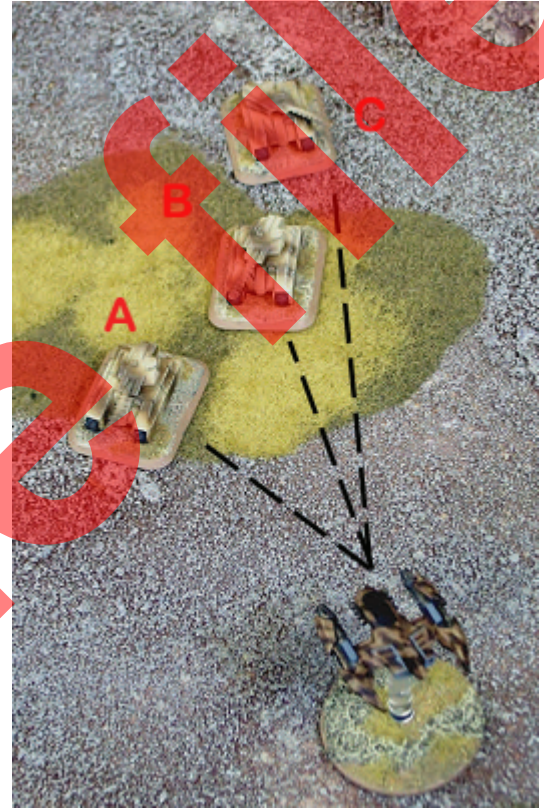
Gameplay

The system uses the concept of Data Cards to keep the stats and status of your army handy. I personally like the use of StatCards in any kind of form. With the right organisation identical units can be managed just as easy as a very diverse force. Another advantage is when you got the rules memorised you are just playing, tracking damage and when you need to check a skill or equipment it is all on that StatCard. Using card protector sleeves is a good idea so you print less and can still use a felt pen to track damage and conditions. A good amount of markers is also a good idea.

Combat itself is very detailed which might not be streamlined enough for a number of players but it does indeed make a difference whether you hit a tank in the hull or in the turret! It is always the small details that convince me and just so all weapons of a tank can be fired at different targets and the members of a unit may fire at individual targets as well.

One flaw I can see is that my tank A announces shooting at target 1 but before damage is resolved the remainder of my unit must also announce targets and roll to hit. You could end up “wasting” a number of hits on a single target and when the time for resolving comes realize that the first hit blows up the enemy. Certainly Karl could have written this the other way round and if you are into blowing things up you might prefer it the other way round. But I imagine in the heat of battle even with the most sophisticated AI support you might not have the luxury of assuming X hits will eliminate a threat and end up throwing in another few attacks for the overkill. As a realist I rather see this to be quite thought through and it makes me want to read more and find out what solution has been proposed for situation X, Y and Z.

And this is not yet all. With the construction rules you can basically design as many armies as you like. So if gene manipulated Space Worms with six arms wielding axes are your thing, here are the rules that make it possible. Looking at the expansions available there might be interesting things to look at in “Skunk Works” (Advanced weaponry) or the “Genome Gambit” (Bugs, Aliens, Genetically Modified soldiers...). The add-on approach keeps basic investment low especially if you go all digital.



War just got real. Engaging the enemy now.
Miniatures © Plasmablast Games

The company

Karl is one of the people that have been most helpful and moreover the timing of said help tied in perfectly with Marios' release of the Marhaf Legion so the opportunity for this issue basically presented itself. Due to the interview Karl gave me I would like to keep this short here. I think you will get the picture. Only as much that it has been a pleasure to work with Karl. Upon my email whether I could use his free QS rules he sent me a free copy of the full rules. Voila une home!