

# Tabletop Gaming magazine – Issue 1

Price £5.25

## Review by Jonathan Aird

A new magazine serving our hobby is always a welcome sight, so I was glad to pick this one up in the newsagents. *Tabletop Gaming* is subtitled *101 Games You Need To Play*, and the bulk of the content is made up by listing these. The remit is broad, but general family games such as Monopoly and Cluedo are not included, which is probably very sensible ó after all, most of the people that are likely to purchase *Tabletop Gaming* will know already if they like Monopoly or not. There are card games ó both collectible games like Magic The Gathering and complete-in-themselves games like Lost Cities (a very enjoyable game) ó and there are adventure-based board games like Arkham Horror and even a few miniatures games as well.



In addition to the mostly short reviews, which range from the õgoodõ to the õbrilliantõ ó to be expected after all, as this is a list of õ101 Games You Need To Playõ so a bad review would be incongruous ó there are a number of in-depth articles and interviews. These tend to focus more on the wargaming aspects of tabletop gaming. There is an interview with Rick Priestley about his new SF skirmish game Beyond The Gates Of Antares, and there are also looks at the Terminator Genisys skirmish game as well as Halo: Fleet Battles and X-Wing Miniatures. There is, obviously, a clear Science Fiction bent to these parts of the magazine!

There are plenty of general games reviewed which are of interest ó in fact, the review of Eldritch Horror, a Lovecraftian adventure somewhat akin to Arkham Horror but on a global scale, actually pushed me to finally buy it. Like Arkham Horror, it also has an option for solo play which is a definite advantage.

In format, *Tabletop Gaming* looks very little like a traditional wargaming magazine -- the style is much closer to that of a computer gaming magazine with page after page of short reviews. The tone is enthusiastic throughout, and there's no distinction made between Gates of Antares and Settlers of Catan. They are all games, and are all treated as equals! Amazingly, this is an approach I can't really recall encountering since *Games & Puzzles* magazine way back in the 1970s.

*Tabletop Gaming* is worth picking up to get a good survey of the broader gaming market beyond wargames. Even better news is that, whilst it was being put together, the publishers decided to make *Tabletop Gaming* a regular title rather than just a one-off survey ó and I look forward to the next issue to see how it develops.