

**Your gaming go-bag**  
**Chapter Approved podcast**  
**Episode 23, Jan 31, 2018**

Thanks for joining me on Chapter Approved. I'm your loyal host, Tibbs, and I come to you today with an apology and explanation. It's been far too long since I've put out an episode.

I've got a pretty fun episode with a tweaked format, and I hope you like it. I'll chat about the changes, cover the main topic, then debut a couple new sections at the end.

First, I just want to let everyone know I'm alive and well and the show will continue as usual. I realize I didn't really explain my pending absence before it happened. If you follow me on social media you may know my wife and I recently had a baby. Add that to our energetic toddler and home responsibilities have really taken a front seat to the hobby. On top of all that, we recently moved from one home to another, and the new one needed some renovation work. We're still not totally out of the weeds, but it's getting there and I should be able to start up the show again. I may do an episode every 3 or 4 weeks for a while until things are really back to normal, but I'm eager to get back to it. I haven't been able to do any real hobby lately at all, so I've been reading, checking out the news on websites and trying to stay current with releases and background material.

During my break I've also been thinking about a couple things I'd like to do with the show over the next year. The biggest addition I'm planning on is a review section at the end of the show. I don't know if everyone will dig it, but I find there are a lot of new tools, accessories, websites and games popping up all the time, and some people would like to hear my take on them. It gives me a chance to promote things I really like, help get the word out for some mom-and-pop operations, and generally offer some tips that might not have a good home anywhere else. I won't spend a ton of time on most reviews, and I'll leave them at the end for now in case anyone wants to just skip them.

If you know a person or company who's trying to get the word out about something, or if you have a suggestion about a new product you really love, shoot me an email at [tibbs@chapterapproved.com](mailto:tibbs@chapterapproved.com), hit me up on Twitter [@chapterapproved](https://twitter.com/chapterapproved) or search for the show on Facebook.

Other ideas I'm planning to add or thinking about are a short section to cover my thoughts on new releases that may have come out, and getting some more regular or recurring contributors to the show. I've had a few guests on and as it turns out, they're some of my favorite episodes. I don't mind flying solo, but I enjoy recording more with other people. Interviews are always fun, but just having someone else in the studio with me makes it feel a lot more interactive.

I may also expand the format to talk about things like 40K video games or board

games. I've really enjoyed some of the side Games Workshop releases, including Age of Sigmar-themed ones like Gorechosen and Shadespire. Maybe we can do a odd round-up or special episode here and there.

In general I want to keep offering content you want to hear, and coming up with new ideas to keep things fresh. Your feedback is a key component in this evolution. Let me know which guests you liked hearing from, if any, or if you prefer my solo shows. Tell me if you want to hear more about my personal projects and armies, my thoughts about new releases and rumors, newly-released games, or whatever. This show is for you, not me, so tell me what you like.

The best way to make your voice heard is to find the show on Facebook, Twitter or iTunes and engage with me directly. Or email me at [tibbs@chapterapproved.com](mailto:tibbs@chapterapproved.com). I try to make myself available for you all, so take advantage and help me shape this into the best show possible.

On that note, I'd love to hear what other hobby podcasts you enjoy, and what about them you wish I would emulate. Feel free to toss suggestions my way. I'm always curious what else is out there and what people like about them.

Now, as for the actual episode today I'd like to kick off a short series about gaming at home. It might seem like a weird topic at first. I mean you just go to someone's house and set up in their garage or something, right? However, a quick query on Facebook and Twitter makes it clear there's a lot to share about it.

I want split it up and cover the topic from 3 different angles. We'll chat about how to host games and create a fun, welcoming environment for a guest or gaming group. Possibly without irritating your family. Second, how to be a good guest in someone else's space, again keeping in mind how it might affect other people. And third, what to prepare and bring with you so you're ready to game with as few hassles as possible.

The last one is the easiest to tackle, so I'll start with that today before we get to hosting and being a good guest.

I asked my listeners for tips to share and they came through big time, opening up topics I hadn't considered at all. I'll get to some of their specific points later but in general I want to thank everyone for their overall thoughts in prepping this episode. Apologies if I fail to give you full credit for your idea, but I'll try.

Gamers of a certain age often find themselves with a lack of time for hobby. Heck, this includes anyone in school, or holding down a job as well so maybe it's just all of us. In the midst of even an average load of work, family and social requirements, there's not a lot of time left for gaming. If you're lucky you might be able to pick up a brush and paint when time allows, or even slip in a quick

game like Shadespire, but larger games seem out of reach to many of us without careful planning and favor pulling.

Now, I'm hardly an expert since I so rarely play, but I'd like to offer up some thoughts and start a conversation about the topic either way. It's something I often find myself thinking about, and frankly I rarely hear people address on blogs, podcasts or YouTube vids. A lot of the stuff in this episode will seem obvious when you hear it out loud, but I'm hoping that hearing it said will put it in perspective for some of you and you and get you thinking about how you've organized your own hobby life.

My first piece easy piece of advice is that you have to block time out for games if you want to play them. This is true for anything in life, as 'free time' just never seems to manifest. You have to put the game on a schedule and respect that time, or it's all too easy to just put it off until some ideal time that never comes. Make it an event if you must, and invite friends that will keep you accountable for it. Don't just say 'hey let's get together next week' and leave it at that.

Check with any stakeholders your game time might affect, and be realistic about how much time you're asking for. It doesn't have to be all afternoon, especially if you're familiar with the 8th Ed ruleset. If you're not and you want to study up, stay tuned for the review at end of the episode because I've got a suggestion that might help with that.

Once you've got the time set up, my earnest advice is to prepare your stuff way ahead of time. Better yet, don't ever un-prepare it. Make a home for the rulebooks and gaming aids you'll need in a go-bag and keep it tucked away in your hobby area. Sure, you can take out your codex and flip through it, but put it back when you're done. Make that its home.

Keep your finished models in a case or packed in foam or a box or whatever you use. If you run a pretty regular list and you don't see a reason to change it up, just pack THOSE models and leave the rest at home. Morgan suggested this on Facebook as a courtesy to your host as well, since you won't have to unpack a bunch of models that could clutter the place up. Stick to what you need if you can help it. We'll get back to gaming cases in a minute.

Put your dice, measuring sticks, templates and cards IN the bag WITH your rulebooks. Why do this when it doesn't take that long to assemble it all? Simply to spare a mental roadblock to gaming. If you haven't yet gathered your stuff, getting it together can be a mountain-out-of-a-molehill hurdle. Sometimes, when combined with all your life stress and general fatigue can be enough to cancel a game night.

I find that most of the reasons I don't game stem from the fact that it feels like work. I'm trying to catch a break, and adding work to my hobby is a recipe for reduction. Prepping ahead will translate to gaming more often. These days,

gaming aids are all over the place in the form of tokens, special measuring tools, and even little laser-cut accessories to keep track of Command Points. They're cool and they help games play more smoothly, but they're also clutter and extra bother. Giving them a proper home will make it seem more streamlined and less hectic.

Of course, the community had some pretty good ideas about what to bring along. @DaSkwire would like to remind you to bring a pencil and a notebook (you ALWAYS end up needing this), and don't forget the sharpener. Oh, and more dice than you think you'll need, and even duplicates of items like tape measures. @Joel\_Henry also suggested glue to pop that random arm back on. Dan @antipodean7 suggested a bunch of stuff, including money. I thought this was clever because you never know when you might want to split a pizza or pay your host for some drinks or snacks they provided. It's a small, but thoughtful gesture. Morgan on Facebook mentioned a tray to move models around. Useful for deployment or removing a bunch of them at once if you play a horde army.

On a side note, this principle can apply to painting stations as well. I'm sure you remember good old Jake from Cadian Shock? I interviewed him a while back. He's got something called the Rapid Deployment Painting station. It's an old ice cream tub with everything he needs for a quick painting station. I'll post a link on my show notes but it's worth checking out.

<http://cadianshock.com/rapid-deployment-painting/>

The idea is the same: to reduce the overhead involved in short bursts of hobby or gaming by organizing and preparing.

Luckily, gaming is a lot less specific when it comes to special needs and tools. A simple backpack should do for most of your stuff. Just make sure it's dedicated to the cause. You can turn that to your advantage by decorating it with faction-specific pins and badges to show your allegiance and maybe some day attract a fellow nerd when you're on the way to a game. Or you can go under the radar for that 'non-traditional student' look.

Maybe this is a good moment to talk about digital vs. paper books. I personally use a mix of both, for the simple reason that it's hard to flip from one digital book to another during a game. Much better to keep a physical copy of the codex and a digital copy of the rules, or vice versa. That's my preference, but in any case make sure you pack a charger in your go bag. Few things are more embarrassing than running out of juice and losing your rules during a game. If you don't have an extra charger, just make damn sure you remember. Maybe even going so far as to add a post-it note to your bag.

I won't get too far into the etiquette of being a good guest, since that's part of another episode, but the non-gaming items you bring in your go bag can have an impact on the shared experience. Suffice to say, if you like to bring snacks,

hygiene items, music or a portable speaker, make sure it all stays in the bag.

It's ideal if all these items can exist in the bag at all times, but of course that might be a bit of a tall order in some cases. If that's so, do try to make a little checklist so you don't find yourself in an awkward position where you're imposing on your host. Most people are more than happy to make sure you have what you need, but even better to take care of it yourself so it doesn't create unnecessary tension and you don't develop a reputation for being a bit of a hassle.

Okay, now let's briefly chat about cases. I'm not about to endorse one case over another, necessarily. There's a lot of personal preference involved and it really changes depending on what army you play, your play style, how much space you have for storage and lots of other factors.

What I want to say about cases is that this alone can make or break a game night. I have so much stuff, scattered all over, just finding the models to fill my list, locating the correct foam for them and physically carrying it all can be a very daunting prospect. It's for this reason I like to play skirmish-level games since the model count is so much easier to handle.

If I were you, I'd find some foam that you feel good about, and is easy to get the models in and out. And even though they're pretty, consider keeping the vast majority of your models packed if you use them in your regular army lists. Even foam has its limits, though. When I have to pack up and move my Queen Bee Knight, it makes me nervous. I almost always have to do a little repair work even though she has a custom foam case. Same with the finicky Skitarii and especially Belisarius Cawl.

Better yet, consider magnetizing your bases. There are a number of cases that feature magnetic storage and they can be a bit pricey, but it's not too hard to make something yourself. The benefit is that models with spikes, pokey bits don't have to rub up on foam. It's much easier to load and unload them as well, so you'll be able to spend more time chatting, rolling dice and generally having a good time instead of being all intense and swearing at your models and getting anxious.

I mentioned it earlier, but I think it's a good point to revisit. Try to only bring the models you need to play your game. You don't want to be the person that basically moves in and takes over your friend's house when you game. I've been guilty of this in the past, taking multiple trips to bring all my stuff in from the car, then unloading it all and basically setting up shop. It's a bit rude, to be honest, and if your friends don't have all the space in the world to safely accommodate your entire collection, accidents can happen and build resentment on both sides. The less you bring, the fewer accidents you're inviting. Try to be conservative and plan ahead for how you'll move and store models, including those that will be held in reserve until partway through the

game. Fewer models means less potential friction for everyone involved. Heck, if you really want to show off your collection you can always plan a separate hobby night to build and paint as a group.

I think that's all the advice I've got in regards to planning for an 'away game.' Our next installment will tackle how to be a good host. Send me your comments and suggestions!

What worked, what didn't work, have you ever had a conflict and how did you resolve it? Has a guest ever upset your family, neighbors, kids, or something similar?

Hit me up on Twitter, Facebook, email [tibbs@chapterapproved.com](mailto:tibbs@chapterapproved.com) or comment on the website.

Now, remember that time I mentioned something about adding some new sections at the end of the episode? That's about to happen. If you don't care to listen to my thoughts on new releases and a notecard app for your phone, feel free to check out and stay tuned for next time. Otherwise, hang on just a moment.

Okay, I think I'll call this first section Teases and Releases, where I'll offer up some thoughts in each episode about new releases, rumors and news that catches my ear. This week we've got lots of new announcements from Las Vegas Open and a new faction for 40K.

First, I want to pass on a little snippet I heard about Sly Marbo. He'll be coming to stores in the Spring! We're talking March, maybe even April if we're really lucky. The cool part is this won't be as exclusive as people thought. It'll be at official Warhammer stores of course, but also at your FLGS! There may also be an extended preorder period to gauge demand. I have to say, I don't even play Guard but this model is so good... I can see a lot of people wanting to pick it up for the collector's value alone, and it also makes for a ready-made diorama that plays very well with painting competitions. I think we're going to see a lot of these little fellers flying off the shelves.

Speaking of not-so-little fellers, I think I'm in love with the Knight Armiger Warglaive. I have to get that out of the way. Size-wise, it looks like a clean step between the larger Dreadnought-type machines and the full Imperial Knight kit. I also think it's cool that it echoes the Warhound in both form and function. The text described the relationship with Imperial Knights as a lord hunting with his loyal hounds. Armiger is an adjective that described, in old heraldic language, equipment, armor or weapons that were borrowed by commoners or squires. So what that means is that this is a Warglaive-class Knight, and it happens to be borrowed by a non-noble. Exactly as they described it, actually. As far as the game is concerned, the depth it brings to the Knight range is exhilarating, and its existence also suggests there will be other new classes to come. That wasn't

really a foregone conclusion before, so it opens up a lot of doors. I can't wait to see more of the model itself, and someone already noticed it definitely has at least one other head option as seen in the email announcement. If they end up widening the selection of Knight kits it's going to be monumentally difficult for me to NOT build my House Tibbetts Knight army, for which I've already created heraldry and a color scheme...

The other big release going on right now is the Adeptus Custodes, and they're also tugging on my wallet. I've been thinking more about building a force that incorporates a lot of different Imperial units from different organizations and organs of the Imperium, just like you read about in the background and fiction. The customs models are great and I'm digging that whole release. Especially the jet bikes. I wouldn't mind picking up a unit here and there to add to my forces, as much for painting as for gaming. I did the same with a couple boxes of Scions because I like the models and they make interesting allies.

Needless to say, of course the dark elves look fantastic, but I WILL NOT start Age of Sigmar. If they come out with a warband for Shadespire, then maybe... I still like seeing great models for armies I don't collect. Except Necrons. I still hate Necrons.

Speaking of which, the rumor mill is suggesting that both the Knight Armiger Warglaive and the new Necron Cryptek will be part of an Adeptus Mechanicus versus Necron boxed set. I thought that rumor was silly up until these models were teased. Now I'm intrigued. It could be a really good way to expand my Ad Mech! I have a buddy that plays Necrons and I'm sure he'd split a box with me. I'll be watching this one very carefully.

For my first Wrap-up Review, I want to mention an app I just recently discovered. It's called Tinycards, and it's made by the language-learning company Duolingo. It's a free flashcard app, but it's got a few cool things going for it. First, and most important to our conversation, is that anyone can create and share a deck for others. That includes 'Steve', who made a deck called Warhammer 40k 8th Edition. I tried to find out who Steve is so I could give him credit on the show, but I don't have much to go on. If you know him, tell him to email me at [Tibbs@chapterapproved.com](mailto:Tibbs@chapterapproved.com). He created this deck to help brush up on the rules for the new edition, and I have to tell you it's very helpful for those of us who don't game as often as we'd like. His deck covers basics like calculating to-wound rolls, weapon types, movement, things like that. I was able to work through the deck in maybe around a half hour, but I've come back to it a few times to take the quizzes and really help it stick.

The app itself is totally free, and I strongly suggest you download it for this rules deck if nothing else. It's available for both iOS and Android, but I didn't check Windows phone. It's a nice design and easy to use, even if it's meant for language study. It works well for anything with flash cards. I want to make a deck with the stats and special rules for my Ad Mech army. Tinycards also did

something no app has ever done on my phone: after a week or so of sending notifications that I agreed to but never actually opened, I got one letting me know the app was turning off the notifications for me. I found it incredibly helpful and I instantly appreciated it that much more.

Anyone is free to create decks. It's super easy, based on the fiddling I did. You can share them out for the entire community when they're ready. If you decide to do so, please let me know and I'll mention it on the show's Twitter and Facebook channels. Maybe I'll even shout it out on the show if it's a really good one.

Thanks for listening, and feel free to chime in with tips on Twitter and Facebook, as mentioned. As always, I would appreciate a review or rating on iTunes or your favorite podcast app to help spread the word and build the community. If you write a review on iTunes I'll read it during the next show if it's appropriate.

I want to take a short moment as well to thank some of my Twitter people. I love the #warmongers group, and the Twitter hobby community in general. This past week a few people were talking about my show and telling me how much they enjoyed it. I don't feel like I crave attention, but I've heard it said that everyone with a podcast or YouTube channel wants it on some level. For me, I don't think it's attention as much as appreciation. I just like to feel like I'm helping in some small way. Attention implies I'll do anything to get more listeners, but that's not really the point. When I hear people say they like the show, or that I helped them get through a tedious task or long drive, that makes me feel good. So, thank you to all my loyal listeners. You're the best.

Join us in a couple weeks for part 2 of the gaming-at-home series, when we'll talk about what it means to be a good host for a gaming group or individual. Hit me up with suggestions or questions on the topic ahead of time and I'll try to address them during the episode.