

The Monthly Squealer

"Absolutely no babbling or there WILL be trouble"

NO SUCH THING AS TOO MUCH HOGS

The year 2022 is upon our trotters! At this point we've done SO many things related to Hogs that **our bacon supplies have gone trough the roof!** And we have no intention to stop, lads. the new year has already brought us the new speedrunning Grand Prix, which you'll find on page 2, as well as a recap of the absolutely crazy playoffs of HoWL 2021, the last event of the previous year. Also, we're already close to the start of the next big event, the second season of Grunt League. And don't get me started on Pinstripe's next mod! Although it was confirmed that it will only be released in late 2022, the bar is set to extremely high. Pin still hasn't shown us what he has in store for our most hardcore players, but he sure did promise fireworks! For some more chill content don't forget to check out Castor's podcast (page 3), the ultimate multimedia step for our community. Have fun! ~adb95, Suini Bellici



YEAR OF THE HOG

2021 has been a year to remember for HoW fans!

Content for this game has been flying off of the shelves like there's no tomorrow. We've had **three tournaments** (Rankup, Grunt League and Hogs Of War League), a website was created for the game and its community, a whole bunch of mods were invented by various community members and moderators and that's just the tip of the iceberg. We've had speedrunning tournaments, an original documentary was created, tons of fan-made art and YouTube content and, moreover, this archive of The Monthly Squealer series began this year.

So, that's the short answer to 2021 for Hogs Of War. The long answer is way more in depth, so let's discuss what's happened.

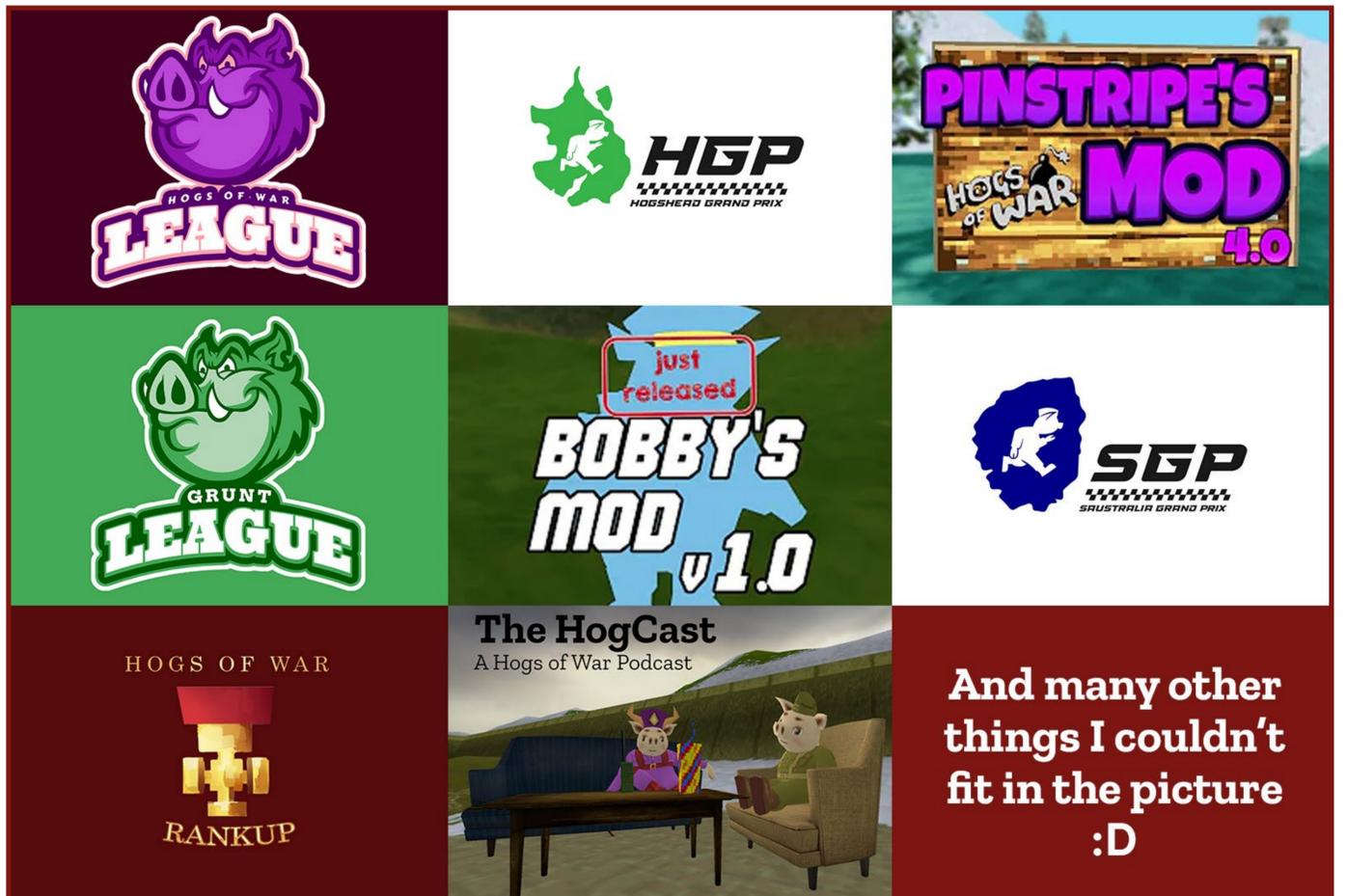
During the course of the first half of the year, two community moderators, Pinstripe and Bobby Gotelee, took it upon themselves to create a series of **modded campaigns, for Hogs Of War**, in order to liaise a new sense of life to the typical Hogs Of War campaign. Pinstripe focused on creating a series of mods for PSX versions of the game, whilst Bobby created mods for the PC version of the game. In net results, they were both very successful upon reception with the community, with members both old and new enjoying both variants.

Next up, we saw the light of a new Hogs Of War **miniatures board game** being created by our good friends over at Stone Sword Games. The team managed to fund the project within 90 minutes upon public release, with over £112,000 being raised altogether. The plan for the project is to be released in a physical format later on in 2022, so keep your eyes peeled in the board game shops near you!

Furthermore, we began our very first **speedrunning competition**. Starting off with the Hogshead Grand Prix in February, and eventually moving into the Saustralia Grand Prix in August, we saw a lot of twists, turns and unexpected events take place, with Candyman winning the Hogshead GP and adb95 winning the Saustralia GP.

Later on down the line, we had our very first **beginners tournament**, created and produced by our newest moderator, FabTheZen. With the approval and help from the rest of the community, the tournament saw many great things happen, with J.Warren being crowned victorious.

Moreover, The **Hogs Of War League** saw its second season take place, with 14 competitors hoping to get their sweet trotters on the prize. We had a variety of amazing things happen during the league, including a pistol trickshot, an unforeseen draw on Bridge



2021 was by far the year which produced the most Hogs of War events and content.

The Gap and a 150 damage Shrapnel Grenade. Ultimately the winner of the first season, Castor, took the victor's spot and remains as the undisputed champion of the Pro League!

In other news, we saw the Hogs Of War Community Discord Server reaching its first **1,000 members** and the Hogs Of War Sub-Reddit reaching 400 members.

As Hogs Of War's fan base continues to grow, we are seeing new things every day, including a **Steam group** called "Hogs In Arms" being created. We also had our very first website created by Pinstripe, which we call our home and archive for all things Hogs of War related!

There's plenty more where that came from, including fan-made artwork, new emulators to use with the game and tonnes of video content created by the Hogs Community.

I could go on all day about the various events that have happened over the past year. But instead I'll just wrap it up by saying that 2021 was an amazing year for Hogs Of War. And I'm sure 2022 will be no different. In fact even better!

Here's to another year of Hogs Of War!

Bobby, G.I. Porcs

HoWL SEASON 2 PLAYOFFS

A champion emerges after a grueling weekend of intense match-ups and unbelievable plays in the Hogs of War League playoffs.

For those that have yet to watch the playoffs, quit reading this article right now and treat yourself to a spectacle of incredible Hogs action.

The players that had been lucky enough to progress from the group stage of the tournament, began the weekend eager to bloody their bayonets. **Darrot, adb95, Castor, Irn Fox, Mascettino, AxBy94, Herpderp and Angurio** all had a shot at becoming the top hog.

Day 1 of the playoffs saw adb95 battle Darrot, where the Super TNT's once again became the game-changer on Square Off. Irn Fox then took on Mascettino and the poison played a huge part in the battle for Well, Well, Well! Castor fought AxBy94 in the third match-up of the day. Frost Fight was the setting for just one brave final pig taking on a full team of five! Angurio and Herpderp saw an intensely close battle over three

Who put this cheesy filter over the HoWL final?



matches, with Graveyard Shift being the deciding map. Maintaining concentration and stamina over the grueling match was a challenge for both players!

If you've read this far and still haven't watched the playoffs, **please be aware that there will be spoilers in the rest of this article!**

Day 2 of the playoffs would after weeks of fantastic competitive play from all, give us our champion. And with it, one of the most spectacular and devastating shrapnels of all time dealing the final blow.

Before this however, the semi-finalists had to throw down to decide the last two competitors. Three grueling wins would buy them a ticket for the final. First, we saw Darrot take on Mascettino, where **Chill Hill once again proved to be an unpredictable map** giving us a comeback from the brink! The second semi final saw Castor and Angurio give us yet more incredible Hogs action both on maps like PDrag and Ridge Back.

And then, the final. After so many immensely entertaining and high level competitive plays, hundreds of fallen pigs, and thousands of damage points dealt over the entire league. We were left with the last two brave commanders. Castor of Austria, and Mascettino of Italy.

Both players could be so proud of their performance up to this point. But there was one more fight still to rage.

Any description I could write of the final would not do it justice. At this point, if you're still reading and haven't watched it, then there's nothing more I can offer you! I will however mention the very final move to decide the game. Castor found himself down to a one v one, with an enormous health disadvantage, and literally one last roll of the dice to save himself. The shrapnel grenade. As we know, the shrapnel is not reliable

and you need so much luck to pull off big damage. What Castor produced, after enduring a full day of intense concentration, was a shrapnel that dealt what we think was 150 damage. **The most devastating shrapnel we have ever seen**, in the last move of the match, to win the Hogs of War League 2021 Championship.

Ladies and Gentlemen, **your champion: Castor.**

J.Warren, Mardy Pigs

TROTSVILLE GP

Just about a month ago the fastest community hog wranglers, aka speedrunners, were off to the races again and this time it was a race across Trotsville; the notoriously tricky mid section of the singleplayer campaign. For those that don't know **a GP is a speedrunning event** where the participants try to run a single island as fast as possible, consisting of a qualification period to submit the best possible time, then a final live event where the runners compete against each other simultaneously.

During the Qualification round, 5 players managed to qualify for the main event, namely **TheCandyman, Castor, adb95, Nezarecz, and Herpderp**, with TheCandyman accomplishing the fastest time once more, going into the finals as the favourite. Nezarecz the newcomer impressed everyone this time around, straight from the get-go trading top times with the experienced runners in the qualifications and the live races.

GP events in the past have been **a breeding ground for new ideas**, an environment with a good balance of competition and overall community hype

Remember: all Hogs events are uploaded/streamed on our Hogs of War League YouTube channel!

allowing runners to implement new creative ways to defeat the game as fast as possible; and this time around was no different. Some of the new strats found improved considerably the consistency of this tricky section of the game, but there were also some high risk high reward strategies discovered for getting any possible edge for setting the best possible overall times.

Round 1: TheCandyman vs Castor vs Herpderp. The races themselves started off closer than anyone could even imagine with both me (Candyman) and Castor seemingly mirroring each other on the live broadcast out of mission 13; I know there have been massive improvements in consistency but this is still Hogs of War. Attempt number 2 was another example of great consistency from Castor finishing within a second of his first time, and from me... well I showed off some of the uncommon AI behaviour, yep the AI collecting the 100 HP crate in mission 14, just a slight setback. It would have been a tall order for Herpderp to get through this bracket but there were some great highlights, placing a mine in the ground and lining up a TNT kill is a very hard thing to do in a pinch, but Herpderp judges this to perfection.

Round 2: adb95 vs Nezarecz. Things don't start off well for adb95 the Saualstria GP champion, the first mine placement not getting a kill puts him on the backfoot straight away. Nezarecz also has a bit of bad luck to contend with but gets out ahead. Throughout round 1 both players experience little setbacks here and there, but adb95 experiences just a few more than Nezarecz, a great start for the newcomer setting the faster time. Attempt number 2 needs to go well for adb95 to get into the final. The first level does not go well for Nezarecz; a misfire on the supershotgun puts all turns out of sequence and costs over 2 minutes; it's clear this race is now adb95 vs Nezarecz's first round time. The second run in tense for adb95, the AIs seem to be dodging some damage here and there, but when you end up with material for the Plays category and not the Fails category you know the run can make it. In the end it was really close, but adb95 progressed to the finals.

The Final: TheCandyman vs Castor vs adb95. The finals see me and adb95 trading places all the time, it's very close between us, but unfortunately for us we progressively lose ground to Castor who is in a league of his own during these races, continuing his consistency streak and even setting the best time of the live event. Attempt number 2 is much of the same story with me and adb95 falling behind and trading places with each other right up until the last mission. Castor wins both final attempts and the Grand Prix, I finish only 3 seconds ahead of adb95. In a game like this to many outsiders it might appear as though RNG was a huge factor throughout these runs, but from my perspective I don't believe this to be the case here, Castor is the champion because he made less mistakes than anyone else when it mattered most.

So that was the Trotsville GP, we've had **3 different Grand Prix and 3 different champions**. So what's next for all the runners? Since this GP new records have been set for many of the full game categories and there are lots more still to come; maybe we can even get some new names on the boards. If you have any clever tricks or ideas for speedrunning then feel free to share in speedrun channels, and if you feel brave have a go at setting a time for any of the categories, the individual level categories are the quickest to get into. Be sure to keep an eye on the speedrunning section and hopefully we'll see you in the next event.

candyman, Sow-A-Krauts

HERPDERP'S GLITCHAPEDIA - 2

Hello readers, and welcome back to the glitches and secrets area. Today I will tell you all how to **freeze the timer**. Now surprisingly this glitch is very easy to do, every class in the game can do it easily. As a point of contention one thing to note is so far this cannot be done on emulator, since the game won't recognize your controller disconnecting. Now all you need to do is select a weapon that has to be charged, then while charging the bar simply unplug your controller. The game will then say your controller has become un-

The GP final

TGP
TROTSVILLE GRAND PRIX

8:52.12

Grand Final
Casting: Crumble & Nez

candyman
UK PB: 15:00
I: - 18:53
II: -

Castor
Austria PB: 15:50
I: - 15:53
II: -

adb95
Italy PB: 16:34
I: - 17:39
II: -

plugged and will automatically pause. Once you replug your controller in and unpause the game the timer will be frozen and **you can now run around forever!** With this glitch the timer will only continue if you use a jetpack, other than that you do whatever you want until you decide to end your turn.

herpderp, Sow-A-Krauts

THE GRUNTS ARE COMING BACK!

What is up ladies and gentlepigs!

I'm here to warn you that spring 2022 will be the gruntest season of the year: **Grunt League**, the tournament created by our fellow hog FabTheZen is coming back early April for Season 2.

15 commanders will battle for a spot in glory and for the chance to battle the veterans in the new season of Hogs of War League, coming up next fall, as usual.

Here's the full list (still not 100% confirmed, but we're getting there). You might recognize some names, as well as some completely new faces in the mix:

- | | |
|---------------------------|---------------------|
| 1- RagingLoony (UK) | 2- pekkiz (Finland) |
| 3- FabTheZen (Italy) | 4- JayJay (Austria) |
| 5- OvenGlove (UK) | 6- busy_guy (UK) |
| 7- bogus (Germany) | 8- Livo (UK) |
| 9- Crypto (UK) | 10- Revan (Ukraine) |
| 11- KB (UK) | 12- Vilo512 (Spain) |
| 13- Montezuma Jr. (Italy) | 14- RavenCrown (UK) |
| 15- comm98 (Italy) | |

Who will follow J.Warren's success and become the second champion of Grunt League? Be sure to let us know which hog you're rooting for. Like always, we'll be accompanying you in this journey via the magic of YouTube broadcasting. Speaking of which, click on the sidebar here, you'll get a sweet trailer for the new season. See ya on the battlefield!

adb95, Suini Bellici



weapons for each playstyle. You want to stay as far away from the enemy as possible and hit them with powerful, long range attack? You should pick the gunner and try his heavy weapons. They are one of the hardest to master, but if you are able to you will be feared by your enemies. You want to stay hidden in the shadows, steal your enemies weapons and take them down with a slow poisonous death? Try the espionage ranks! You want to focus on staying alive and prevent the enemies from having a turn? Go for the medic rank! And if you prefer close combat and explosives you should definitely check out the sappers and learn how to best place your mines and TNTs. Not all of these weapons are the same for the respective multiplayer ranks, but you can get a feeling for the power bar, throwing and shooting distance and the general mechanics of the weapons there. **Three general tips** before you can start your mission of conquering Saustralasia in the singleplayer campaign:

-Use the environment. Use slopes, trees, mines and especially water to your advantage! Most of the weapons have a certain amount of knockback, which you can use to knock the enemies into unfavorable territory and gain extra damage on them. Also you can use trees or walls in general to get some cover from enemy attacks.

-Use your weapons wisely! Some weapons of your inventory only have limited use. So think twice before using them. For example, if an enemy grunt has 15 HP remaining, you don't have to use a grenade, you just hit him with the rifle. Don't unnecessary waste your weapons, but don't hord them all the time either, they are there to be used.

-Collect the crates. Get all the bonus weaponry and health you can get. Most of the weapon crates you can find in missions give you an immediate improvement, so be sure to collect and use them. The same goes for health crates, although it can be wise to wait to collect them until you are at low health. Just be careful that the enemy isn't snatching them away from you!

Now that you know your weapons and basic strategy, we will talk about how to **conquer Saustralia in the next episode.**

ImpastusCastor, Mardy Pigs



A HOGS OF WAR PODCAST???

We are picking up transmissions from The War Room! Clean your ears out and listen to me carefully!

Do you want to listen to the latest of what our content creators are doing these days? Are you looking to demand your carnal appetite with some flying bacon, live from the Trench Warfare itself?

Well, look no further. **Castor**, beloved content creator, speedrunner and all-round guru and great guy, has started putting together a series for your audio receptors to tune into. **The Hogcast** is a podcast series dedicated to all of the Hogs Of War fans, both big and small. Three episodes have been released currently, with the latest one dropping just a day ago.

Hogcast talks about all of the latest news on other content creators, their missions in the community, and you get to send questions for the host to ask the guests.

From the latest on the Media & Speedrunning, to Challenges and creating a world for the Hogs to play in, you won't want to miss this series.

Uploaded once every 3 weeks by Castor, and co-starring one guest per episode, this is the place to be if you want to hear the latest juicy, crackling gossip!

So, grab a bacon sandwich, and be on the lookout for **The Hogcast, coming to a trench near you!**

Bobby, G.I. Porcs

TIPS & TRICKS PT. 2 - STRATEGY

Now that we know some basics of the game and have played a couple of rounds, the next step is to **develop a strategy** and find out what weapons to use. The important thing is that most of the time there is no right choice and you have multiple options, and as long as you don't want to jump into competitive or speedrunning you don't have to worry about any optimizations. My suggestion would be again to just jump into a multiplayer match with some AI, and trying out as many weapons and classes as you can, as well as learning their strengths and weaknesses. The good thing is that the game offers

BOBBY'S FACT OF THE MONTH



THE NAME "IZZY STEWART", WHO IS DESCRIBED AS AN IN-GAME ARTIST, IS A NICKNAME FOR IAN STEWART, CO-FOUNDER OF GREMLIN INTERACTIVE.

Pin's Corner

Hey everybody and welcome back to Pin's Corner! The past few months have been awfully busy for me, as many of you will have seen there has been several transmissions broadcasted from the channel lately that were sent to me via an unknown source. On top of that, some of our spies in Arstria managed to acquire some interesting footage of the enemies space program! What does it all mean I hear you ask? Well in short - a new campaign. A new story, told on a scale I never thought would be possible!

Now due to the scale of such an undertaking, it's going to require a lot more time than my previous works. With each mod I've produced - I've always felt as though I was rushing to get the final product out to the community. **So this time I'm taking it slow**, working out each stage of

production and ultimately trying to put as much detail into the gameplay, story and lore as I possibly can. In many ways **I want v5 to feel like a DLC version of hogs**, something that can immerse the player into the story with each playthrough, and of course offering up the biggest challenge any hogs player has seen so far to date. I have a lot to do, plenty to work through, and **sadly no release date yet**, but as soon as I reach that point of knowing - the community will of course be the first to know. You can expect multiple future trailers as well, alongside brand new hogs merch to go with it. For now, why not take a look at **my new poster design**, nice eh? You can purchase it right now over on my teespring store. Cheerio for now chaps!

Pinstripe, Garlic Grunts

