

Transkript

00:00:00 Sprecher 1

Wednesday evening.

00:00:01 Sprecher 1

We don't normally do this on Wednesdays, midweek.

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But yeah, welcome to Fallout Wasteland Warfare A-stream where I am Steve.

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Hello.

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That's what you need to know about me.

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But I am surrounded by what's rapidly becoming a very regular lineup of Fallout luminaries.

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the amazingly brilliant and talented Evie, Jamie and Samantha.

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Let's start with Evie.

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Introduce yourself, please, and your Fallout credentials.

00:00:37 Sprecher 2

Hi everyone, I'm Evie and I'm the lead game designer in the Mediphius studio and I am the lead designer of the second edition of Wasteland Warfare.

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Nice one.

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Samantha, what about you?

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Yeah, I'm head of brand at Modiphius Entertainment and I am also the brand manager for all of our Fallout lines, from the miniatures games to the RPG and more.

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Nice.

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And the man with two fast combat rifles, Jamie.

00:01:14 Sprecher 4

I'm Jamie.

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I'm the project manager for our Fallout miniature lines.

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I deal with this and full of factions.

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And as if you saw the video yesterday, I did cheat a little.

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Yes.

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Hey, it's fine.

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It's fine.

00:01:25 Sprecher 1

It wasn't like loaded dice or anything.

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We were just both equally incompetent.

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If you don't know what we're talking about, go and check out the brand new battle report on our YouTube channel.

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It's a lot of fun.

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Samantha is a tad quiet.

00:01:34 Sprecher 1

In that case.

00:01:36 Sprecher 4

Not my.

00:01:37 Sprecher 3

Sorry.

00:01:37 Sprecher 3

I'll get closer to my microphone with my boom arm hanging on for dear life.

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Turned up a little bit.

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Turned up a little bit.

00:01:44 Sprecher 1

As always, yeah, give us a shout if you can't hear anyone or anything like that, or something goes wrong, because it's a stream and things never go wrong.

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So previously, previously on Modiphius.tv.twitch.biz.ru,

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We've done a lot of streams since we announced Fallout Wasting Warfare, 2nd edition.

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And ever since then, we've kind of gone, and we're not telling you any more.

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We're going to tell you some more.

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That's what this is about.

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So buckle up.

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I think what we'll do is, like I was mentioned in chat briefly, there might be some time for questions at the end.

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And if you've got them,

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You can shout out, but we might miss them, so maybe save them to the end of the Q&A.

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We might answer them as we go along, we might not.

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Who knows?

00:02:42 Sprecher 1

As someone just said before the stream started, be the chaos you want to see in the world, and we are going to be that.

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It wasn't in reference to a cat, but there you go.

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So let's get cracking.

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And I think, I believe, Samantha, you're going to dive in with like a kind of an overview.

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Cool.

00:03:00 Sprecher 3

Yeah, absolutely.

00:03:02 Sprecher 3

I mean, we've said kind of the stuff that I'm about to cover before, but I think it's worth repeating it just so that when we give you a little bit more detail later this stream, then everything is going to make sense.

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So Fallout Way, Sun Warfare's second edition will be what we call a solo first miniatures game.

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The default way to play that will be with a hero and their warband, controlled by you, playing against the game.

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So playing against enemies that act based on their prescribed behavior, what we colloquially call their AI.

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But you'll also be able to play cooperatively, where multiple players can play across the campaign map together.

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And

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Playing against the Wasteland in this kind of player versus player, player versus environmental style is the baseline for the game.

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Baseline for the second edition of the game.

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The Wasteland Warfare AI system has been entirely redesigned to make the best game possible, making the rules for your opponent's AI behavior easier to understand and implement on the tabletop.

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So to play the game, you're going to explore a kind of overland map.

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discovering new regions and locations, finding enemy strongholds, friendly settlements, rad-blasted like lakes and other kind of familiar wasteland features as well.

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Playing cooperatively, you can either explore the same map together or you can join your maps up and explore both, embarking on joint scenarios and quests together.

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Cool.

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So you'll be playing a full campaign, is the idea, with emergent quests and storylines.

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Discovering a wasteland campaign map that is created randomly around you as you explore it.

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The combat encounters that you'll play as you explore are connected into a wider campaign, but because it's the wasteland, you can expect to be distracted by side quests galore.

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You will have a main story quest that provides an end game for a campaign when you complete it.

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And at that point, you can either choose to end it there and begin a new campaign with a new warband and a new leader, or choose a new main quest and continue exploring with your current warband.

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Now, I often see discussions on our Discord of battle or like battle reports on socials.

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A good number of you are still playing single scenarios with custom force like each time that you play.

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And while you can just run a one-off combat encounter using these new rules, the baseline assumption is that you're going to be playing a campaign with all of those scenarios that you generate linking together the outcomes of each one influencing like an ongoing emergent storyline for your warband.

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And unlike the first edition, where we sometimes created narrative campaigns for you, this edition focuses on a connected campaign with various narrative structures, often driven by a main story quest.

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There will be a battle mode in the rules where you can play a one-off combat encounter either against the game or against another player, but that is not the default mode of play.

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Just wanted to be clear.

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Yeah.

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So now I kind of laid all of that out, maybe reminded you of some of those things, maybe gave you a couple more tidbits of information about kind of what this new edition holds for you.

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I want to pass over to Evie to talk a little bit more about the mechanics of that and like how we approach the design of the new edition.

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Cool.

00:06:35 Sprecher 1

Yeah, so Evie, mechanics.

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Tell us your secrets.

00:06:42 Sprecher 2

So, the core mechanics of this new edition are mostly the same, but they have been reworked extensively.

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So if you've played the 1st edition, you'll find the mechanics of the 2nd edition really familiar, but you will spot plenty of differences too.

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There have been substantial changes made at almost every level of the game, from tests to combat to character profiles, while still trying to understand what people loved most about the 1st edition and incorporate that into the new version as best we can.

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Because of those substantial changes, none of the rules material published of 1st edition is going to be compatible with 2nd edition.

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And I know that's going to be disappointing for some people, but we are going to work really hard to make sure there's a lot of content really fast.

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There will be entirely new rules for all models, for encounters and campaigns, and for every other aspect of the game.

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We aren't bringing any scenarios over directly, and the mechanics of those scenarios would need to be reworked substantially.

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But I fully trust the community to do that if they want to do it.

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can't be our priority.

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We've got a lot of stuff coming, but I know there are those out of you who will love that challenge.

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Yeah.

00:07:50 Sprecher 2

We approached the design of second edition by looking at the most popular expansions and play styles in first edition.

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And in particular, we looked into the wasteland, homestead, and into the vault as key inspiration.

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We tried to understand what people loved about them and what they did well, and also what some of the issues were and where the community had feedback.

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We didn't start with those as a baseline and then kind of cobble something together out of them.

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We developed a completely new set of rules, but using the lessons learned from there to evoke the best possible aspects of them.

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Yeah, that's interesting if I could just chip in.

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I think one thing that's really interesting is seeing over the past few months, seeing people talking about, you know, second edition is coming.

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It's like,

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I think maybe people have made the assumption that it's just kind of like first edition, but with some of the lumpier bits filed off and polished down.

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And it's been really interesting watching people saying, oh, I think this is going to be in it.

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I think that's going to be in it.

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I'd like this, I'd like that.

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And it's like, having played it and knowing what it's like and knowing what Eevee is literally about to start telling you,

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I think if you think it's going to be very, very similar, you might be a bit surprised.

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So should we talk about more fight details?

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Absolutely.

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So I think there are some like really practical things that players should know right now up front so they can kind of get prepared for the new edition.

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And there are some substantial changes.

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I will say again, a lot of the core of the game is still the same.

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But just so everyone knows, the standard table size has changed.

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We now expect you to play your battles on a 2 foot by 2 foot table.

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This small full of footprint makes it even easier to get your hobby into a convenient location and to keep track of what's going across the board.

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You can break out larger tables for significant encounters if you want to kind of emphasize the coolness and impressiveness of those things.

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But the norm is 2 by two.

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And

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That's something that we were very conscious of as we designed.

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We've accounted for this kind of smaller standard in the rules, and we're confident that you won't feel like the tables are too cramped or confining.

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People have asked about dice changes.

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There are some dice changes.

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The skill dice, the white dice, has now become the special dice.

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And that's really just to differentiate it to make sure people don't get confused.

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It's got a different probability curve.

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It should feel a little less punishing.

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One of the big pieces of feedback we had was that people felt the dice always were a bit against them.

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And this should even that out a little bit.

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The armor dice and the special effect dice have been removed entirely.

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There was a lot for people to

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track of, and people often felt very overwhelmed by the sheer number of dice.

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But we've kept the damage effect dice, the accuracy effect dice, and the armour reduction dice, all exactly the same, and you can just keep using those from your collection if you've got them.

00:10:42 Sprecher 1

Could you just repeat about the special die there, Eevee?

00:10:48 Sprecher 1

I think there's a little glow up on the line.

00:10:51 Sprecher 2

Okay, no worries.

00:10:52 Sprecher 2

So the special dice is, the special die is now the kind of replacement for the skill die, the white die, and it is still a 20-sided die, but it has a different selection of numbers on it to smooth that probability curve out.

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So

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Though you can build whatever forces you like when you're playing in battle mode or have one-off encounters, for campaigns, you'll build your Lystra models available to a particular faction, and that's the faction that matches your hero.

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Every warband has a hero in it that leads the warband that's kind of your proxy on the table, and they have a faction and you'll gain various benefits for that.

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You'll be able to recruit models from other factions later in your campaign if you forge strong bonds with other factions, but your factions' models will always be your bread and butter.

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Robots and some creatures of the wasteland can be used as pets or beasts of burden or hired in no matter what.

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They're always in addition to this, and you can just hire them with caps to join your warband rather than like having them as a core part.

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So you don't need to worry about not having access to Mr.

00:12:01 Sprecher 2

Handy's or whatever, regardless what faction you play.

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So the last point really is the game is absolutely going to support the full range of miniatures from our existing line.

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We're not retiring big swathes of anything like this is, we love these miniatures, we love this line.

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And the game has been designed to work with all of them.

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But the game has also been designed to work first and foremost without plastic core boxes.

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You should all be familiar with that by now.

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But if you want to get a head start on the new edition, clapping one of each of the Wasteland Raiders, the Survivors, the Sea for Mutants, and the Brotherhood of Steel is a really good place to start.

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Very comprehensive.

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The other place to...

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Yeah, it will just give you a really good backbone to work from.

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The other thing to look at is building out your collection of creatures of the wasteland, which are our resin models, because that's going to be one of the first things that we introduce into the game.

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We'll talk about that in a bit.

00:12:57 Sprecher 2

And for that, we'd recommend focusing on groups of images that feel kind of thematically connected, like get a selection of different mylurks or varieties of different feral ghouls or creatures that feel like they come from a particular biome or environment.

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The rules are very flexible about how you get these to the table, but it will make it feel much more sort of lived in and impactful if you get a selection of those that make sense for your table.

00:13:19 Sprecher 1

Cool.

00:13:20 Sprecher 1

So.

00:13:21 Sprecher 2

That's, yeah, sorry.

00:13:22 Sprecher 1

That's the, no, I'm just coming in to steal your thunder and like go, there we go, that's a, you know.

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As you may have noticed in this one, I'm just trying to make people who know exactly what they're talking about.

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So I am very much the button pusher here today.

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And

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I'm going to push a button and I'm going to say, Samantha, tell us about some of the first things that are going to come out.

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Yeah, so I take it no one's at Gamma, but if you were, then you will have seen these now, they're in our catalogue for the year.

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But for the launch of the second edition of Waste and Warfare, I briefed the project team with two, yes, that's right, two data sets.

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the solo starter set that you can see here, and the warbands starter set as well.

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So this Into the Wasteland solo starter set is designed for players wanting like an introduction to the core solo experience.

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It still contains all of the rules to play.

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including like, the battle mode if you wanted that.

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But it also includes the Into the Wasteland rulebook, which specifically adds custom heroes.

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I know that's been very popular request in the past, creatures of the wasteland as enemies, and a system for generating thematic regions in your campaign, in addition to just like the random ones that you would come across as you're exploring the map.

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Then the Warbands starter set,

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will look and feel very much like the old two-player starter set.

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It's going to contain some PVC survivor models, some PVC super mutant models, tokens, cardboard scenery, and the main rule book and the reference book as well.

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What I would say is if you're moving from first edition to the second edition, which I imagine the majority of you

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watching this live are.

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Then you may just want to also dive into the solo play.

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Then the Into the Wasteland starter set is the one for you.

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And that is scheduled to pre-order in Q3, hitting shelves and doormats in Q4.

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Oh, sorry, no, I've got that wrong.

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I've wrote that wrong in my notes.

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Scheduled for pre-order in Q2, sorry, and it will be hitting shelves and doormats in Q3.

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There we go.

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And then if you're new to the game and you're watching and maybe you've been holding off on buying into it because you can know the new edition is coming, then buying the Warbands starter set is the one that I'd recommend to you.

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And that will be pre-ordering in Q3 and then coming out in Q4.

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And now to talk a bit more about the actual contents of those box sets, this is stuff you won't see at Gamma.

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Yes.

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Then I'll go over to Jamie.

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Yes, you don't have to go all the way to a convention to get the goods.

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You can just hang out at home.

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Yes, this is the Into the Wasteland box set.

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Sam's covered the solo first one.

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Inside the box, you'll have the core rule book and the core reference.

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The Into the Wasteland book, which will cover the unique bits for this box, which is the custom heroes, creatures, the wasteland, thematic regions.

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You'll get all the dice you need.

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You'll also get

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13 different type of tokens, which is a lot less than first edition.

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So much more manageable and much bigger, not the tiny little ones you find in every corner of your house.

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The enemy tokens to proxy if you don't have the models.

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Cardboard terrain, you've seen the cardboard terrain we've done with things like Nuka World and Battle for Boston.

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We're going to expand on that more and cover sort of the various bits of the wasteland and stuff, which will cover every encounter you need in the rulebook from day one.

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Various bits like reference sheets, the quick start, the warband roster, campaign journal, and a campaign map.

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So you can play straight away from this box.

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In addition, there is also a plastic vault dweller hero sprue, which we'll talk about later.

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Yeah, we'll be, you know, like I said, you know, kind of get to see some stuff, but we've actually got some stuff that we'll be, you'll be the first to see, because we realized, you know, we wanted to share some stuff with you as well.

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But, you know, got to do the business as well.

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So what's in the warband starter set?

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Yeah, so in the warband box, we have the same core rule book, the same core reference, the same dice, the same tokens, the same cardboard terrain, reference sheets, the quick start, the roster, the journal on the map.

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But in addition to that, instead of the plastic frame, you'll get 22 PVC bottles in the box, which is the survivors and super mutants.

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that you've previously seen these are plastic models, but we've gone and chosen weapon selections for them so you can play them straight out-of-the-box, as well as three brand new models and a Mr.

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Handy.

00:18:05 Sprecher 4

So this will be a...

00:18:08 Sprecher 4

Am I allowed to talk about this sound?

00:18:09 Sprecher 4

I can't see if I should.

00:18:10 Sprecher 4

Are we spoiling this just now or is that a surprise for later?

00:18:13 Sprecher 3

What the models are?

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Yeah.

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No, I'm revealing that later.

00:18:17 Sprecher 1

Sorry.

00:18:17 Sprecher 4

That's fine then.

00:18:19 Sprecher 4

Three unique models, which will be available in resin separately later.

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I'm going to get ahead of that question now.

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Yes.

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Yeah.

00:18:27 Sprecher 4

Yes, that's the two core boxes.

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Cool.

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I believe though, that's, you know, like I said, that's what they saw at Gamma.

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Samantha, we have something else to show.

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We do, yes.

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So Jamie mentioned the plastic frame that you get in the Into the Wasteland set.

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But I'm delighted to announce that the first new miniatures for Wasteland Warfare's second edition will be two multi-part plastic sets of Vault Dweller heroes.

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One set will contain 4 male figures with multiple options for different armor and weapons, and one set will contain 4 female Vault Dwellers with different options for armor and weapons.

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Now these sets are intended for you to represent the hero of your warband.

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So your very own like chosen one, lone wanderer, sole survivor, that type of thing.

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And you can assemble new versions of them as they level up.

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The idea being that as they level and they gain new armor and weapons, you can make a new model with the same head.

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There'll be all those different options multiple times, but with their new gear up to four times.

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So each set contains 4 different sets of armour and a variety of weapons, ranging from the unarmoured vault jumpsuit that you see on the left of the screen, through to leather and metal.

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You can see the leather on the right-hand side.

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And then finally, the combat armour in the middle.

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Cool.

00:19:53 Sprecher 1

Just to give a shout out, these are the one on the left and the right were painted by our very own Callum and the one in the middle painted by our very own Rosie.

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So I just want to give those

00:20:03 Sprecher 1

those members of the painting team a shout out, because they can't be here right now to squawk about their own stuff.

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But yes, so there they are.

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Just to say, the Into the Wasteland solo set will have the mail plastic vault dweller heroes inside, as well as a little pre-order bonus companion to watch out for when you come to pre-order it.

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And then, of course, both the male and the female Vault Dweller Hero sets will be made available separately too.

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Yes.

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Then I wanted to let you guys know, so there's no surprises, that alongside the already existing plastic kits in the resin range that we have, we'll also be releasing into retail a range of encounter boxes.

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These sets are going to contain pre-assembled PVC models themed by like a regional threat or a specific faction.

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And these PVC sets are intended for players who just want to get playing, like they're not into the assembly or painting side of the hobby as much as we are.

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And it's a much more accessible purchase for those that are just wanting to get into miniatures gaming.

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The PVC models are just going to be copies of existing models.

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or any new models to the range will be out in resin as well.

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So there will never be a PVC model that you can't get in either plastic or in resin.

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If we release a new sculpt, it'll always be available as resin first or alongside at the same time as the PVC.

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So if you're not into PVC, you're still able to get, sorry, if you're not into PVC, then you'll still be able to also get any like additional rules content for these encounter boxes separately.

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We'll always make it available so you can still play the scenarios without having to buy those encounter sets.

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Cool.

00:22:01 Sprecher 1

That's good to know.

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That is good to know.

00:22:04 Sprecher 1

People talking chat about like, you know, is this, are we starting to see the scale change?

00:22:08 Sprecher 1

I mentioned this in the last stream.

00:22:11 Sprecher 1

When we've talked about like the quote unquote scale change before, you've kind of been seeing it for a while in a way really, because it's more about a refocus on how we approach detail on our sculpts and how we push that stuff.

00:22:27 Sprecher 1

It does mean, you know, some of our minis are, I believe, an astounding 3% larger than they have been in the past.

00:22:34 Sprecher 1

But yeah, you've seen some already and it's interesting.

00:22:38 Sprecher 1

I think we've said before that.

00:22:39 Sprecher 1

were we being a bit fiendish, we could have just not said anything and probably I doubt anyone would have noticed.

00:22:46 Sprecher 1

Prepared to be wrong there, but it ought to be a thing.

00:22:48 Sprecher 1

So it's more of a it's more of a case of like sculpting style and we've been doing it for a little while on and off now, but this is more of a uniformed thing.

00:22:59 Sprecher 1

Let's then, I believe, Evie, it's time for you to step up again, and you're gonna talk to us about how we're approaching waves of releases going on, because that's sort of changing a little bit now.

00:23:14 Sprecher 2

Yes, that's right, so...

00:23:17 Sprecher 2

In the past, we've organized Wasteland Warfare releases into waves, each of which has been themed around a particular faction or location or region.

00:23:26 Sprecher 2

And I think, we think it's still useful for us to organize our releases into waves, as it helps people understand what content's coming and when.

00:23:35 Sprecher 2

But we are going to change our approach going forwards.

00:23:39 Sprecher 2

Instead of looking at a wave as focused on a place or a group, they're going to be themed instead, with a special box set of miniatures,

00:23:47 Sprecher 2

and rules to kick off the wave.

00:23:49 Sprecher 2

Sometimes the other rules releases as part of the rest of the wave and with plenty of miniatures as you would expect along the way.

00:23:57 Sprecher 2

Our first wave is into the wasteland.

00:24:00 Sprecher 2

which focuses on heading out into the wasteland for the first time, exploring different regions and locations, encountering creatures, and building your own settlement out in dangerous places.

00:24:11 Sprecher 2

The Into the Wasteland starter is our box to kick off this wave, whilst the Warband starter will be a perennial product that will last the length of the edition.

00:24:20 Sprecher 2

So that will be, if you are interested, pick up the Into the Wasteland starter.

00:24:27 Sprecher 2

why you can, because eventually this wave will run out and we'll be doing a new box instead.

00:24:33 Sprecher 2

The first wave is a little rules heavier than the later waves are likely to be, because we want to get you up and running with all of your favorites as fast as possible.

00:24:44 Sprecher 2

I know everyone wants to be playing with their collection immediately.

00:24:47 Sprecher 1

Yeah.

00:24:47 Sprecher 1

I mean, it's a new addition.

00:24:49 Sprecher 1

I think, you know, it's always going to be a rules-heavy wave, wasn't it?

00:24:51 Sprecher 1

You know, as we have to get this stuff out there.

00:24:57 Sprecher 1

But yes.

00:24:58 Sprecher 1

So speaking of wanting to get playing with your favorite warbands, and that's a term you're going to get started getting used to hearing, warbands as we described, this is what a group is called in Waste Warfare 2nd Edition.

00:25:18 Sprecher 1

So let's talk about those.

00:25:19 Sprecher 1

Let's see what's going to be covered when and when you can expect to see

00:25:25 Sprecher 1

your favorite team step up to the fore.

00:25:28 Sprecher 1

There we go.

00:25:31 Sprecher 2

So obviously we want to get people playing as fast as possible.

00:25:34 Sprecher 2

So we are packing as many of these factions for your warbands in as quickly as possible.

00:25:41 Sprecher 2

When you pick up a starter set for the 2nd edition, whether that's the Into the Wasteland starter or the Warband starter, you'll get a copy of two books, the Core Rules and the Core Reference.

00:25:51 Sprecher 2

And these books don't just have all the rules you need to play, but they

00:25:55 Sprecher 2

You also have all the rules you need to play as and against survivors, wasteland raiders, the Brotherhood of Steel, and Super Mutants.

00:26:04 Sprecher 2

And you'll also find some rules in there for a few common robots and creatures of the wasteland as hirelings for your warband, but fuller rules for those things will be found elsewhere in the wave.

00:26:15 Sprecher 2

If you get the Into the Wasteland set,

00:26:18 Sprecher 2

You'll also find the Into the Wasteland rules expansion, as we mentioned earlier, and that gives you rules for creatures of the wasteland as antagonist forces in your campaigns.

00:26:29 Sprecher 1

Cool.

00:26:29 Sprecher 2

So, any questions?

00:26:32 Sprecher 1

I was just going to say, and it's also worth pointing out that that rules expansion is where the rules expansion is available separately.

00:26:41 Sprecher 1

It's going to in another way, because there's never going to be a situation

00:26:44 Sprecher 1

correct me if I'm wrong, sticking my neck out here, but there's never going to be a situation where you're like, I want those rules, I need those rules, but I don't want to buy that full box set because it's just not the right option for me.

00:26:55 Sprecher 1

So we're not going to try and like, you know, hold you down and force you to buy PVC or an extra sprue, you know, great as business model as that is, and companies live and die by it, but you know, we'll try a different way, see how it works.

00:27:11 Sprecher 1

So rule to all factions of warbands, I think you mean, won't be available on launch stars of stars.

00:27:17 Sprecher 1

Well, we're about to tell you when they're available.

00:27:20 Sprecher 1

So the next ones.

00:27:22 Sprecher 2

Oh, in the same release window as these two starters, very shortly after they're available, you'll have the unit compendium, which is the first of two books we're making in this first wave to bring all your first edition mentions into the new edition.

00:27:37 Sprecher 2

In there, you'll find full rules to play as or against the following.

00:27:43 Sprecher 2

The NCR, Caesar's Legion, the Enclave, Minutemen, Railroad, the Institute, Children of Atom, and Cult of the Mothman.

00:27:53 Sprecher 2

So that is a big book just full of rules for you to put all of those into your campaign.

00:28:01 Sprecher 1

But that's not all.

00:28:04 Sprecher 1

Exactly.

00:28:05 Sprecher 1

Buy now and get this exclusive pen.

00:28:08 Sprecher 1

Yeah, so there's more.

00:28:10 Sprecher 1

The Waston Compendium.

00:28:13 Sprecher 2

So finally, to kind of round out the first run of releases near the beginning of 2027, we'll be releasing the Wasteland Compendium.

00:28:22 Sprecher 2

This book has rules to help you represent the iconic wastelands of the series on the tabletop.

00:28:28 Sprecher 2

That's New California, the Mohave, the Capital Wasteland, the Commonwealth including Boston, Appalachia, and more.

00:28:37 Sprecher 2

There are lots and lots of new options in this book, and we can't go into all of them right now, but they definitely will include, but aren't limited to, Nuka World Raiders, Gunners, Trappers, and Zetans.

00:28:51 Sprecher 2

And anything that doesn't get rules across these books, including a much fuller set of rules for the wide range of robots we have, will be in

00:29:03 Sprecher 2

future releases within this wave.

00:29:05 Sprecher 2

The goal is for the vast, overwhelming majority of all first edition models to have rules within the first year of release.

00:29:12 Sprecher 1

Yeah.

00:29:14 Sprecher 1

So yeah, that's I've seen a few people saying, what about this, which is a mention.

00:29:18 Sprecher 1

It's like that is, that's the, I think that's the best thing we can say about that is, like, you know, we've had, we've had moments where we've looked back across how many minis have been released and we're like, okay.

00:29:30 Sprecher 1

But you know, it's about to say that with the, you know,

00:29:33 Sprecher 1

the vast majority will have something for them is, pretty much out there and we're really focusing on that.

00:29:42 Sprecher 1

We think it's a really important thing for you to be able to, within like the first, year or so of the game being revised to 2nd edition, to be able to play your stuff because we realise there's so much backlog and people have these amazing forces that they want to get on the tabletop and that is completely understandable.

00:30:03 Sprecher 1

Also, we could just dump it all in.

00:30:05 Sprecher 1

on day one because we would never have got it wouldn't we wouldn't be able to have this conversation with you now because we'd still be working on it and it'd still be super secret.

00:30:12 Sprecher 1

So, you know, unsurprisingly the classic 4 got put to the front.

00:30:17 Sprecher 1

So with that in mind, that's kind of our overview for the moment of Wasteland Warfare 2nd edition.

00:30:30 Sprecher 1

So

00:30:32 Sprecher 1

Boy, it's been a lively chat.

00:30:34 Sprecher 1

I've seen some people going like, but what is this?

00:30:36 Sprecher 1

What is that?

00:30:36 Sprecher 1

So I expect, clap, thank you.

00:30:39 Sprecher 1

I expect there will be a question or two.

00:30:43 Sprecher 1

If you want to start banging them in chat, we'll try and go through them in order.

00:30:50 Sprecher 1

Sometimes the answer may be, we're not saying right now.

00:30:55 Sprecher 1

But for example, like, where are the slug rules?

00:30:59 Sprecher 1

We're not saying right now.

00:30:59 Sprecher 1

Like we said, we're going to, we'll address them when we come up.

00:31:04 Sprecher 1

So here's an interesting one.

00:31:06 Sprecher 1

I don't know whether this is something we want to cover or address this yet.

00:31:10 Sprecher 1

Will there still be named characters?

00:31:12 Sprecher 1

Because obviously there are many named character minis and we've been talking quite broadly around like, you know, warbands and groups.

00:31:19 Sprecher 1

So how do named characters fit into that?

00:31:23 Sprecher 2

So there absolutely still are named characters, Second Edition.

00:31:26 Sprecher 2

Obviously they're a bread and butter of our resin ranges.

00:31:29 Sprecher 2

We wouldn't want them to go away.

00:31:31 Sprecher 2

There'll be new ways to use them.

00:31:35 Sprecher 2

I'm going to say this now and maybe Samantha will glare at me, but the way in which they will be introduced primarily is either as boss models, so particular antagonists that have like an arc of their own,

00:31:46 Sprecher 2

or they will be introduced as companions who can join your war band and follow you around in the wasteland.

00:31:54 Sprecher 2

There are going to be some exceptions to that, some special ones with some specific things going on, but broadly you'll face them as antagonists or have them as companions, or maybe both for some models.

00:32:06 Sprecher 2

Lots of ways to get them into the game.

00:32:08 Sprecher 1

Cool.

00:32:10 Sprecher 1

William Tan.

00:32:11 Sprecher 1

That was from Kubal Kubal, by the way.

00:32:14 Sprecher 1

William Tan, can we still build up settlements?

00:32:20 Sprecher 1

that's a big part of the game and unsurprisingly, yeah.

00:32:23 Sprecher 1

But that kind of ties as well into Bulbo asking if there's any more details about how the campaign map might work.

00:32:30 Sprecher 1

Is there anything we're prepared to share about that or is it just a case of wait and see?

00:32:36 Sprecher 2

What I'd say is about settlements is there are some basic rules in the core game for running your settlement, having your own settlement, but we are going to be expanding that massively later on.

00:32:46 Sprecher 2

So hold your horses, wait and see what we come up with.

00:32:50 Sprecher 2

In terms of how does the campaign work, map works, work?

00:32:56 Sprecher 2

Oh, I'm getting there.

00:32:57 Sprecher 2

I like that.

00:32:58 Sprecher 2

We will be.

00:32:59 Sprecher 2

We will be giving you a lot of details.

00:33:03 Sprecher 2

over the next couple of months.

00:33:06 Sprecher 2

But think of it as a kind of, if you've played a hex crawl game, that's kind of a similar vibe.

00:33:13 Sprecher 2

You'll be exploring a wasteland that you generate yourself, and you'll be finding settlements and landmarks, and you'll be encountering factions out in the wasteland built out from the collection of models you have, and you'll be able to have different relationships with them, and some of them will be friendly, and some of them will be antagonists, and there will be this evolving narrative as you play.

00:33:34 Sprecher 1

Sure, Tesseract 79, question, show us more please.

00:33:38 Sprecher 1

That's not a question, even though you put a question mark at the end of it.

00:33:41 Sprecher 1

I like how you play fast and loose with the rules of grammar, but I don't think that kind of works.

00:33:47 Sprecher 1

Question, recommended retail price?

00:33:49 Sprecher 1

Well, again, that's in the future to say really.

00:33:53 Sprecher 1

We do have those.

00:33:53 Sprecher 3

Actually, because they're in the camera catalogue, right, Jamie?

00:33:56 Sprecher 4

Yeah, but I didn't plan to say these.

00:34:00 Sprecher 2

Oh, you should find them then.

00:34:02 Sprecher 4

In the meantime, I'll just do this.

00:34:04 Sprecher 4

I answer to one of the questions.

00:34:05 Sprecher 4

Here's a plastic frame for super mutants.

00:34:08 Sprecher 1

There you go.

00:34:09 Sprecher 1

Hey, there you go.

00:34:10 Sprecher 4

They've seen them already.

00:34:12 Sprecher 1

That's true.

00:34:12 Sprecher 1

We saw a picture of them, yeah.

00:34:14 Sprecher 1

I wasn't planning it.

00:34:14 Sprecher 1

Will there be fun rules around climbing, height, falling, shooting down ups as the setup?

00:34:19 Sprecher 1

No, there will be unfun rules about those things.

00:34:22 Sprecher 1

Yeah, there will be.

00:34:23 Sprecher 2

There will be fun rules.

00:34:24 Sprecher 2

Don't say that.

00:34:25 Sprecher 2

Yes.

00:34:26 Sprecher 2

Obviously, like, one of the things I think lots of people are very worried about with this is that we're going to make this factions.

00:34:34 Sprecher 2

But Fallout Factions is its own game.

00:34:35 Sprecher 2

And if you have spoken to me on our Discord, you know that I have my own affection for what Wasteland Warfare is and what Wasteland Warfare's vision is.

00:34:45 Sprecher 2

And I understand that people love it because it is more in-depth, it has more depth to it, and it has a lot more granularity on the table.

00:34:52 Sprecher 2

And I wouldn't want to sacrifice that.

00:34:55 Sprecher 2

The rules around those have changed, those things have changed, but there are rules for those things.

00:34:59 Sprecher 2

Don't worry about that.

00:35:00 Sprecher 1

Nice.

00:35:02 Sprecher 2

Yeah, absolutely.

00:35:03 Sprecher 1

Cool.

00:35:05 Sprecher 1

Cookie Skater asks, what is the plan, Ari cards and weapons warband building?

00:35:13 Sprecher 1

I mean, obviously that's quite a, that's a short question for a lot of detail, but it is worth reiterating that cards are not a part of 2nd edition.

00:35:24 Sprecher 1

But

00:35:26 Sprecher 1

But obviously, we're going to try and aiming to streamline all that, so it will be a better, smoother thing, but I don't know how much we want to say about that.

00:35:35 Sprecher 2

Well, what I can say is kind of the thinking behind it to some extent, which is cards were a really great handy reference tool if you had just...

00:35:43 Sprecher 2

Just started, or you were just playing with the old core set, but as the game evolved, it became increasingly difficult for people to manage their collections of cards and keep track of everything, and lots of things were on cards that perhaps didn't need to be, and we kind of...

00:36:00 Sprecher 2

evolved over the addition to bring things like the environment tables and so on and so forth to make this like a little easier.

00:36:07 Sprecher 2

The thinking going to second addition is that we're kind of trying to tackle this from a different direction and mean that you're not having to constantly reference lots and lots and lots of different things.

00:36:17 Sprecher 2

There are still going to be reference sheets and reference cards, which are going to be your bread and butter for certain things.

00:36:24 Sprecher 2

They're kind of a card replacement in some way, but they are much more, they're much easier

00:36:30 Sprecher 2

They're much simpler to read.

00:36:31 Sprecher 2

We've changed how those things are presented.

00:36:33 Sprecher 2

And in terms of like how you track your warband, you will have a warband roster with everything recorded on there and it will condense everything into one place so you don't need to reference lots of cards.

00:36:44 Sprecher 1

Yeah, they'll be that thing because they're useful tools to be like that rather than, oh no, we now have to make a card for everything, you know.

00:36:50 Sprecher 1

Yeah.

00:36:50 Sprecher 3

I'll say for the health of the game, guys, I'm going to tell you this now.

00:36:55 Sprecher 3

I'm going to hold your hand while I say it.

00:36:58 Sprecher 3

Cards were not a sustainable way for this game to keep going.

00:37:01 Sprecher 3

They just were not.

00:37:02 Sprecher 3

We had over 1000 cards.

00:37:04 Sprecher 3

We had multiples of the same item, but with different stats in them.

00:37:08 Sprecher 1

Yeah.

00:37:09 Sprecher 3

They're not going to be back.

00:37:11 Sprecher 1

Yeah.

00:37:12 Sprecher 2

And we did confirm in the very first announcement that there would not be cards in the second edition.

00:37:18 Sprecher 2

That has not changed.

00:37:19 Sprecher 1

No, that's cool.

00:37:20 Sprecher 1

That's cool.

00:37:23 Sprecher 1

Back Pocket asks, should we expect synergistic, good word of the day there, releases with factions?

00:37:30 Sprecher 1

And the thing that kind of like, you know, it's something we kind of mentioned earlier when we're talking about, like, you know, that we're expecting people to focus initially on those plastic core sets.

00:37:40 Sprecher 1

So there is crossover there, but do we want to speak to like, will future releases

00:37:45 Sprecher 1

we're talking about how waves have changed, but will future releases still have models that work in both games or just individual games or, like that?

00:37:54 Sprecher 3

So all of the models that we're going to be releasing in the future are going to be compatible with both games.

00:38:04 Sprecher 3

That's not to say that one model will always appear in both games.

00:38:09 Sprecher 3

It may appear in one and not the other.

00:38:11 Sprecher 3

Maybe you have to wait for a while for that one to appear because

00:38:15 Sprecher 3

they'll be, it should be coming out in like a different wave.

00:38:18 Sprecher 1

Yeah.

00:38:19 Sprecher 3

But because the scale remains the same and it remains the same for both games, you can, the models are compatible with both games.

00:38:27 Sprecher 1

Yeah, cool.

00:38:30 Sprecher 1

Speaking of Captain Curious as any ATM when we learn about more about upcoming new models, I'm sure we will do a more miniatures focused reveal at some point over the next few months where we sit down with

00:38:45 Sprecher 1

some, if not all, of the people you see here, plus a sculptor and a painter, and we gush over beautiful looking things.

00:38:55 Sprecher 1

So we'll probably tell you then.

00:38:59 Sprecher 1

Scroll through.

00:39:00 Sprecher 1

Skipping ahead a little bit, talking about all the models still.

00:39:04 Sprecher 1

Are all the PVC models pre-built?

00:39:07 Sprecher 1

Yes.

00:39:08 Sprecher 3

Yeah, that's the idea behind them.

00:39:09 Sprecher 1

That's the idea.

00:39:14 Sprecher 4

We'll be demoing that.

00:39:17 Sprecher 1

Oh, what's that?

00:39:17 Sprecher 1

Sorry.

00:39:18 Sprecher 4

About the reasoning for us going to two by two.

00:39:20 Sprecher 4

I saw there was a few questions.

00:39:22 Sprecher 1

Yeah, let's talk about that.

00:39:25 Sprecher 2

So one of the things we looked at when we were designing Second Edition is we looked at people's real-world play experiences and the environments in which people managed to get games to tables.

00:39:36 Sprecher 2

And we found that there was a consistent trend of people preferring smaller play spaces and struggling to fit games into their environment.

00:39:45 Sprecher 2

We did a whole bunch of things, like we looked at the standard size of tables that are sold in different countries and how big a space people are likely to have.

00:39:52 Sprecher 2

have, and we realized quickly that the smaller footprint that we could get the game down to and still be working in a fun way, the more accessible the game would be to more people, and the easier it would be for people to maintain a game setup over the length of a campaign.

00:40:13 Sprecher 2

We trialed a few different sizes, and in the end, we decided that 2 foot by 2 foot was the right size.

00:40:20 Sprecher 2

We're really happy with how the rules work on that size.

00:40:24 Sprecher 2

And honestly, like it's small enough that you can, and a lot of people in the studio do now, keep a Wasteland Warfare setup like on your desk at all times.

00:40:36 Sprecher 2

And we have had situations where people have like just played a quick game at lunchtime on their already set up board to keep their campaign going.

00:40:45 Sprecher 2

And that kind of consistency is a factor of that footprint size?

00:40:49 Sprecher 1

Amazing.

00:40:50 Sprecher 3

So it kind of really plays into the kind of outlook we have with a lot of our like miniatures games.

00:40:57 Sprecher 3

And it's something we stumbled upon things like last UK Games Expo or something where we don't intend these to be like lifestyle war games.

00:41:07 Sprecher 3

They're war games for your lifestyle.

00:41:10 Sprecher 3

So like they are

00:41:13 Sprecher 3

malleable around your schedule, right?

00:41:15 Sprecher 3

So I love the fact that like you can have a little like set up on your desk or on a dining room table that you can just kind of go back to now and again.

00:41:25 Sprecher 3

It doesn't take up like a whole big mass battle size map or anything like that.

00:41:29 Sprecher 3

You don't need to be like, you know, taken out an entire day to try and move your like life around this game that you want to play.

00:41:37 Sprecher 3

that it's really like flexible in that sense.

00:41:40 Sprecher 3

That's really the kind of idea behind it for me, I'd say.

00:41:43 Sprecher 1

Cool.

00:41:44 Sprecher 1

Seeing a few people talking about, and sorry if you think we're not getting to a question, so there's a lot, so I'm just scrolling through.

00:41:52 Sprecher 1

I just want to make sure we go through them in order, so we're not ignoring you.

00:41:55 Sprecher 1

Yeah.

00:41:56 Sprecher 1

And we'll get to the other.

00:41:58 Sprecher 1

A few people were talking about battle mode.

00:42:01 Sprecher 1

Now, obviously, that presumably by that you mean like a 1v1

00:42:07 Sprecher 1

versus mode.

00:42:09 Sprecher 1

And obviously we've talked about some other things, but do you want to maybe address that?

00:42:15 Sprecher 2

Sure.

00:42:16 Sprecher 2

Well, we know that lots of people play Wasteland Warfare in lots of different ways.

00:42:23 Sprecher 2

And so one of the key things going into this new edition was making sure we included as many ways to play as possible to keep the game accessible.

00:42:31 Sprecher 2

So while the focus is on solo play,

00:42:34 Sprecher 2

and campaign play and the co-op play, which there are a couple of different ways of playing co-op, as I think we mentioned earlier.

00:42:40 Sprecher 2

There's also a couple of different ways of playing versus play.

00:42:44 Sprecher 2

We'll detail some of that coming up, but there are ways you to jump in and be the antagonists in your friends' campaigns.

00:42:50 Sprecher 2

And you can also play dedicated one versus one games, which we are calling battle mode in honor of the version in 1st edition that was popular.

00:43:01 Sprecher 2

Battle mode in this edition is basically a way for you to either create custom warbands and pit them against each other, or to use your campaign warbands and put them in a kind of like an arena to see how they do against each other.

00:43:17 Sprecher 2

There are a number of scenarios created in the book for you to play, and the game flows a little differently for a whole bunch of reasons that we will comment to in the coming months, but it is still that kind of punchy 1v1

00:43:31 Sprecher 2

experience.

00:43:32 Sprecher 2

It's not going to be our focus going forwards.

00:43:35 Sprecher 2

I think I can say that pretty definitively.

00:43:37 Sprecher 2

We want to be included to make sure everyone has that opportunity.

00:43:41 Sprecher 2

But we are, if you want a PvP game, please go and play Fallout Factions.

00:43:45 Sprecher 2

That's the one that we're going to spend our time offering that from there.

00:43:48 Sprecher 2

I'm sure the community, if they care about battle mode, will pick it up and run with it just as they did in the 1st edition.

00:43:54 Sprecher 2

So I'm looking forward to that.

00:43:56 Sprecher 1

Definitely, and I think that's the that's the interesting is like, it's about like saying what the focus is the biggest part of it, and obviously there are, like you said, it makes sense to have a kind of like a what we call battle battle mode, so you can have those moments where you think, I really want to try out this setup and this combo, but I don't want to have to grind my way through a campaign to do it, then I will play it, you know, and it's like that's how you're going to that's how you're going to do it.

00:44:25 Sprecher 1

Are some warbands intended only as opposition, says Regal, Eagle, Eagle?

00:44:29 Sprecher 1

The ones we've listed are all for play as protagonists, I believe.

00:44:35 Sprecher 2

With the single exception of Creatures of the Wasteland.

00:44:39 Sprecher 1

Yes, I think we called those out and said that they would be as antagonists, so yeah.

00:44:44 Sprecher 2

But just to be clear, Creatures of the Wasteland is the only faction, the only kind of like group in the game that

00:44:53 Sprecher 2

cannot be played as like a solo warband with a hero in it for obvious reasons.

00:44:58 Sprecher 2

It doesn't mean you can't include some of those creatures in your warbands.

00:45:01 Sprecher 2

As I mentioned before, hirelings are going to be a thing.

00:45:04 Sprecher 2

There will be more and more rules as we go on for that stuff.

00:45:07 Sprecher 2

But for right now, they are there as antagonist fashion.

00:45:10 Sprecher 2

Everyone else can be playable with a hero, with a warband, Enclave, Institute, whoever you want.

00:45:18 Sprecher 2

You can be the bad guys, you can be the good guys.

00:45:20 Sprecher 2

If you want to play Super Mutants, you can have a Super Mutant hero leading a warband of Super Mutants.

00:45:25 Sprecher 2

It is all playable like that.

00:45:28 Sprecher 1

Nice.

00:45:29 Sprecher 2

I see someone has said, I assume that assumes robots too.

00:45:32 Sprecher 2

So robots at the moment are only available as highlings in these first releases, but we're giving them full expanded

00:45:37 Sprecher 2

rules later on.

00:45:38 Sprecher 2

But yes, they're not going to be intended to be a whole war band on their own.

00:45:42 Sprecher 2

They're always intended to add into other war bands.

00:45:45 Sprecher 1

Exactly, Everyone has a good robo friend.

00:45:49 Sprecher 1

Going to skim through a few that I think we can answer quite quickly.

00:45:53 Sprecher 1

We've talked about how to settlement building work.

00:45:56 Sprecher 1

You're sorry you're late, Verm.

00:45:57 Sprecher 1

Don't do it again.

00:46:00 Sprecher 1

Will we be, is there going to be a, will there be multi-phase fights again?

00:46:04 Sprecher 1

You know, that's more down to a specific thing we're going to talk about.

00:46:10 Sprecher 1

What's the event, what's the experience going to be like?

00:46:12 Sprecher 1

Well, I mean, ain't that the truth?

00:46:14 Sprecher 1

I mean, let's put it this way.

00:46:19 Sprecher 1

We may, we may be, we may be doing other things.

00:46:21 Sprecher 1

You know, we may show you like a video or something.

00:46:24 Sprecher 1

Not that, not that Samantha and me are going to film some stuff next week, but I'm just saying.

00:46:30 Sprecher 1

We plan for this stuff.

00:46:31 Sprecher 1

We will show you when the time comes.

00:46:32 Sprecher 1

Don't worry.

00:46:34 Sprecher 1

Can we expect plastic call boxes for these wave releases for the fact stroke war bands that already don't have them?

00:46:42 Sprecher 1

You know, I mean, like we said before, and I think Samantha's very good at saying this, surprisingly, we want to do a lot of these things, but we've just got to prioritize the order in which they come.

00:46:54 Sprecher 1

and it's there's only so much can fit through our pipeline and the Bethesda approval pipeline at the same time.

00:46:59 Sprecher 1

So, hopefully, you know, you've seen that we will get there to your to your favourites.

00:47:11 Sprecher 1

Anything anyone else has seen?

00:47:12 Sprecher 1

I'm still scrolling through.

00:47:13 Sprecher 1

You're A ravenous lot for questions.

00:47:17 Sprecher 4

I can touch on the app a little, because I know there was a couple questions.

00:47:20 Sprecher 1

Yes, I was just about to say I've seen one of those.

00:47:23 Sprecher 4

So there'll be an update to introduce 2nd edition and we will be making the 1st edition content available for people.

00:47:29 Sprecher 4

And that's why people spotted the card packs are not purchasable because we don't people buying card packs for 1st edition now and then finding out in three months, you know, in two quarters time they can't play with them anymore kind of thing if they spend their money.

00:47:41 Sprecher 4

So we're changing that so you can't buy the card packs on the app anymore.

00:47:45 Sprecher 4

But there will be an update to then introduce the 2nd edition as well.

00:47:48 Sprecher 1

Cool.

00:47:50 Sprecher 2

One I saw in here is asking about card terrain in the boxes.

00:47:57 Sprecher 2

We did mention, but it might have slipped past people, but there is card terrain in both of those boxes.

00:48:02 Sprecher 2

It's all new terrain and it's designed to be very varied in order to support a lot of different environments.

00:48:07 Sprecher 2

I also asked a question about is the game going to be compatible at large sizes?

00:48:11 Sprecher 2

And the answer is yes, you can play larger games, but that's not intended to be your bread and butter encounter on the table.

00:48:19 Sprecher 2

You're going to save that for your big boss fights and your exciting finales.

00:48:24 Sprecher 2

But yes, you absolutely can play on a larger board if you want to.

00:48:27 Sprecher 1

Nice, nice, nice, nice.

00:48:32 Sprecher 1

App, yes, you mentioned that.

00:48:35 Sprecher 1

I think we've covered a lot of these.

00:48:47 Sprecher 1

Can I shed any light on how a world map would work on a solo campaign?

00:48:50 Sprecher 1

We've kind of talked about that.

00:48:53 Sprecher 1

I think we're probably getting, unless I've missed anything, I'm going to just scroll right to the end now.

00:49:01 Sprecher 1

Will Liberty Prime have new rules?

00:49:03 Sprecher 1

Look, when I say things like, I think we've gone through all the sensible questions and I scroll to the end and I see that, I prove, you're proving that I was right.

00:49:12 Sprecher 1

No, there are no bad questions.

00:49:15 Sprecher 1

There are just ones that we can't get around to right now.

00:49:19 Sprecher 1

But yeah, I think we're kind of there.

00:49:22 Sprecher 1

If there's any last minute questions, people talking about vault dwellers, like I said, you know, when we can do things and we want to do all the things.

00:49:34 Sprecher 1

Is the Into the Wasteland expansion the same as the Into the Wasteland starter?

00:49:39 Sprecher 1

They are the same thing, yes.

00:49:42 Sprecher 1

as I understand.

00:49:43 Sprecher 2

The expansion of that comes in the starter.

00:49:45 Sprecher 2

Yes.

00:49:46 Sprecher 1

It is.

00:49:48 Sprecher 1

And, you know, like I said, that's why how you know the first wave is that one, because I believe that is the name of the first wave as well, isn't it?

00:49:56 Sprecher 3

Yeah, the first wave is called in Wasteland.

00:49:58 Sprecher 3

The idea being is that, you know, you are following the story of a vault dweller emerging from a vault.

00:50:06 Sprecher 3

and then making their own mark on a procedurally generated wasteland.

00:50:10 Sprecher 3

All available for you to explore.

00:50:17 Sprecher 1

Will Tabitha be able to lead the 2nd edition?

00:50:20 Sprecher 1

Wait and see.

00:50:22 Sprecher 1

Possibly.

00:50:23 Sprecher 1

Who knows?

00:50:25 Sprecher 1

Will all previous release monsters also follow Ice Wolf Band of 27?

00:50:29 Sprecher 1

All is a tricky word, but the vast majority we're trying to aim for, yes.

00:50:35 Sprecher 2

The absolutely vast majority will, and almost certainly sooner than that, to be honest.

00:50:39 Sprecher 2

Like, we do not want you to wait.

00:50:42 Sprecher 2

We are putting them out as fast as the pipe will allow us to shove content through it.

00:50:47 Sprecher 1

Yeah.

00:50:47 Sprecher 3

Like, I will reiterate, like I do, I think, every single, the end of every single stream, basically.

00:50:53 Sprecher 3

You know, I've seen comments in chat about, can I have this model, this armor, this character, this faction?

00:50:59 Sprecher 3

Of course you can.

00:51:00 Sprecher 3

but I can only release things to retail at a certain like rhythm.

00:51:05 Sprecher 3

If I release everything at once, A, you're not going to buy it because you'll be bankrupt.

00:51:09 Sprecher 3

B, stores are going to be really confused about what to prioritize.

00:51:13 Sprecher 3

So these things are all going to come out, but in a rhythm that works for us, works for distribution, works for the game ultimately.

00:51:22 Sprecher 3

So yes, I absolutely have plans and I see all of your comments about faction or armors or, you know, stuff like that.

00:51:30 Sprecher 3

We absolutely do have plans for a lot of that stuff.

00:51:34 Sprecher 1

We do a lot of the same things when people talk about what's coming up and someone will say, and this is coming, and someone in the meeting will go, oh, at last, you know, so it's like there is that thing in the company as well, so no, it's sorry.

00:51:48 Sprecher 2

I was going to say, it's just someone has said any news on rough release date and cost.

00:51:52 Sprecher 2

As we said earlier, the Into the Wasteland starter will go on pre-order in Q2 and will be available in person, like in your hands in Q3.

00:52:01 Sprecher 2

And the Warburn starter will go on pre-order in Q3 and be dropped off for you in Q4.

00:52:09 Sprecher 2

Everything else will come.

00:52:11 Sprecher 2

as it comes.

00:52:12 Sprecher 2

In terms of price, I think Jamie was checking.

00:52:15 Sprecher 4

I was looking, yeah.

00:52:17 Sprecher 4

So the rough pricing at the moment is for Into the Wasteland, we have it as 50 pounds or \$70.

00:52:25 Sprecher 4

And for Warbands, it is 120 pounds, \$160.

00:52:28 Sprecher 4

There we go.

00:52:29 Sprecher 4

There we go.

00:52:36 Sprecher 1

A million bottle caps.

00:52:39 Sprecher 1

But yes, that's too much.

00:52:41 Sprecher 1

A million is fine.

00:52:43 Sprecher 1

But yes, I think what we'll do then, oh, can we just repeat that for Ryan, who's, you know, not paying attention?

00:52:53 Sprecher 4

I'll send it to you after Ryan.

00:52:54 Sprecher 4

It's fine.

00:52:55 Sprecher 1

Yeah, we'll message it.

00:52:55 Sprecher 4

And so, yeah, I'll message you Ryan, the pricing and everything to put in your video.

00:53:00 Sprecher 1

No worries.

00:53:01 Sprecher 1

Cool.

00:53:02 Sprecher 1

Well, in that case, what I will do then is I will

00:53:06 Sprecher 1

close the Q&A.

00:53:07 Sprecher 1

Oh, how will problems in the middle?

00:53:09 Sprecher 1

You know, it's too late.

00:53:10 Sprecher 1

We can't answer that.

00:53:11 Sprecher 1

We would have answered it screw the bell, but you know, the Q&A is over.

00:53:15 Sprecher 1

So fortunately, we don't have to get involved in geopolitics right now.

00:53:20 Sprecher 1

Fantastic.

00:53:21 Sprecher 1

So thank you everyone for coming.

00:53:25 Sprecher 1

It's really awesome to see how people are, you know, interested and excited for 2nd edition.

00:53:31 Sprecher 1

We are too.

00:53:33 Sprecher 1

And

00:53:35 Sprecher 1

Yeah, we'll keep, we'll keep, we'll keep spamming you with these streams, basically.

00:53:39 Sprecher 1

We're going to show you some minis at some point.

00:53:41 Sprecher 1

We'll show you some, we'll show you some gameplay at some point as well.

00:53:48 Sprecher 1

But you know, it will come and boy, we will cry about it because we're very, very, very excited about this.

00:53:57 Sprecher 1

Let's just go around briefly and everyone can say,

00:54:01 Sprecher 1

Just once again, who they are, what they can do, shout out anything else they want to draw people's attention to, be it Mediphis or otherwise.

00:54:07 Sprecher 1

And no, we weren't going to tell you about the new minis in the starter set.

00:54:11 Sprecher 1

I've fallen for that trick before.

00:54:13 Sprecher 1

And yeah, then we'll call it a day.

00:54:15 Sprecher 1

So let's, same order we did before, Eevee.

00:54:20 Sprecher 2

So shout out my favorite faction in my outro.

00:54:24 Sprecher 2

My favourite faction in the new edition is the NCR for 2nd edition.

00:54:29 Sprecher 2

I think their rules are super cool.

00:54:33 Sprecher 2

And I would say, join the Discord.

00:54:36 Sprecher 2

I am on there persistently in perhaps an unhealthy way.

00:54:40 Sprecher 2

You can come and talk to me there.

00:54:43 Sprecher 2

So yes, come and chat to me.

00:54:46 Sprecher 1

Yes, so it's at [Discord.gg slash Pedipheus](https://discord.gg/Pedipheus) if you want to come and join the minions.

00:54:51 Sprecher 1

But yes, it's unhealthy.

00:54:53 Sprecher 1

Somebody's seeing you on there.

00:54:56 Sprecher 1

Samantha.

00:54:59 Sprecher 3

Yeah, I am head of brand here at Modiphius and I brand manage all the Fallout stuff.

00:55:05 Sprecher 3

Unlike Evie, I'm not on the Discord as much in a healthy way, but I am around the internet at RPG Webby and I've been in chat as Follow Black Cats.

00:55:15 Sprecher 3

That's my little side project, Black Cats Gaming with a business partner.

00:55:19 Sprecher 3

We do RPGs and stuff.

00:55:22 Sprecher 3

And if you follow the channel there, Monday nights we are playing Fallout RPG, the one by this here very company, Modiphius.

00:55:31 Sprecher 3

And yeah, we're traveling through the Idaho wasteland and it's all a bit weird.

00:55:36 Sprecher 3

And the weirdest thing, to be honest, is the group of player characters I have.

00:55:40 Sprecher 3

They're just a bunch of oddballs.

00:55:43 Sprecher 1

That's always the way.

00:55:44 Sprecher 1

You can't plan for them, but they have to turn up.

00:55:48 Sprecher 1

And favorite faction that your favorite warband that you're looking forward to playing in second edition?

00:55:57 Sprecher 3

I don't know.

00:55:58 Sprecher 3

Probably just survivors.

00:55:59 Sprecher 3

I'm boring like that.

00:56:00 Sprecher 3

But then we've got the new plastic Vault Dweller Heroes.

00:56:03 Sprecher 3

So I'm like, I think that the way that they're going to be, it's going to be really cool where you can like build your character like 4 times.

00:56:11 Sprecher 1

It's going to be cool.

00:56:13 Sprecher 1

Four 44 minis to paint for the same as one or something.

00:56:19 Sprecher 1

Jamie, finally, tell us your tell us your message.

00:56:24 Sprecher 4

I'm the project manager for Fallout, except for the RPG.

00:56:28 Sprecher 4

I'm even more unhealthily on the Discord than Evie, to the point Evie's told me off before.

00:56:34 Sprecher 4

You can find me there or on the Facebook groups normally talking about Fallout.

00:56:39 Sprecher 4

I'm really looking to play supermans.

00:56:41 Sprecher 4

They're great.

00:56:41 Sprecher 1

Nice.

00:56:41 Sprecher 4

Just to smash.

00:56:42 Sprecher 4

Just take over the wasteland with them.

00:56:44 Sprecher 4

Can't wait.

00:56:46 Sprecher 1

Yeah, I think it's cool.

00:56:47 Sprecher 4

Join the Discord.

00:56:48 Sprecher 4

We're super active there.

00:56:50 Sprecher 1

Yeah, definitely.

00:56:52 Sprecher 1

And I'm Steve, thank you very much for hanging out.

00:56:54 Sprecher 1

I'm looking forward to playing Super Mutants as well because after the last game of Factions, it awoke something in me and now I want to play Super Mutants all the time, every time.

00:57:05 Sprecher 1

So yeah, I'm looking forward to getting them on the board in 2nd edition.

00:57:12 Sprecher 1

If you want to come and hang out on Friday, I will be here with the lovely Callum who will be painting.

00:57:21 Sprecher 1

It's not here.

00:57:22 Sprecher 1

It's in my kitchen drawing from when I primed it earlier.

00:57:24 Sprecher 1

We're going to be painting the busts.

00:57:25 Sprecher 1

We're going to paint a bust of an NCR courier and Callum is going to teach me how to do non-metallic metallics and I may crumble.

00:57:37 Sprecher 1

He gave me a list of paints earlier.

00:57:39 Sprecher 1

I was like, what's this for?

00:57:40 Sprecher 1

Like the whole model is like,

00:57:42 Sprecher 1

Just this bit, mate.

00:57:43 Sprecher 1

So I'm going to have a meltdown, but please come and offer support.

00:57:49 Sprecher 1

And there'll be other things.

00:57:50 Sprecher 1

Yeah, I know.

00:57:51 Sprecher 1

This is going to be like, I'm going to achieve my final form.

00:57:54 Sprecher 1

So that'd be great.

00:57:55 Sprecher 1

Otherwise, please do drop us a follow here so you can catch up when we do other streams.

00:58:01 Sprecher 1

Also, we're on YouTube.

00:58:03 Sprecher 1

That's a great place for sneak peeks at other bits and bobs.

00:58:06 Sprecher 1

And social wise, it's TikTok, it's Facebook, it's Blue Sky and it is Instagram.

00:58:15 Sprecher 1

I always forget the 4th one.

00:58:17 Sprecher 1

But no, that'll be it.

00:58:18 Sprecher 1

So thank you for hanging out.

00:58:20 Sprecher 1

Have a great Wednesday and we'll see you soon.

00:58:23 Sprecher 1

And good luck in the wasteland, everyone.

00:58:26 Sprecher 1

Have a great time.

00:58:30 Sprecher 2

Bye.

00:58:30 Sprecher 2

Bye everyone.

00:58:30 Sprecher 4

See you later.

00:58:31 Sprecher 4

Thanks.