



MONGOOSE PUBLISHING PRESENTS

# Signs & Portents

*WARGAMER*

26

## New Orders!

Brand New Scenarios And Rules for Starship Troopers

## Who Judges the Judges?

The SJS in Gangs Of Mega-City One

## Massacre At Blade Fjord

Mighty Armies Battle Report With A Northern Edge

NEW! Monty's Monthly Offers. What does Monty have for you? Check it out inside!

QUILLIAMS  
2005

September 2005

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# Signs & Portents Wargamer Contents

## Features

### 10 PEACE IN OUR TIME

The Interstellar Alliance Fleet has seen some fairly major tweaking in the latest *A Call to Arms* supplement, *A Sky Full of Stars*. Matthew Sprange takes a tour of the new fleet, and investigates the tactical options of the all singing, all dancing ISA.

### 14 THE ARMS BUYER'S ALMANAC, 2127: BOMBS & AMMO

Fashion in Mega-City One is a powerful force - even the punks and juves that claim to rule the streets and plazas of the City of the Future knows that they have to be seen with the 'latest thing'. If the latest craze just happens to involve upgraded fire-power, even better...

### 17 MASSACRE AT BLADE FJORD

This month's Battle Report may be familiar to those who attended the Mongoose Open Day. Can Richard (did you see what I did there?) Ford's alliance of elves and dwarves take on Matt 'New Guy' Keefe's barbarian horde? It's a Mighty Battle for Mighty Armies!

### 30 FIRE IN THE HEAVENS

An old starship appears on the scanner screens of a star base. It doesn't respond to hails, and there doesn't seem to be any life signs aboard. Almost too late, the crew realise that it can only mean one thing - FIRE SHIP! A new scenario for *A Call to Arms*.

### 32 NEW ORDERS!

In the harsh battlefields of the Starship Troopers universe, circumstances can change at a moments notice. The top brass can change their tactics at any moment, so the Mobile Infantry needs to be ever alert for *New Orders!* New rules and scenarios for the *Starship Troopers Miniatures Game*.

### 40 AN OFFER YOU CAN'T REFUSE...

Organised crime is a powerful force in Mega-City One. Once a gang becomes notorious enough, the top dog may attract the attention of the mob... but gaining their respect is difficult, to say the least! A new mini-campaign for *Gangs of Mega-City One*.

### 44 A GHOST FROM THE STARS

In the Babylon 5 universe, it is not uncommon for a ship to vanish without trace. Sometimes, however, they come back - and they're no longer friendly! One such ghost ship returns in this new scenario for *A Call to Arms*.

### 47 SCENIC MAYHEM!

The crew at Mongoose Towers were totally blown away when they saw Darell Phillips' stunning scratch built and converted scenery for the *Starship Troopers Miniatures Game*. This epic article details just some of it - wait until you see The Bug Farm!

### 62 WHO JUDGES THE JUDGES?

The Judges of Mega-City One are the fearless and incorruptible guardians of Law and Order in Mega-City One. However, if an individual is not quite as incorruptible as he should be, there is one force that can make even a hardened Street Judge know fear - the Special Judicial Squad, the Judges who judge the Judges! Rules and background for using the SJS in *Gangs of Mega-City One*.

## Regulars

**Eye on Mongoose** The latest from the halls of the Mongoose **2**

**Monty's Offers of the Month** The latest deals from the halls of the Mongoose **8**

**Write for the Mongoose** A guide for potential contributors **39**

**Design & Conquer** More mayhem with Monty & co **66**

**Product List** Monthly goodies update **67**

**Mail Order Form** Get your Mongoose goodies delivered to your door **70**

Borag thungg!

Welcome to the first online issue of Signs & Portents Wargamer, the magazine dedicated to supporting the miniature games of Mongoose Publishing! Regular readers may have noticed that the miniatures lines have been taking up an increasing amount of space within the magazine, and finally the time has arrived to spawn a new, cyber-enchanted magazine to hold all the wargaming related goodies! The roleplaying material will of course continue in our sibling release Signs & Portents Roleplayer, but this incarnation will of course deal with *Mighty Armies*, *A Call to Arms*, *Gangs of Mega-City One* and the incredibly popular *Starship Troopers Miniatures Game*, as well as looking at the *Lone Wolf* and *Paranoia* miniatures... and anything else that's set to come along in the future. There will be new rules, new scenarios, tips on painting and making scenery as well as the regulars we've inherited from the first incarnation – the Battle Reports and *Design & Conquer* (although I suspect that Monty and co are set to make an appearance in *both* magazines...)

Mongoose has always been keen to include gaming material from first time writers, and Signs & Portents Wargamer is no exception. We're always on the lookout for new ideas, so if you've got any house rules that you think would make a great article, or you've made a conversion of a miniature that you've made some new rules for, don't hesitate to drop us a line, following the guidelines found on page 39. We look forward to hearing from you!

**Matt**

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Think of one thing... Concentrate on one thing... One thing... It's over. It's over.

Babylon 5 created by J. Michael Straczynski

# EYE ON MONGOOSE

## New Releases This Month



The streets are in chaos as the feuding gangs raise the stakes in their battle for turf, credits and notoriety. New factions have entered the struggle to claim their place in the criminal underworld of Mega-City One and veteran perps are emerging from their hideouts to join the fight for the highest bidder. Only one man can hold back this tide of lawlessness... Judge Joe Dredd.

Within this supplement for Gangs of Mega-City One you will find:

- \* Three new gangs - genetically-modified apes, rogue robots and the dwellers of the Undercity!
- \* New weapons to bring to bear against rival gangs, new specialists to hire ranging from the sleazy Gutter Lawyer to the terrifying and alien Klegg, new traits to improve your punks and juves with and new scenarios to take the battle to the enemy.

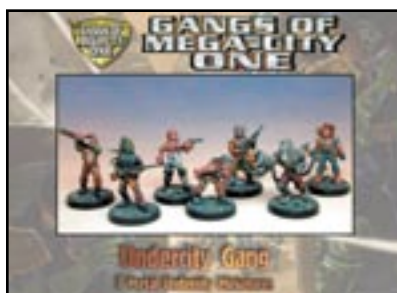
\* Advanced campaign rules that will let street gangs cultivate contacts, establish rackets and grow into powerful criminal organisations, along with campaign events to keep players on their toes!

\* Rules for Judge Dredd himself!



Judge Dredd is the most feared, most ruthless, most legendary Judge in the history of Mega-City One, if not the world. His name is synonymous with fear and respect in the criminal underworld of Mega-City One. Completely fearless, Judge Dredd has gone toe-to-toe with aliens and horrors such as Judge Death, emerging victorious every time.

The Judge Dredd pack includes one Judge Dredd character model and one apprehended perp, both exquisitely sculpted character models.



Lurking in the Undercity are all manner of unknowns - mutants, scum, werewolves, fugitives from Mega-City justice. Forming into gangs for mutual protection, they rise up into the daylight to prey on citizens and go head to head with the Street Gangs of the surrounding blocks.

This box set contains a complete Undercity Gang. Full rules for this new gang can be found in the Death on the Streets supplement.



Though having lost a lot of political ground to the Drazi and Brakiri, the Abbai are still one of the major powers within the League of Non-Aligned Worlds. Based around a matriarchal system, the Abbai are consummate diplomats and their fleets revolve around the concept of defence. They are the only major race to have developed effective shield technology and many of their vessels are regarded as impregnable from anything but a major assault.

Considered an 'advanced' race for tournament play, the Abbai really shine in campaign games where they can bring their full diplomatic weight to bear on other powers, often gaining vital victories without recourse to direct violence!

This fleet box set contains;

6 Bimith Defenders, 1 Milani Carriers, 8 Tiraca Frigates and 36 Kotha Fighters



A Call to Arms is the game of space combat in the universe of Babylon 5. Throughout the station's turbulent history, armed fleets have enacted the harsher policies of their governments. Now you can play out these confrontations on the tabletop with entire fleets drawn from the Earth Alliance, Minbari Federation, Narn Regime, Centauri Republic, or any one of the many other races that dwell in the galaxy.

From skirmishes involving single cruisers hunting down raiders to the clashing of allied fleets against the forces of ancient beings aeons old, A Call to Arms is your ticket to exciting battles that take place in the depth of space.

This giant box set contains a complete rulebook, a ship recognition guide with nearly 100 different classes of warship inside, a giant Babylon 5 space combat poster and enough counters to immediately begin using all the ships in the game several times over!

REVISED EDITION: The revised box set brings A Call to Arms up to date with all the rules changes featured in the Sky Full of Stars supplement, allowing you to play against opponents who have that book.

NOTE TO EXISTING A CALL TO ARMS OWNERS: To update to the revised set of rules, all you need is the Sky Full of Stars supplement - you do not need to buy the box set again!



The Chronos was designed to replace the aging Olympus and solve some of the problems of that corvette. The ship is designed to engage hostiles at short range and overwhelm them with firepower, a task that it performs admirably with its complement of railguns and heavy pulse cannon. The Chronos also suffers fewer logistics and support problems than the Olympus and is a far more comfortable ship to live onboard.

This box set contains four Chronos Frigates.



In an effort to gain more firepower out of the basic Delta-V hull, some Raiders groups literally weld two hulls together. As well as increasing the weapons array of the light fighter, this allows more space for pilots, permitting extended patrols in deep space while hunting for weak convoys.

The conversion takes away some of the Delta-V's dogfighting capabilities but a well equipped Raiders group will often field both types of fighter, allowing them to keep enemy craft at bay while the Double-V's make strafing runs on merchantmen.

This box set contains eight Double-V fighter bases.



Sky Full of Stars is a major supplement for the Call to Arms space combat game. Within these jam-packed pages, you will find rules updates, new rules, advanced fleet lists, many new scenarios and a revised campaign system. Everything the Call to Arms player needs to take his fleet into the next war!

#### New Rules

Including rules for Boarding Actions, Planetary Assaults, Space Stations, Famous Commanders and much more.

#### Advanced Fleet Lists

Many new ships grace these fleet lists, both variants of existing hull designs and some brand new ships (such as the dreaded Shadow Omega). In addition, the League of Non-Aligned Worlds have now been split so you can field independent fleets, and the White Star has been revised to

become born again hard!

#### New Scenarios

As well as a great many new tactical challenges, included are many scenarios based on the TV series, allowing you to fight out the conflicts that took place on the screen - will you do better?

**BOX SET OWNERS:** If you own the original A Call to Arms box set (as opposed to the new Revised Edition), all you need to fully update to the new rules set is this book - you do NOT need the Revised box set as well.



The sinister Sorcerer's Legion is an unholy force of horrors bound together by the will of a mighty spellcaster. Hordes of twisted, mutated servants that are slaves to the Sorcerer's every whim form the shambling core of the force. They are augmented by the terrifying demonic warriors and winged demons that are held in thrall by the Sorcerer's powerful magic. The lord and master of this legion of monsters is himself a potent foe on the battlefield and is determined to conquer all those who dare stand in his way!

The most powerful sorcerers and summoners are served by evil covens of witches that bring their own brand of diabolical magic to the field. Then there are those

who are arrogant, desperate or mad enough to summon a demonic avatar, a massive fiend that towers over everything else on the battlefield and which can send entire armies scattering in fear before its rampaging advance!



Deployable within minutes of an engagement, the Reliant Gun Platform is the standard defensive emplacement of the Mobile Infantry. Seen all over the galaxy, defending vital installations or deployed in the field in preparation of repelling a major Arachnid swarm, every trooper knows the Reliant is a highly-rated bug-killer! A single trooper can operate a Reliant and each can be configured with a choice of weaponry - Twin-Fifty Autocannon, Inferno Support Flamer, Javelin Missile Launcher, Bugbroom Support Laser, Rapier AA Missile Launcher or Scythe Laser Cannon.

This box set includes three Reliant Gun Platforms and crew and contains all weapon options



These two closely related species form the Arachnids main short-ranged supporting fire, moving alongside Warrior Bug swarms to smash enemies in waves of either flame or acid.

Though usually less numerous than Warriors, Blisters and Blasters can be extremely dangerous when appearing en masse.

The Blister Bug spews acid at its enemies and though it is fairly short ranged, even Marauder armour can evaporate under its attacks. Blaster Bugs breathe fire which is a little less potent than acid but extends much further and is capable of rooting out MI Troopers hiding in the thickets cover.

Each box set contains enough parts to build three Blister or three Blaster Bugs.



Dominating the battlefield with its huge frame, the plasma bug is the ultimate in artillery. Generating massive amounts of plasma with each blast, this Arachnid is capable of destroying ships in orbit, landing shuttles or entire squads of troopers on the bounce.

Heralding a group of bug species capable of matching the Mobile Infantry for raw firepower, Arachnid players will find the plasma bug an essential addition to their forces. Though difficult to hide, it has enough Hits to weather many attacks and its main weapon is truly devastating, capable of putting enemy forces on the back foot long before the main Arachnid force hits them.



The WASP flight packs seem bulky and unwieldy devices but they can grant an entire squad of cap troopers an unprecedented degree of battlefield mobility. Designed so the MI's normal weaponry can be used while in flight, the WASP pack is a relatively cheap upgrade that can far extend the jump distance of a squad.

The Wasp Troopers squad box set contains 5 troopers with Wasp packs.



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# Monty's Offers of the Month

Monty the Mongoose knows that everybody likes a special offer, so to commemorate Signs and Portents Wargames going it alone he's decided that every month you should get the opportunity to be rewarded for reading this fine publication. For September we have two great offers.

The first one is **Load Up On White Stars**. Pick up 6 White Stars for just \$45.00/£29.00 plus postage.



6 White Stars

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**TOTAL CONTENTS**

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- 72 Starfuries - Space superiority is assured with this powerful fighter swarm.
- 24 Nial fighters - The fearsome Minbari fighter that can even engage a capital ship.

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# Peace in Our Time

## THE ALL NEW INTERSTELLAR ALLIANCE FLEE IN A CALL TO ARMS

Matthew Sprange

**R**ight from the earliest playtests of *A Call to Arms* (it seems so long ago!), the ISA were always one of my favourite fleets. We had just commissioned the Victory-class advanced destroyer and it was a beautiful looking model. As for the White Stars, what's not to like?

In the original incarnation of *A Call to Arms*, we decided it would be okay, even fun, to have two 'advanced' fleets for 'expert' players in order to provide forces for players who really liked to plan their strategies down to the last Special Order. These fleets ended up being the ISA and Raiders.

Well, the Raiders will always be an 'underdog' kind of fleet, no matter what new ships we do for them (that is just the way they are!) but it was clear from the feedback we were getting from players that this was not what they wanted to see from something as iconic as the ISA. They wanted a regular fleet that could be tweaked by those knowledgeable in space combat tactics into a truly lethal force. We had already given the White Star a little going over in the Rules Supplements but with *Sky Full of Stars* we had the chance to give the entire fleet a boost.



That said, I did not want to go too far in changing the flavour of the ISA, particularly as I had had too much fun using them in a recent office campaign. Caught off-guard, an ISA fleet could be torn apart by a well-prepared enemy. However, the manoeuvrability of the White Stars made all that worthwhile and I had endless hours of fun skipping out of the range of an enemy's weapons before suddenly reversing direction and delivering a devastating attack. At the end of the campaign though, even I had to conclude that too many White Stars were being lost...

### The Victory

There was never too much wrong with the Victory, overall, and it was a very solid ship. Only three problems really surfaced when used in ISA fleets. First off, as a War level ship, it could only be used in the largest games, pushing a disproportionate burden onto the White Stars (a perfect example of how a fleet list as a whole can affect the effective 'points value' of an individual ship). Second, all War level ships in *Sky Full of Stars* had their power level bumped up slightly in relation to other ships. Finally, people had always complained that the Lightning Cannon was a bit . . . wimpy.





When designing statistics for units in a wargame, you tend to follow the conventions laid out in the core rules. Thus, there are some things you just do not consider or dismiss out of hand. For the White Star, I revisited one of my older ideas for the ship – giving them a Dodge score of 3+.

The White Star, with this one simple change, was transformed. All of a sudden you could fly a squadron of them into the teeth of enemy fire and reasonably expect not to lose every one. You could perform scything attacks on the flanks of an enemy fleet without being punished for it. Basically, they could now do the kind of heroic manoeuvres on the tabletop that we have all seen on the TV show. More than that, they suddenly became a lot of fun to use.

Well, the second problem was the easiest to solve and a jiggling of the beam and secondary weapons, as well as an increase in Damage, brought the Victory up to spec. We also did a few other things that were flavourful, such as mixing the fighter load with Starfuries and Thunderbolts to better reflect the TV show (you could always do this in the original fleet list, we just made it official).

I was in two minds about the Lightning Cannon. On the one hand, you want it to be more powerful than the Neutron Lasers but on the other, you don't want it used every game. In the TV show, it was only used under dire circumstances and we wanted to reflect this in the game. We finally made it longer ranged and more powerful (eight dice of Triple Damage!) but kept the same drawback of the Victory floating dead in space afterwards. What we should see is the weapon very rarely used except where an enemy absolutely, positively must be destroyed (think of a fleeing enemy cruiser about to jump into hyperspace, carrying vital Victory points with it). I figure it will be used in perhaps one game in five, about the right ratio to keep it 'special'.

Finally, the first problem lay not with the Victory per se but with the fleet list in general. We would have to look elsewhere for the answer to this.

### The White Star

In the original fleet list, the White Star was a slippery customer. In Sky Full of Stars, I wanted it to become born again hard, a true Raid level ship. There were some obstacles to this – after all, we could not simply give it a Damage score of 30 and Hull 6 would be just plain odd. The White Star was just not this kind of ship.

We tweaked the weaponry as well to bring it more in line with a Raid level ship and playtests bore out our changes. White Stars had always been disproportionately vulnerable to attacks from fighters and so they gained an Anti-Fighter capability, giving them a real punch against Auxiliary Craft (though this is somewhat a waste of their abilities). For my money, the new White Stars make the ISA one of the most exciting fleets to play.

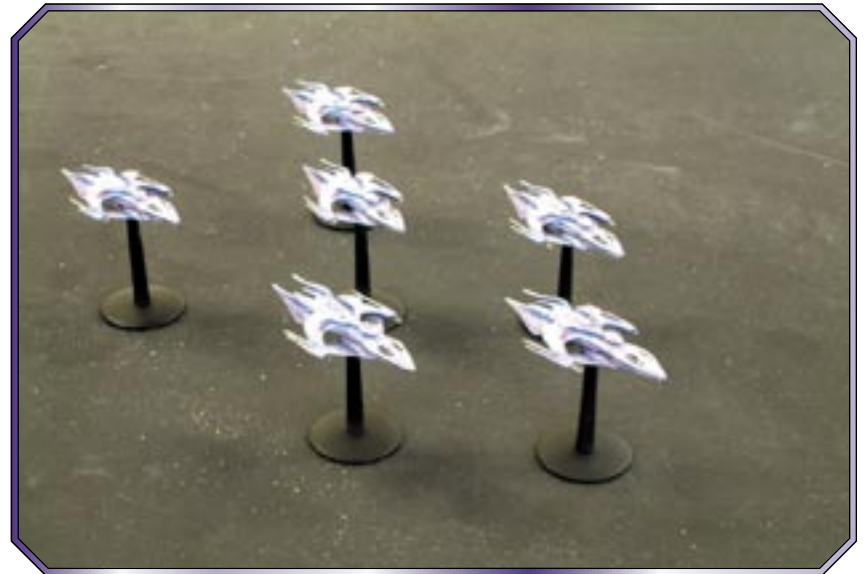
Of course, the one problem we had not yet solved was the 'gaps' in



the ISA fleet. The ISA had always been weakest in small fights. In Patrol and Skirmish level games, just one or two White Stars had to be pressed into service against fleets that had extensive choices for this type of game. In Raid and Battle level games, the White Stars found themselves matched against ships that could always outclass them in at least one area (much the same problem as Sheridan found, incidentally!). Only in the very largest fights did the ISA shine. Well, we had made sure that White Stars could survive on their own and even hit a little above their weight if need be. Just one more addition was needed to bridge the gap between White Star and Victory.

### The White Star WSC-2

Appearing first in the Babylon 5 RPG, the WSC-2 is basically an upgraded variant of the original White Star. It has a little more damage and a few more weapons to bump it beyond Raid and into Battle level territory. We have intentionally made it a little weaker than many Battle level ships but the inherent



capabilities of the White Star hull make it survivable at this level of play. What it does is give the ISA player a valid Battle level choice without resorting to spending more Fleet Allocation Points in picking up a Victory.

### Other Tweaks

The ISA has always had the special rule of using allied ships, one of the few fleets able to do so and this can be used to plug the odd gap in the list.

However, we wanted to provide some more unique rules that would give flavour to the list. We trimmed the allied list slightly (no more Centauri!) and added a special Rangers rule that increased the Crew Quality of the fleet. Do not underestimate the effect this rule can have – while the ISA's Flight Computers meant that they never need worry about Skeleton Crews, you will now find your ships can perform Special Orders with astonishing regularity. Just like a heroic group of Rangers should!





### Using the ISA

As with the original list, when you first play the ISA you will find your White Stars get smashed left, right and centre, leaving you wondering just what effect all these changes have had. What will have happened is that that you bought into the 'born again hard' nature of the list and flew straight down the enemy's throat. Do not do this!

The Victory has the ability to go toe-to-toe with pretty much anything other fleets can hurl at it but White Stars still remain fragile. That 3+ Dodge will not save you forever! Keep the White Stars on the flanks of the enemy fleet, using Stellar Debris to cut down on lines of sight and perform cutting attacks into the sides of your enemy as the opportunity presents itself. Keep out of massed lanes of firepower where two or more Raid to War level ships might be able to target the same White Star. The sheer number of attacks such vessels can throw at you will batter your Dodges down quickly and even

Adaptive Armour will not save you. Also be wary of ships with an Anti-Fighter capability as their attacks will bypass your Dodges altogether and whittle you down.

You cannot be reduced to a Skeleton Crew but White Stars are vulnerable to being crippled so do not be afraid to withdraw your White Stars out of range or behind Stellar Debris (you will find they fly through asteroid fields quite well now!) in order for their Self-Repairing to take effect. It



can make all the difference. Oh, and as a last word on tactics, keep your White Stars in squadrons of two or three. Their combined firepower will more than make up for any penalty you suffer in Initiative and you will be reasonably sure of finishing off enemies you attack rather than just damaging them.

### Spread the Word of Peace

The ISA is now a fleet that anyone reasonably familiar with the game can take against the Earth Alliance, Centauri, Narn or other fleets and have a reasonable chance of victory. The fleet also plays a great deal differently from others, which was also the intention of these changes. To get the very best out of the ISA, you still need to plan ahead and develop your tactics in both manoeuvring and concentration of firepower to a greater extent than, say, the Narn Regime but you will find the fleet rewards you well for the extra effort.



# The Arms Buyer's Almanac, 2127: Bombs & Ammo

## New Weapons and Equipment for Gangs of Mega-City One

**Matt Sharp**

**E**ven the most inexperienced juve in Mega-City One knows how vitally important it is to have the right tools for the job in the never-ending territorial wars between street gangs. The crime lords that control the vast black market know that violent punks and juves are just as likely to rush out and buy the very latest in high tech weaponry as they are to jump on the bandwagon whenever a new craze sweeps through the city. There is therefore a vast diversity of different types of weapons and equipment available to the gangs, as new technology finds its way onto the plazas and

corridors of the City Blocks... or old technology is repackaged and resold as 'the latest thing'.

### Grenade Weapons Scatterbomb

A more powerful version of the standard anti-personnel hand bomb, the scatterbomb closely resembles a World War I German stick grenade, although it is larger and heavier. In use, it is similar to the vehicle mounted cluster bomb used by the Justice Department, designed to spread devastation over as large an area as possible. A scatterbomb consists of two

sorts of explosive charges – a powerful high explosive core with a concussive fuse, and several smaller, time delayed charges. When the primary explosive detonates, the smaller charges are scattered over a wide area, detonating a few seconds later.

When used, a scatterbomb will spread D3 secondary charges into the surrounding area. Place the Explosive Marker over the initial target area and roll two dice for each secondary explosion, moving the Explosive Marker in the Stray direction indicated each time. Each secondary detonation

will take place D3” in the indicated direction. Remember that each detonation originates only from the first explosion! Scatterbombs are extremely large and heavy; a model is cannot carry a second type of grenade when equipped with scatterbombs.



### Ammunition Stump Gun Cartridges

The stump gun is regarded as a powerful weapon, but is not terribly versatile. Over the years, several



types of new shell have been developed to deal with different battlefield situations. As usual, a model can only buy enough alternative ammunition for a single battle. The Range category on the table below indicates the amount that the stump gun's range is adjusted; a standard stump gun would have a range of 8" when equipped with Flechette cartridges, for example.



**Flechette**

A sadistic variation of the standard stump gun cartridge, the flechette cartridge is filled with thousands of tiny, razor sharp needles rather than the small pellets that such a shell usually contains. Although short in range, a blast of flechette needles can effortlessly pass through most types of light armour to tear the unfortunate target into shreds.

**Slug**

Another stump gun cartridge variation designed to maximise damage, the slug shell does not contain any pellets at all and is effectively a large, heavy and flat bullet. Although a blast from such a huge calibre shell can be devastating, the stump gun's complete lack of rifling means that

the heavy slug shell is extremely short ranged and has a tendency to jam in the barrel. When a stump gun equipped with slug shells suffers a Fumble, the weapon will jam when the second dice shows a result of 1 or 2, rather than the usual 1 in 6 chance.



**Scatterbomb**

Weapon	Range	SD	Dam	Cost	Reputation Required	Special	Rep Bonus
Primary explosion	6"	1D	1D+1	900 cr.	15	Explosive, Ready	-
Secondary explosion	*	1D	1D	-	-	Explosive	-

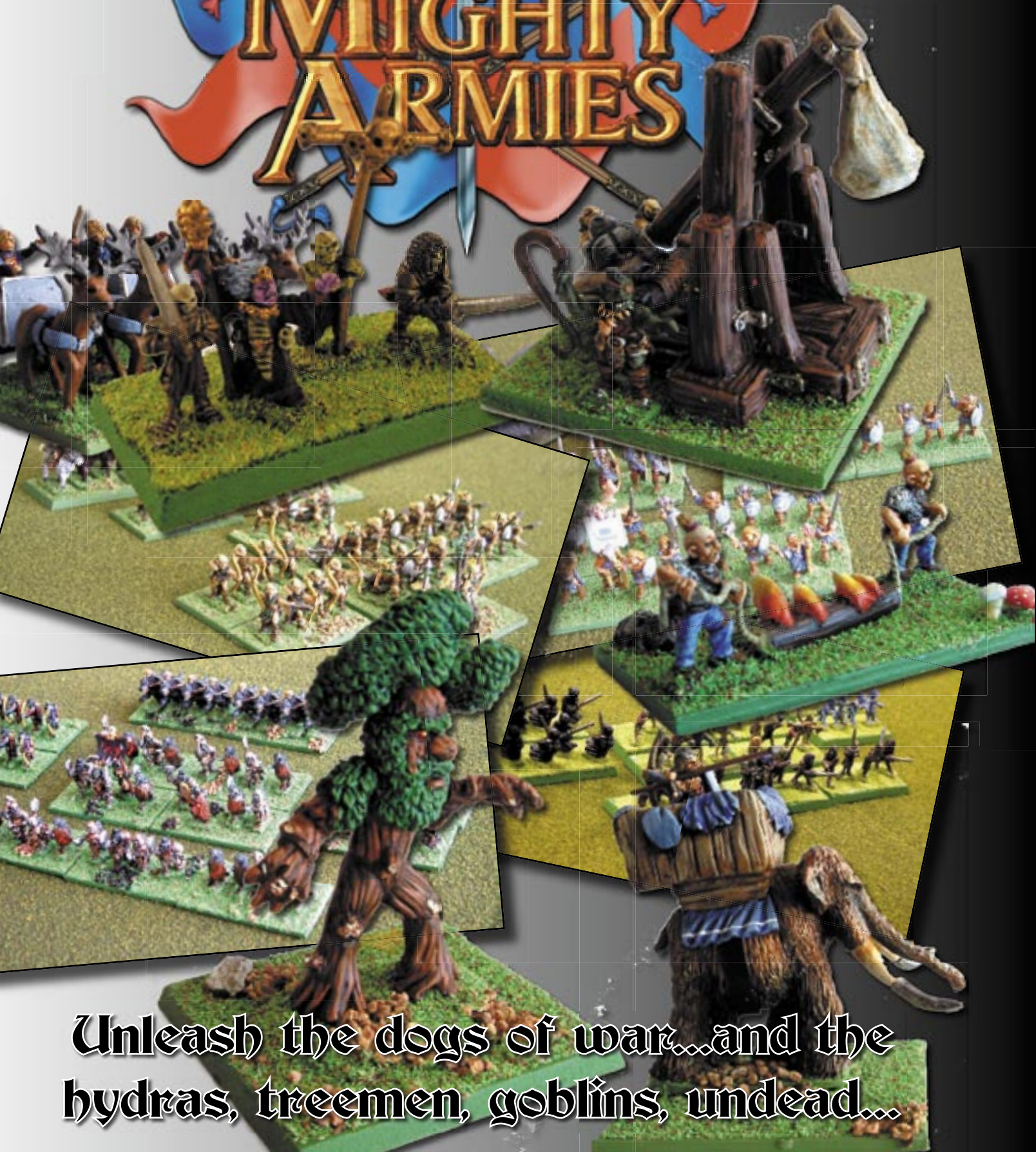
**Flechette Cartridge**

Range	SD	Dam	Cost	Reputation Required	Special	Permitted Weapons
-2"	As original weapon	1D+2	250 cr.	12	Blast, AP 1	Double-barrelled Stump Gun, Stump Gun, Sawed-off Stump Gun

**Slug Cartridge**

Range	SD	Dam	Cost	Reputation Required	Special	Permitted Weapons
-4"	As original weapon	1D+3	175 cr.	8	Blast, Power Shot	Double-barrelled Stump Gun, Stump Gun

# MIGHTY ARMIES



Unleash the dogs of war...and the  
hydras, treemen, goblins, undead...

# MASSACRE AT BLADE FJORD

## A MIGHTY ARMIES BATTLE REPORT

Matt Keefe and  
RICHARD FORD

**A**t a recent Mongoose Games Day we had a large Mighty Armies table on which generals could face each other with two armies at once. It proved so popular that we decided to break in Mighty Armies virgin and new wargames developer Matt Keefe with the very same scenario.

Matt decides to go for a bumper, 80 point barbarian force whereas his opponent, Mongoose editor Richard Ford, picks a 40 point wood elf and 40 point dwarf army. The two armies line up against one another and the carnage commences...



### The Drums of War

The sound of barbarian warchants echoed down the valley. Unnerved, the wood elf horses whinnied, anticipating the bloodshed to come. Beside them, solid and resolute was the form of the massive treeman, staring blankly at the massed hordes baying for slaughter. Further down the line the huge dwarven war engine crackled with arcane energy, beside it, the dwarven king, solid and resolute.

With a blood-curdling cry the barbarians surged forward, urging their war elephants onwards. The dwarven king glanced across at his elven counterpart. After a nod of acknowledgment they marched their armies forward, ready to face the onslaught...

### THE ARMIES

#### Matt Keefe

My first decision was that the centrepiece of my army would be two dirty great War Mammoths. Being new to the game, placing faith in such a large, imposing model seemed like a sensible thing to do. My next choice was four chariots, hoping for some mobility sufficient to run rings around Fordy's army and tackle them from behind. The Berserkers seemed like an interesting unit, so I invested in three of them before bulking out the army with sturdy Barbarian Warriors. The Shaman seemed

like a must have as did the King, though in the day's first controversial decision, I included only a single King, thinking that one, lone general better represented the fact that my army was in fact one massive Barbarian Horde, and not some snivelling alliance of the weak like Fordy's army. With my eggs loaded safely into one basket, I was ready to begin...

### RICHARD FORDY

I decided to take as many of the special units as I could. The treeman and chariot unit were taken for the elves and the engine of war for the dwarfs. I was going to take the mighty cannon but that took the points total for the dwarfs to 41 and Matt wouldn't allow me the advantage (curse him). I changed the cannon for a unit of rangers, which to be honest were probably more use, especially early on. With us playing on such a large table the canon would be all but worthless until the later rounds and with its one inch speed meant it would have been left behind the other units anyway.



**Barbarian Set Up, from Fordy's viewpoint**

### SET UP

**Matt Keefe**

Set up began with the revelation that Fordy was cheating already, coming to the table with, not 80, but 81 army points worth of units. Those familiar with Fordy's playing style assure me that he was more likely exhibiting his own particular grasp of maths than actually trying to cheat, though the jury remains out on that one. To Fordy's credit, he swiftly substituted one of the units to ensure a level playing field.

Playing on such a large table, we decided to allow 12" deployment zones. Opting for a characteristically simple Barbarian approach I simply formed a line at the edge of this area, guarding my flanks with the Mammoths while placing the Chariots out on the wing in the hope of performing some form of flanking manoeuvre. The bulk of my army, Warriors and Berserkers formed up into three groups in the middle of this line.



**Elves and Dwarfs Set Up, from Matt's viewpoint**



### RICHARD FORB

Matt set up most of his mobile units on one side of the field so I assumed fighting fire with fire would be the best option. In an error only a schoolboy could make, I bunch my treeman with my cavalry (more on that later) and forgetting how useless it is on its own I put the elven chariot next to them. Next, I bunch the elven lord with five spearmen units to form one solid block. The spearmen are pretty rot on their own and are only effective as support troops so the lord goes in the middle. Since Matt has powerful barbarian warriors the only chance my elf foot troops have is if they bunch together and back one another up. Next comes my juggernaut. Since the engine of war only has the same standard movement as normal dwarven troops (and a massive +4 support score) it's only natural that it should go front and centre of a dwarf unit. Flanked by the king, a crossbow unit and two warrior units it is an unstoppable force, if a little slow. In addition by slotting crossbow units at the front it can usually get a pot shot

in on any units charging, since slow moving dwarves tend to be charged at, before they have a chance to charge in themselves.

Since he has no scout units I can set up my scout troops straight away. A place two groups of two elf archers to his armies flank, closest to his war elephant. Although these creatures are devastating in close combat they are vulnerable to shooting. I also have three dwarf ranger units and utilise a sneaky loophole in the rules, which I have to admit I didn't think of myself. When we ran the huge Mighty Armies games at the Open Day, some players soon realised that since deployment was within 12 inches of the board edge, you could sneakily slot your scout troops in behind the advancing line (as long as they are more than 8 inches it's OK) to take them in the rear.

Happy with the disgusted look on Matt's face, we roll to see who starts...

**TURN ONE****Matt Keefe**

A disappointing five Move Points to begin the game with, ho hum. Fordy's irritating use of scouts means that, while I've enough points to at least get the army moving towards the enemy, I'm going to have to move in all directions to keep myself covered. One of my sturdy Mammoths seemed ideal for the job and so was duly steered towards the elf archers on the left flank. The rest of the army moved forwards in a rather predictable line, the chariots racing a little further ahead on the right.

The Mammoth managed to approach close enough to the archer for the crew to fire off a shot from the howdah, with the resulting roll of 1 a comprehensive miss. Oh well, a modest start at best then.

**RICHARD FORD**

Six Move Points. Not a lot to do here but move on up. Straight away I move the treeman and cavalry unit up six inches, along with the chariot unit. Then I spend 2 points a piece to move both my command units. Matt has helpfully moved his war mammoth into range of all my elven archers. The elves plug away staunchly in the face of the crazed beast and despite the mammoth's 5+ save for being monstrous, eventually bring it down. First blood to the elves.





## TURN TWO

### Matt Keefe

Dammit, the elves have killed my elephant! Cursing my luck, I follow this up with a roll of double 1 for Move points – Snake Eyes! Things are looking bad as I ponder how exactly to divvy up my paltry pair of Move Points. In the end I opt for speed as the only real option and move the chariots forwards again on the right flank.

I then sit back to watch Fordy continue the carnage, only to discover him cheating again! This being my first game and all, praise must go to company director Alex Fennell who kindly intervened with the poignant poser ‘Does the treeman really move 6 inches?’ A pattern begins to emerge...



### RICHARD FORD

Hah! I laugh at Matt’s luck as he roll’s a paltry two Move Points... and then manage a heroic three!! Quickly I try to get the slip on Matt’s steaming chariot and move my cavalry and treeman unit six inches and into base contact. It is then pointed out that the treeman only has a speed of 4 inches. D’oh! (Please note, there was no cheating here and it was a totally honest mistake... no really!). Helpfully, I move the unit back two inches so it is conveniently positioned for Matt to smash into on his next turn. I spend my other two points to move the elven archers forward and into range of the barbarian shaman. Then shooting. Luckily the elven cavalry find their shooting arm and take out one of the chariots, which should make the next round slightly less painful. The rest of my archers are momentarily blinded by the sun as it glistens off the bright fjord... and manage to hit nothing.

**TURN THREE****Matt Keefe**

The tide turns with a colossal 11 Move Points. After a moment gesticulating wildly at Fordy with one hand (well, some fingers anyway) and at my lucky dice with the other, I compose myself enough to begin the turn.

11 Move Points is more than enough to get my rapidly diminishing horde on the move. The chariots began combat proper with a charge towards the treeman and elf horsemen while the rest of the line moves up behind. In the centre, the Shaman leads three units of Warriors as they turn and march back towards my board edge to deal with the dwarf rangers irritatingly located behind my lines.

11 Move Points leaves plenty spare, even after moving the entire army, and a lightning bolt-tastic session from the shaman kills one dwarf unit – huzzah, my first Might Armies kill! Sadly, it proves a short lived trend as the treeman and elf horsemen easily see off my charging chariot, rickety old banger that it was.

**RICHARD FORB**

After easily dispatching Matt's chariot unit, the treeman and his cavalry support see yet another pair of chariots bearing down on them. They move to intercept but are out of charging range. I spend the rest of my points moving my remaining troops forward and then keep my fingers crossed for the shooting phase. Once again my eleven cavalry's aim is true as another barbarian chariot falls to their well-placed arrows. Unfortunately for the dwarven rangers, they miss their targets in the shaman's unit. Doesn't look too good for them next turn...







## TURN FOUR

**Matt Keefe**

11! Again! This just gets better! Now you see where cheating gets you, Fordy.

The warriors, led by the shaman, charge the dwarf warriors, easily wiping them out in the later combat phase. The rest of the army continues to advance. The chariots and mammoth ping off what are becoming reliably ineffectual shots and I settle down to use the rest of my Move Points to wreak some magical mischief.

The arcane shield which I cast with my last remaining Move Point proves its worth, as Fordy's plans begins to unravel with pleasing speed...



## RICHARD FORB

Just when I need it most I manage to roll a 12 for Move Points. However, my spellcasters, along with Matt's Arcane Shield let me down as I roll four successive fails at binding. With nothing else to do I move my elven archers forward into firing positions and the dwarven command group plod on another three inches. In a show of rash bravery (due to the fact I forget how rubbish elven chariots are in close combat) I charge the war mammoth with my chariot and enhance it with magic. I end up with +5 to my roll, still inferior to Matt's straight +6. Despite this, I just manage to beat him but not by enough to destroy the mammoth. Since he is fearless he doesn't retreat so the chariot is stuck facing the war mammoth with a straight +2 fighting bonus next round. Oh well, I never liked that chariot anyway. Shooting round and my eleven cavalry manage to take out the one remaining barbarian chariot. I wish the rest of my archers were this good!

**TURN FIVE****Matt Keefe**

10 Move points and my karma just keeps coming (even if Cheating Fordy managed a 12 somehow – I think those dice have been working out at the same gym as the Russian women’s Olympic swimming team).

The central lines of warriors and berserkers continues to advance, though is still rather a long way off the action. My lone remaining chariot seems unlikely to defeat the treeman and horsemen in combat so I instead use my speed to round their flank in the hope of an encircling manoeuvre.

With Fordy’s chariot stranded in combat with my Mammoth, the rest of the turn is just a short mopping up exercise. A good trample and that elf chariot is toothpicks. After a bad start, I’m starting to think I might have a chance in this clash. Another good burst of magic to burn my remaining Move Points sees yet another of those frustrating arcane shields along with the elven lord and his spearmen bound and unable to move or shoot. Bring it on, baldy!

**RICHARD FORD**

OK, 8 Move Points. I spend one to turn my treeman and cavalry 180° and another two to get my dwarves moving that bit further forward (and within shooting range). The elven lord is within shooting range of the barbarian unit that’s dead ahead and goes for a couple of lightning bolts, but between Matt’s arcane shield and his own dodgy aim he misses. Various attempts at bind are also wasted. Hopefully my shooting will be a bit better, especially considering there is a rampant gang of berserkers bearing down on my dwarves. My dwarf crossbowmen, ingeniously positioned at the front of my command unit, manages to take down one group of berserkers. The war engine also hits a berserker unit but the pesky horde manage a save. Then my elven archers, using their long ranged ability (since they didn’t move) manage to take down one more berserker unit. Nice shootin’ tex! Bring it on, hippy!





## TURN SIX

### Matt Keefe

Another 11 Move points. *Spooky.*

Still, such mobility is vital at this stage of the game and I immediately get to work shuffling the legions of little chaps forwards. Unfortunately, this near universally leaves my army in charge range of the Elves and Dwarfs, having discovered that my own paltry moves (3" for the most part) are insufficient to reach the enemy.

Still, having advanced my own army, 11 Move points leaves me with plenty of magical room to manoeuvre. An arcane shield is the first spell off the fingertips of my shaman, while successive bind attempts succeed in rooting Fordy's treeman and archers to the spot. I have a feeling this next turn will prove decisive.

### RICHARD FORD

Since Matt has helpfully put himself within charge range of my elf lord and his spearmen, I can do nothing but duly oblige. Unfortunately, due to bad positioning it is the spearmen on the left flank of the unit who are in base contact and thus must be the principle fighters. This means that from a group of

six units only four can fight this combat and I can only use my elf lord as support. Matt's pesky arcane shield scuppers my opportunity to enhance the unit and I am left with a +10 fighting bonus from what could have been a possible +17. Matt has a group of four barbarian warrior units which also gives him +10... guess what happens! Yes, my brave elves are duly hammered, losing one unit and fleeing for the hills.

Now it's the turn of the dwarves. Matt's general, who had been happily racing towards my lines with three units of berserkers alongside him, now finds himself with just one berserker unit in support. My dwarf king rushes forward to face his barbarian counterpart. Let's get ready to rumble! Again, due to bad positioning, my dwarf only has support from one unit of dwarf warriors and the engine of war. This time though I manage to enhance giving those three units a +14 in attack. Matt has a paltry +8 and I easily trounce him. Due to the fact that if his king retreats he will be wiped out anyway, Matt decides to sacrifice his king and keep his remaining berserker unit, who are fearless.

Mmm, things are hotting up!



## TURN SEVEN

### Matt Keefe

Knackers, my king is dead. It's at this point that my decision to entrust command to one true leader is called into question. A roll of 8 gives me a mere 7 Move Points after deducting the -1 penalty for the loss of my general. Fordy's dwarf and elf generals just gloat, damn their eyes.

With relatively few groups in my army to move, I can still spare the points for some magic. A few lightning bolts kill the elf archers while spending another Move Point ensures that another trusty arcane shield is in play for next turn.

Moving forwards, my Berserkers at last charge, crashing into the dwarf lines, but poor rolling and some stout, well-supported defence from the dwarfs see my berserkers killed.

Still, the remaining mammoth proves its worth as its crew shoot down more of Fordy's elf spearmen. This had all the promise of a turn where I could really have pressed home the advantage, but a rather disappointing round of combat starts to make the outcome look rather uncertain...

### RICHARD FORB

Now it's crunch time. The dwarven king and elven lord scream at their troops to charge and valiantly they rush forward to finish the barbarian insurgents... with mixed results.

The dwarven juggernaut marches forward, but is just out of charge range due to their rubbish speed of three inches. I use another move point to rally my fleeing spearmen (turning them 180°) and one more to bring the treeman and cavalry closer to the action. Now for shooting: the elf lord shoots at the oncoming barbarian warriors... and misses. The dwarf war engine

shoots at the rear of the barbarian warriors... and misses. The elf archers shoot at the maddened barbarian shaman... and miss. The dwarven crossbow unit shoots at the warriors... and misses. My approaching cavalry unit shoots at the rampaging mammoth... and misses!

Bugger!

### **Matt Keefe**

Well, Fordy's spectacularly cack-handed barrage at least buys me a reprieve. However, I am faced with a tricky situation as I must take the fight to Fordy but the loss of a single unit will cost me the battle.

I have two units in range, the first being the shaman warriors who charge the remaining elf archers who have haunted my flank all the game. The second are my warriors from the centre who charge the dwarfs.

The end looms and we begin these final bloody combats. The dwarfs are just too well supported, with a machine and several units

in the rear, and my warriors' brave assault is repelled. The warriors are slain and with less than half of my original units remaining, I am defeated. Victory belongs to the bald, the short, the fat and the pointy-eared this day...

### *Head for the Hills*

*With a triumphant yell the dwarven king held up the head of the slain barbarian chief. His warriors were finishing off the rest of the berserkers as he surveyed the carnage around him. Seeing their leader slain, the barbarian horde turned tail and fled. Elsewhere on the field the desperate elven archers breathed a sigh of relief as the wicked looking barbarian shaman ordered his men to retreat. As he left, running up the fjord he turned, spitting one last curse towards his enemies. Both the elven lord and dwarven king knew that the peace they had just fought so hard for would not last long...*





## TO THE LOSER...

### Matt Keefe

The knowledge that some doubt remains as to the legitimacy of Fordy's win, with at least two bouts of cheating observed (I hear this is well below his average for a game). Seriously, though, well done to Fordy. The elf and dwarf army made a strong start and it did at one point appear that it might prove to be a rather one sided battle.

I was pleased with the middle part of the game, where I was able to root out most of the scouts that had plagued my lines and advance my main line into a few combats. Things really turned my way during that period of the game and some well placed (and bloody lucky!) magic handed me the initiative in many respects. I had a turn in which I really felt victory was on the cards, but a poor showing threw the result into some confusion and in the end I really found myself whittled down to the point where I lacked the units to take the fight to Fordy.

Sadly, early losses forced me to play a dangerous game where my own charges actually

resulted in me losing the game. Oh well, I don't think it's a bad showing for a first game and I shall certainly not allow Fordy to go unavenged for too long...

## TO THE VICTOR, THE SPOILS

### RICHARD FORD

Marvellous. Matt should feel suitably ashamed of himself since everyone knows I am officially the worst wargamer in the country. In fact the last time I won a game was in 1997, which incidentally is about as long as it's been since Matt saw the inside of a men's hairdressers.

Admittedly things were getting a bit hairy (get it?) towards the end, especially after my inept round of shooting. However, some good ranged combat early on really set me up for a straightforward victory. Matt's clever use of magic nearly nailed me on a number of occasions and had he decided to take two generals it would probably have turned out a lot differently.

Anyway: Leeds One, Sheffield Nil. Bring on the away leg!



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# A Fire in the Heavens

A NEW SCENARIO FOR A CALL TO ARMS

Carl Walmsley

In times past, when armadas fought across the waves rather than the black void of space, a 'fire ship' was a dreaded sight for any moored vessel. Loaded with kegs of gunpowder and then set on fire, the crew would abandon ship and allow the roaring hulk to drift into harbour. There it would collide with other ships, setting them ablaze. Such infernos could destroy half a fleet without a single cannon being fired.

In the age of interstellar conflict, this tactic has not been entirely forgotten. Aging hulks set on autopilot, their reactors primed to go critical, may be steered towards an unsuspecting space-dock. The results can be just as devastating.

## Fleets

The attacker will take control of the fire ships heading towards the space dock, along with a small escort fleet. The defender will command the vulnerable space dock and the ships trying to protect it.

Both players should first agree on a Priority Level for the battle. The attacker then



chooses three *fire ships*, all of which must be equal to or below this Priority Level. He also has two Fleet Allocation Points to spend on his escort fleet.

The defender should choose three ships to be moored in the space dock; each of these

must be equal to or below the Priority Level. He also has three Fleet Allocation Points to spend on ships defending the space dock.

## Pre-Battle Preparation

The defender should set up first, placing the docked ships anywhere in the space dock deployment zone, and his other ships in the defender's deployment zone. The docked ships are undergoing repairs and will not be able to move for the duration of the battle. The attacker then places his three fire ships and his escort fleet anywhere in the Fire Ship Deployment Zone. Initiative is rolled as normal. There is no stellar debris in this battle.





## Scenario Rules

There are a number of special rules affecting the *fire ships*:

- ☞ Each fire ship must travel at their maximum Speed each turn
- ☞ Each fire ship may not change their heading once the battle begins
- ☞ Each fire ship have no crew rating and ignore all effects that target the crew
- ☞ Each fire ship cannot make any Damage Control checks or perform any Special Actions

When a fire ship collides with another ship it automatically destroys both the target ship and itself. Any ship within 4" of the centre-point of *either*

ship at the moment they explode is attacked by 10 AD. The exploded ships are removed from the table.

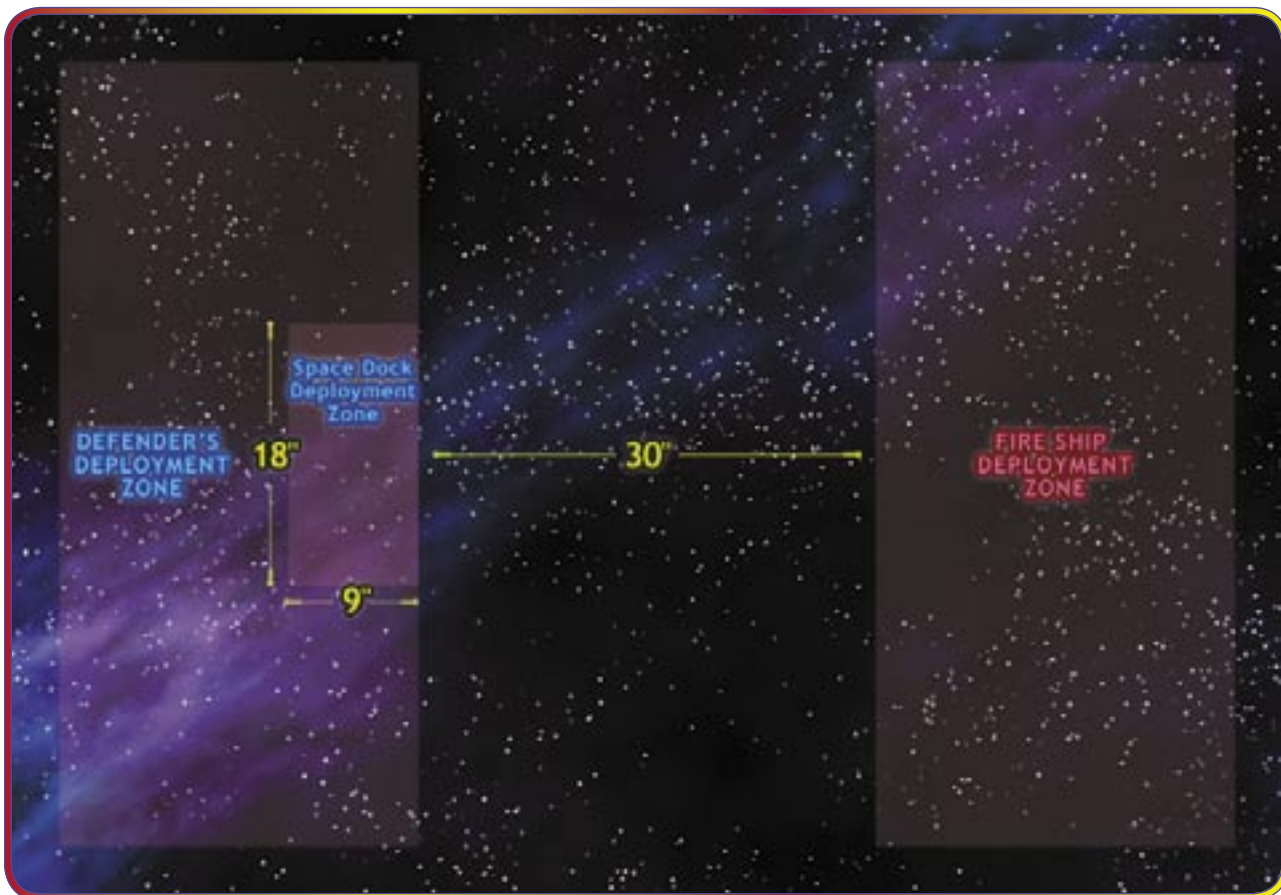
## Game Length

The battle continues until either all of the fire ships or all of the docked ships have been destroyed.

## Victory and Defeat

The attacker wins if he manages to destroy two

or more ships in the space dock before the battle ends. Otherwise, the defender wins.



# New Orders!

ALTERNATIVE MISSION OBJECTIVES FOR THE  
STARSHIP TROOPERS MINIATURES GAME

CARL WAINSWORTH

The Mobile Infantry is The Federation's most versatile tool. Whilst Fleet can devastate an entire region from space, only the MI can deliver precise strikes against enemy forces. What they do not destroy is often just as important as what they do.

This unique mobility allows the MI to adapt to changing battlefield situations better than any other force. Which is just as well, as new orders can

sometimes arrive right in the middle of a firefight...

*New Orders!* provides optional rules for use during games of *Starship Troopers*, simulating the ever-changing state of battle, and the possibility of new intelligence being received by a unit's commanding officer. Using these rules makes battles more unpredictable and strategically challenging for players, who must adapt quickly if they are to achieve their new objectives.

## Why Risk Receiving New Orders?

There is no doubt that receiving a new mission objective part way through a battle will make the MI player's job more difficult. To represent this, a player that chooses to risk receiving *New Orders!* is awarded a 10% bonus to the Force Value he has to spend on his army. If it turns out that no *New Orders!* are received, then it is a gamble that has paid off!



## Determining Whether New Orders! Are Received

The likelihood of the MI player being issued *New Orders!* depends upon a number of factors:

- ⌘ The Priority Level of the two forces in conflict
- ⌘ The tactics that the MI player is using
- ⌘ The turn in which the MI player checks to see if *New Orders!* are issued

Checking to see whether *New Orders!* have been received is done via the *Listen Up!* Roll. This is made at start of the MI player's turn on the Game Turn of his choice. He cannot, however, choose to make the *Listen Up!* Roll during turn one – these would not be new orders, they would simply be orders – or during the final turn, as there will not be enough time for either side to adapt to the new objectives.

For the *Listen Up!* Roll, the MI player rolls 2D6 then modifies the total according to the factors outlined above (and explained in detail below). If the modified result is 9 or more, then *New Orders!* have been received. To determine what these are, the MI player rolls 1D6 and consults the *New Orders!* Table.

## Modifiers to the Listen Up! Roll

### PRIORITY LEVEL

The first modifier to the *Listen Up!* Roll is determined by subtracting the Priority Level of the Arachnid army from that of the MI player. For example, if the MI player is using a Priority Level 1 force and the Arachnid player a Priority level 3, the modifier will be  $-2$  ( $1-3 = -2$ ). In this instance, the chance of the MI player receiving *New Orders!* is effectively reduced, as he is already facing a more powerful army.

### TACTICS

The second modifier depends on the tactics the MI player is using:

- ⌘ If Attacking the modifier is +1

- ⌘ If Probing the modifier is 0
- ⌘ If Defending the modifier is  $-1$

These modifiers reflect the fact that a force which is fully committed to the battlefield will find it harder to adapt to a new objective than will one which has Reserves.

### GAME TURN

The final modifier depends on the Game Turn in which the MI player decides the *Listen Up!* Roll is going to be made.

Turn Number	Modifier to Listen Up! Roll
2	+3
3	+2
4	+1
5	0
6	0
7	-1



As you can see, the earlier the MI player checks to see if he has received *New Orders!* the greater the chance that he will have. Being given a new objective early on in a game is much easier than in the last couple of turns. The MI player should beware however – it is quite a risk to leave the *Listen Up!* Roll until near the end of the game, as he will have little time to complete his new goal and achieve the appropriate victory conditions. Also, a *Listen Up!* Roll that is a ‘natural 12’ (6s on both dice) always indicates that New Orders! are received.

If the MI player receives *New Orders!* his original victory conditions will be modified or even replaced by those of his new mission as explained below.

## New Orders!

If it is determined that the MI player has received *New Orders!*, he should immediately roll a D6 and consult table below to determine what they are.

### NEW ORDERS! TABLE

D6 Result	Orders Received
1	<b>We Don't Leave our People Behind!</b>
2	<b>Clear a Landing Zone!</b>
3	<b>Seal the Tunnels!</b>
4	<b>Gather Intelligence</b>
5	<b>Rescue the Civilians</b>
6	<b>Free choice of <i>New Orders!</i></b>



## WE DON'T LEAVE OUR PEOPLE BEHIND!

A pair of troopers from another unit has managed to survive the slaughter that wiped out the rest of their platoon. Now they are desperate to link up with other members of the MI.

The MI player should place two MI troopers on the board to represent the survivors. Each is equipped with standard weapons and armour and should be placed within 2” of the far table edge (the one furthest away from the MI player’s Deployment Area). If possible, they should be placed at least 10” away from the nearest arachnid model. Otherwise, they should be placed as far away as is possible.

Once positioned, the new troopers act in every way like the other models under the

MI player’s control. They are likely to be very cut off from the rest of the MI troopers and therefore Out of Command. This may be an excellent opportunity for the MI lieutenant to use the Special Ready Action *Retrieval Point*. This will give the survivors a fighting chance at linking up with their brothers in arms.

Mission Points are awarded according to the mission already being played, with the following additions:

- ⌘ Each survivor is worth 50 Mission Points to the MI player if the model is still alive at the end of the battle
- ⌘ Each survivor is worth 50 Mission Points to the Arachnid player if the model is killed before the end of the battle



The MI troopers must now try to defend these areas and keep the bugs away from them. At the end of the battle, there must be no arachnid models within 6” of a marker for the landing zone it represents to be considered secured. This measurement is taken from the marker to the centre of any Arachnid models.

- ⌘ If both survivors are alive at the end of the battle, the MI player is awarded an additional 50 Mission Points
- ⌘ If both survivors are dead at the end of the battle, the Arachnid player is awarded an additional 50 Mission Points

therefore find it difficult to evacuate effectively, as one would expect.

As soon as the *Clear a Landing Zone!* order is received, the MI player must calculate how many zones he needs to evacuate his forces. He should then place a marker to indicate where each will be. The markers must be at least 8” apart, but may be anywhere on the battlefield. Each marker represents a homing beacon for a retrieval boat to lock on to.

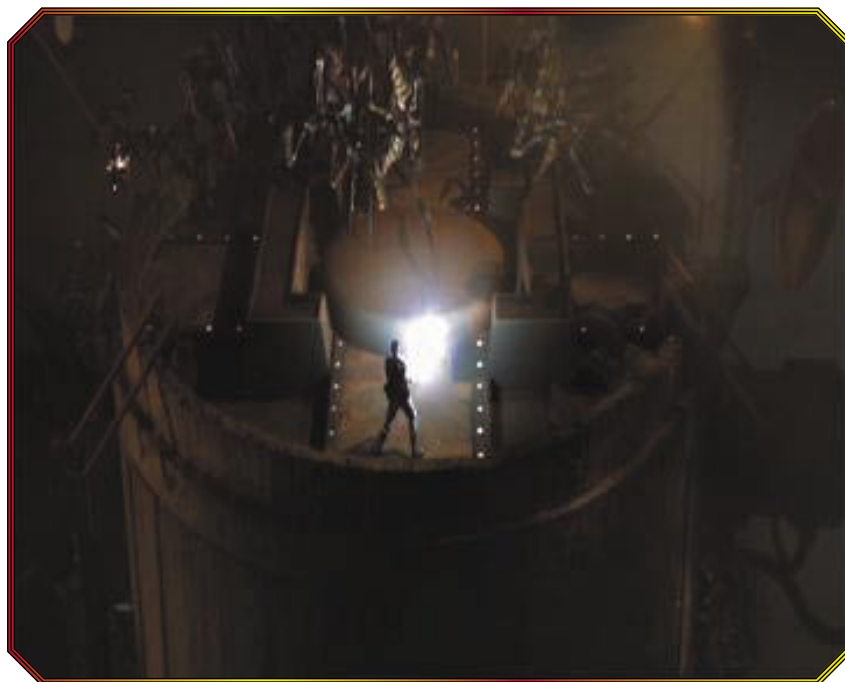
Mission Points are awarded according to the following rules:

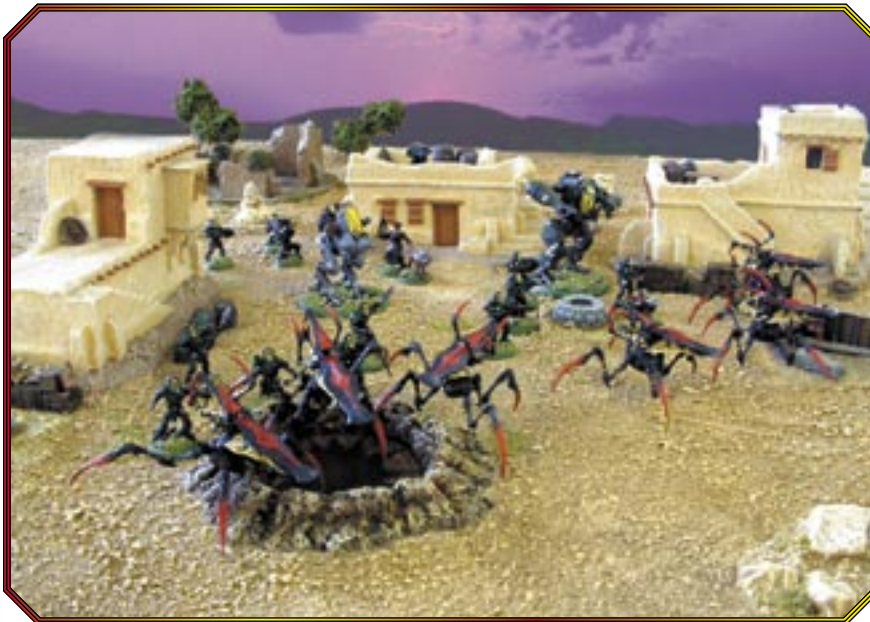
- ⌘ Each successfully secured landing zone allows the MI player to evacuate up to 500 points worth of surviving models. He gains Mission Points equal to the value of all models evacuated.
- ⌘ The MI player gains further Mission Points equal to the value of every enemy unit reduced below half strength

### CLEAR A LANDING ZONE!

The MI troopers receive word that a horde of bugs is heading their way. They will be overrun in a matter of minutes if they do not evacuate. A request for assistance has been sent to Fleet and emergency retrieval boats are en route. For these to land safely, the MI player must secure a landing area.

The number of lifeboats – and corresponding landing zones – that must be secured depends on the size of the MI force. For every 500 points (or fraction thereof) of MI models on the battlefield, one landing zone is required. A large force will





- ⌘ The Arachnid player gains Mission Points equal to the value of all MI models that are destroyed in this way, then those left unplaced are removed from the game.
- ⌘ The Arachnid player gains Mission Points equal to the value of all MI models that are not successfully evacuated. For the rest of this battle, any Tunnel Markers that are destroyed are removed from the game rather than being returned to the Arachnid player's pool.

### SEAL THE TUNNELS!

The MI player receives orders to seal as many bug tunnels as possible before the end of the battle.

The Arachnid player is given all five of the Tunnel Markers (irrespective of how many he already had), and must immediately place these within his Deployment Area. The edge of each marker must be at least 4" away from any MI models. If it is not possible to position all of the markers



Mission Points are awarded according to the mission already being played, with the following additions:

- ⌘ Each Tunnel Marker destroyed by the MI player is worth 100 Mission Points
- ⌘ Each Tunnel Marker still in play at the end of the battle is worth 50 Mission Points for the Arachnid player

### GATHER INTELLIGENCE

The top brass has decided that the bugs are up to something and they need the MI to recon the area so they can figure out what is going on. The MI forces are ordered to cover every patch of ground on the battlefield.

The MI player must try to move at least one of his models to each of the Recon Points indicated on the Gather Intelligence Map. A model needs only to pass over a Recon Point to 'capture' it and thereby receive Victory Points for it at the end of the battle; there is no need for a model to actually end its movement on the Recon Point. For models with the Jump special movement trait, jumping directly over and then away from a Recon Point is a valid way to 'capture' it.

Mission Points are awarded to the Arachnid player according to the mission already being played, with the following addition:

- ⌘ Each Recon Point that the MI player fails to 'capture' is worth a number of Mission Points equal to 5% of the Force Value of the MI army

Mission Points are awarded to the MI player for the following:

- ⌘ Each Recon Point 'captured' by an MI model is worth a number of Mission Points equal to 5% of the Force Value of the Arachnid army
- ⌘ The full value of every enemy unit wiped out is awarded in Mission Points
- ⌘ The full value of every MI unit in the starting force that survives above half

strength is awarded in Mission Points

## RESCUE THE CIVILIANS

An unfortunate group of civilians has stumbled into a war zone. The MI forces are ordered to try to save them before the Arachnids notice they are there.

The MI player should place an unused model or marker somewhere in the Arachnid player's deployment zone to represent the three civilians. The civilians are considered to have made it this far without having been seen and until they move the Arachnid models will ignore them completely.

In order for the civilians to be rescued, an MI model must



GATHER INTELLIGENCE MISSION MAP

The civilians have the following statistics:

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Human Civilians	Special	1	4 <sup>P</sup>	-	3+	-/6+	6+	Hits/3

The civilians have no armour save but they do have a dodge save. Each hit that the civilian model loses represents one of their number being killed.

The civilians do not have any weapons and may never attack. Nor do they have an Alert Status – finding themselves in the middle of a battlefield is an overwhelming experience that they do not cope with very well.

first move to within point blank range of them. Beginning on the Game Turn after this occurs, the civilians may take two actions just like any other independent model so long as they finish their actions within the point blank range of an MI model. If for any reason they are not within point blank range, they will become immobilised until such time as another model moves into point blank range.

If the MI player can move the civilians into his Deployment

Zone before the end of the battle, they have been saved.

Mission Points are awarded according to the mission already being played, with the following additions:

- ⌘ The MI player receives 50 Mission points for each of the civilians that he saves
- ⌘ The Arachnid player receives 50 Mission points for each of the civilians that is killed before the end of the battle

Note that if the civilians have neither been killed nor delivered to the MI player's Deployment zone, they do not earn Mission Points for either side.

### FREE CHOICE OF NEW ORDERS!

The MI player may choose which *New Orders!* he receives from the list above.





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# An Offer You Can't Refuse...

## A Mini-campaign for Gangs of Mega-City One

Marc Farrimond

*'Warriors come out and play! Warriors come out and play!'*

*-Anonymous, Ancient Tri-D movie*

It is a fact of life that many of the gangs that confront each other on the mean streets of

Mega-City One will eventually end up in the pocket of a much larger criminal organisation, or have their key members chosen for greater things. Some gangs get taken over completely and find that they become little more than pawns in a much larger game.

It takes a special kind of perp to take a gang to the top of the underworld ladder, carving out a reputation and causing fear wherever they go, while dodging the law and keeping under ever watching electronic eyes of the PSU. Every year the largest criminal organisations in Mega-City One will go to great lengths to identify those whom they feel may have the right potential to join their ranks, and many will set challenging tasks for those who they feel have the right stuff.

It often begins with an earmarked gang's top dog being approached by a representative of the crime lord, someone who has a reputation themselves that demands respect from underlings. The top dog will be made an offer he cannot refuse, with promises of great wealth and power, setting them up for a life of relative ease in exchange for their services.

Like many citizens in Mega-City One, most top dogs will jump at the chance to make extra credits, sometimes almost blinded by the prospect of easy

SLIK IKE KOLORADO WAS A PERP RUNNER - THE CITY'S BIGGEST. HE RODE A FLASH '99 SELFOON ROADSTER, WORE REAL VELVET KNEEPADS, AND CHEWED ONLY THE BEST QUALITY MUNCE GUM. . . THINGS WERE GOOD IN THE PERP RUNNING BUSINESS!

NOT THAT SLIK IKE ADMITTED BEING A PERP RUNNER. HE MADE SURE NOTHING COULD EVER CONNECT HIM WITH THE RACKET. SLIK IKE'S HENCHMEN TOOK ALL THE RISKS. HE JUST SAT BACK AND RAKED IN ALL THE CASH!



money, and they will agree to a meet with more representatives of the crime lord.

Of course, like a legal document you should always read the small print before you sign, or at least think things through, as accepting such offers can often lead to biting off way more than they can chew...

It starts off with a very simple premise. All the gang has to do is to meet at a secret location and then deliver a package to another location, all the while keeping off the radar of the Justice Department. The delivery of a package may sound like an easy way to earn cash; the promise of thousands of credits, weapons and black market goods it is too tempting to miss out on. Simple... but nothing is ever as it seems in the Big Meg. Unknown to the gang and its top dog, they are in for a night that they will never forget and they may just

Dice Roll	Mission	Notes
1-3	Time is pressing	The mob gang player must reach the opposite end of the map as soon as possible. All models must be move completely off the map to win this section of the scenario
3-6	Let 'em have it	The mob gang player must ensure that the entire opposing gang is removed from the table before he can continue.

regret the shortsightedness of their leader... if they live.

## Run the Gauntlet

This mini-campaign for *Gangs of Mega-City One* is played slightly differently to a usual scenario and features new ideas for game play, all detailed below. It is played best with two to six players. The mob gang has been given a mission to deliver a package, but must pass through several rival gangs' territories in order to complete their task – there is no time for the gang members to rest and recover between missions!

## Set-up

The player controlling the mob gang begins the game at the very edge of the table, deployed any way they wish. One of the mob gang's models is designated as carrying 'the package'. The gangs set up by the opposing player must be deployed up to 5" in from the opposite edge of the map. This scenario is played with the deployment zones along the narrow edge of the table as detailed below. Once the gangs have been deployed, one of the players rolls 1D and consults the table above to see which mission the mob gang will be facing.

## Victory Conditions

The players must successfully complete all his missions to win the game. If the player loses the package he has lost the game. The opposing player should make every attempt to take the package from the mob gang player and if at any section of the scenario the package should fall into the possession of a defending gang and he manages to get it off his starting table edge, the game is over and the mob gang player loses.





### Special Rules

Usually in *Gangs of Mega-City One* there is a simple set up of placing both gangs on the battle mat and the scenario conditions will dictate who goes first and any other options. This scenario however is slightly different as the game will not be over after the first battle, allowing no time for the gangers time to rest and recover. Instead, this scenario is played with a wrap-around mode, with the mob gang playing another game without rest once they reach the objective of each round.

One model in the mob gang's force has been charged with carrying 'the package'. The package is very bulky and heavy, reducing the move rate of the model carrying it by 1". The package can be dropped

and picked up by someone else – each requires a Ready action. If the model carrying the package is removed from the table, it can be picked up by any other model. If a rival gang manages to obtain the package and remove it from the playing area, the mob gang player has failed in his mission and the scenario is lost.

The mob gang are effectively challenging several gangs. Each challenge is dealt with normally and the mob gang player can choose the order that he encounters his opponents. Every gang (including the mob gang) must follow the usual 'After Each Fight' rules (see page 60 of the *Gangs of Mega-City One* rulebook), but





only at the end of the scenario. The mob gang player only follows the procedure *once*, no matter how many opponents he faces.

Each challenged opponent can call the Judges in response to a challenge, as normal. However, a combination of a hasty call and interference by the gang's mob associates conspires to ensure that any Judge Patrol that the gang encounters is not at full strength. The Judge Patrol only has Justice Points equal to 50% of the gang's Rep score. In addition, the mob gang will be concerned with evading the Judges

rather than confronting them directly. Any encounter with Judges will use the *Time is Pressing* mission (see above) rather than the *Scarper, it's the Law* scenario.

If the mob gang successfully completes the 'Run the Gauntlet' scenario and delivers his package to the Megamob, the gang's top dog will

have made vital connections in the criminal underworld and the black market. The gang will receive 10,000 credits in addition to any Credit Collection for winning the scenario, the top dog immediately gains a +D6 bonus to his Rep characteristic and as long as the top dog survives, the gang can obtain weapons and equipment at a 5% discount. Unfortunately, the organised crime connection adds to the gang's notoriety – whenever the gang faces the Judges, the gang's Rep score is counted as 10 points greater for determining how many Justice Points the Judge player has available.



# A Ghost From the Stars

## A NEW SCENARIO FOR A CALL TO ARMS

Carl Walmsley

The universe of *Babylon 5* is a mysterious place. There are vast regions of uncharted space and secrets that the younger races are not yet ready to understand. When a ship ventures out beyond the Rim, there is no telling what it might encounter.

In this scenario, a ship lost in deep space for almost a year suddenly reappears. An escort from its planet of origin is sent to retrieve it, only to find that it is not as lifeless as sensors would indicate. Without warning, the *ghost ship* fires on the ships that have come to retrieve it, forcing them to defend themselves.

This scenario presents players with an unusual situation, pitting ships from the same fleet against one another.

### FLEETS

The Player controlling the *ghost ship* should choose a single large ship – preferably of Battle or War Priority Level. This determines the Priority Level of the scenario. The Player controlling the would-be escort should choose an appropriate number of ships to match his



opponent, all of which must be at least one Priority level less than the *ghost ship*.

For example, a G'Quan-class heavy cruiser might serve as the *ghost ship*, confronting a pair of T'Loth-class assault cruisers.



### PRE-BATTLE PREPARATION

The Player controlling the *ghost ship* should set up first, anywhere in the *ghost ship* deployment zone. His opponent then sets up anywhere in the escort deployment zone. Initiative is not rolled for the first turn; the *ghost ship* is assumed to have surprised the escort and wins automatically. Each turn after that, Initiative is rolled as normal. Stellar debris is generated randomly.

### SCENARIO RULES

All sensors indicate that the *ghost ship* is deserted, and it remains a mystery who – or



what – is controlling it. This affects the scenario in a number of ways:

- ☞ The *ghost ship* has no crew rating and ignores all effects that target the crew.
- ☞ The *ghost ship* cannot perform any Special Actions.
- ☞ The *ghost ship* cannot make any Damage Control checks.

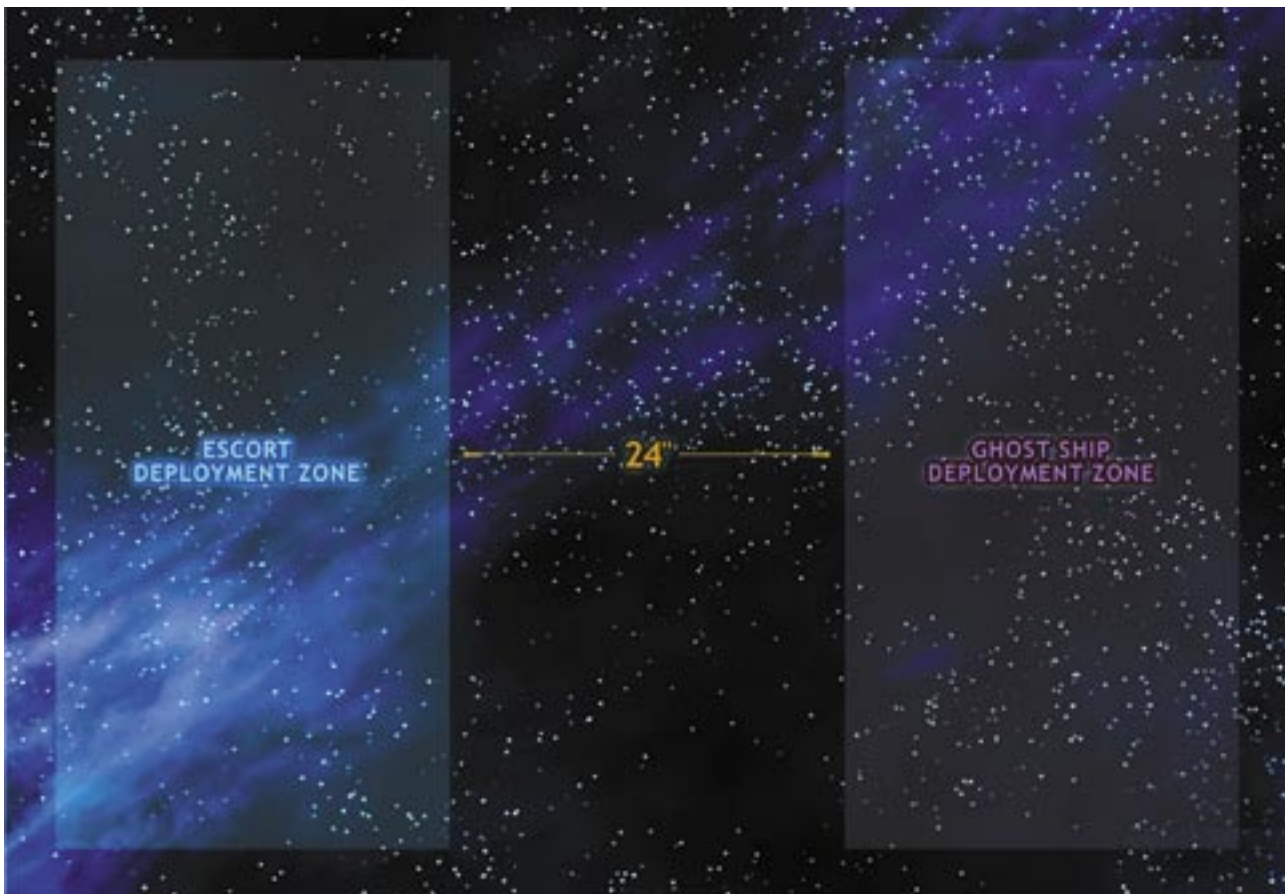
☞ The *ghost ship* has a limited form of the Special Trait Self-Repairing. At the end of each turn, the *ghost ship* repairs 1 to 6 Damage points if any have been lost.

## GAME LENGTH

10 turns, or until either side has no ships left on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

## VICTORY AND DEFEAT

This scenario uses Victory Points in order to determine who wins. Note that the *ghost ship* cannot retreat or surrender - it is a fight to the death.



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# SCENIC MAYHEM!

## SUBJECT: SIGON STUDY OF STRUCTURAL SUPPORT FOR MOBILE INFANTRY HABITATS AND ENVIRONMENTS

Translation: Ideas for supporting the Starship Troopers Miniatures Game with various terrain, structures, and other 'garnish'

Darell C. Phillips

If you have already purchased the new 'Starship Troopers, the Miniatures Game', I hope you find these ideas usable to enhance your gaming experience. If you haven't bought the game yet, I hope these ideas inspire you to finish this text, close this magazine (temporarily!) and to go out and *buy* this fascinating 'tabletop experience' called a game. Indeed, what I've put together was inspired from the release of the game itself. This game goes well beyond a movie or two. It goes beyond the book it's based upon. It goes beyond the graphic novels and the CGI series that it sunk its teeth into for a rich background. The game emerges from the strengths and detail of all these sources to form what is building into a very well supported gaming 'dynasty' in my opinion. Now, with my opening comments concluded (propaganda? Me? Never!), I'll describe my 'gaming garnish' made for Starship Troopers, a great game by Andy Chambers and Mongoose Publishing.



In a photo above, you see a fort. It was called 'Whiskey Outpost', and back in late March I bought some plastic structure kits made in Russia by Technolog, but offered from various importers like Imex in the US. I think there are many gamers out there that thought as I did, envisioned a use for these kits for the game - great and humble minds do in fact, think alike. I used three large 'Platformer' kits to make the walls and com tower, and one large 'Hexagon' kit to make the 'igloo' structures. I could

have built it with fewer parts, but I wanted to get the look of the movie fort, so I only used the rectangular pieces for the wall sections. A third layer of wall panels could be added for a taller fort, but this would also increase the final cost. The floor is raised (like in the movie), and is about 1-1/4" above the game board surface. I used pre-scribed sheet styrene for it that is made for architectural models. It is sometimes found at model and hobby stores (or model railroad suppliers). I will also mention



several things that will help someone that wishes to make one similar to mine, but due to the nature of the kits, many options are possible.

The Platformer kit walls that meet at a forty-five degree angle do not clip together, because the kit pieces are made for straight or ninety-degree connections. So they are held at the top with several bent paperclips that drop into the top 'gutter' joints. The other thing people want to know is just how the countersunk wall supports are assembled. By looking at the close-up photo of the wall section above, you can reference the parts used to make the wall to overhang the ground supports. I will also mention here that the plastic floor sheet rests well on the ledge created at the top on the support feet. I would either carefully measure the floor area to rest upon the feet, or fit cardboard scraps until the proper floor shape is

desired (and only then make the final floor piece). The com tower is made using Platformer kit pieces, with added sat dishes. I found these in an old board game (name long forgotten). Semi-spheres used for sat dishes are not hard to find, though. For instance, at the front of most stores are those coin-operated 'trinket' dispensers. Follow these simple steps- 1. Insert coin, 2. Take item, 3. Open

clear plastic two-part capsule and remove trinket, and 4. Throw trinket away and keep the spherical container (heh). Repeat as necessary to attain desired sat dishes.

Next, some will notice that the game rules refer to the purchase and use of ammo dumps. Keeping in mind that the cardstock structure included in the game can be used for this item, I wanted a dedicated 'stocked' ammo dump. I decided to use some of the leftover Hexagon pieces to make one up. I attached two square pieces for the floor, with rectangular one-inch plus high walls. I bought some 'toothpicks' at a craft store that were not sharpened at the ends, and used them for poles to hold up a canvass tarp. By the way, the 'poles' fit nicely inside the Hexagon joining clips. For a believable tarp, reach into that sack lunch you just ate and grab a napkin (only *you* will know after the model is done if



it was a used napkin...). Place the napkin on a large piece of cellophane or aluminium foil and using like a #4 brush, dab a generous amount of acrylic olive drab paint over the whole of the napkin to the point of soaking it. While the napkin is still wet, hang it over the post tops, forming it around the edges as if gravity has pulled the edges down (as in the photo). When dry (and after washing those messy green fingers up!), spray with matte sealant, and later put a wash of watered brown ink to age it a bit. Another coat of matte sealant will stiffen your new 'old tarp' so it can even be removed as an option (as you would a hat). For my dump supplies, I used the Old Crow Company's accessories ([www.oldcrowmodels.co.uk/](http://www.oldcrowmodels.co.uk/)) that offer various ammo boxes and crates in 25mm scale.

Moving onto another fairly easy to do conversion, I wanted several proxy TAC fighters,



while waiting like a slobbering bug for the coming official ones. Using Old Crow models again, I spied what is referred to as a 'skimmer' to use as a base unit for modification. Luckily, they have just released an 'armed' version of the skimmer, which has guns mounted on the outside of the wings. When we are done however, they will only be about halfway out on the 'new' wings. What is called

for here are a few strategic pieces of the Hexagon kit, but *not* glued to the skimmer. Instead, superglue a Hexagon connector shaped like a 'plus' ('+') midway up the gun tube (see photo). Then 'clip' the Hexagon piece to it, extending the wings to the new configuration. This also allows for several other usable features. First, the wing can be clipped onto the top connector position so that the wing looks folded (remember that the movie version had folding wings while on the carrier deck?). Second, a toothpick section (or similar item) can be slid underneath on the bottom of the wing connector so that a model missile (glued to the toothpick section) can be slung under the wing. I got mine from a part-plastic, part die-cast 1/48 scale F-14 Tomcat model. It so happens they are almost exactly the size of the cardstock missile template included with the game (!). I went and built



some clear flight bases for the fighters, and fashioned some missile-in-flight bases as well (using more '+' fittings). The photo below shows the usage concept. I added the triangular wingtip pieces for a 'future' look (whatever) and fashioned some tail pieces out of sheet styrene that were glued to the engines (again, doing a little salute to the movie TAC design). Something I'm also considering for a future project is to convert another skimmer (an unarmed version) into an escape capsule by leaving off the stubby wings (Get ready to abandon ship, Carmen! Zander has a date with a Brain Bug - eww!).

I want to thank Old Crow again for making a proxy dropship in 25mm scale. It is sitting on a landing pad made from the versatile Hexagon kits. I drilled out four holes in the deck for lights. These ones are actually clip-on LED earrings (yuppers, flashing ones) that are countersunk flush to the deck. I made sure to make them removable in order to change batteries. The yellow is permanently painted (I plan to keep this one the way it is). The decals are custom made. The air tank station at the bottom of the ramp is made using empty pill capsules found at a health food store. The station base is from a CPU cover from a motherboard (I

have a combo computer store / game store). When customers see my tabletop games, I refer to them as my 'no electricity required' part of the store!

Anyway, the 'Crow Lander' as Old Crow calls it, is a stock model other than the addition of a scratch-made infantry module. This project was a bit more involved because it was totally fabricated from sheet styrene. I never took staged pictures to show the building of it, but the photos basically show a box that is twice the width of the cargo pod included with the dropship. This pod can carry twelve of the Cap Trooper models, if modified into a sitting position. So far,





I have made six models that sit on the pod benches. That's enough lazy troopers for now, I suppose. The rest of my modified troopers are 'doing

their part' in various 'action' poses. I wanted to have some fun and see what was possible with the standard Cap Trooper models, while waiting for the

other Mongoose releases (a bunch of which are on the way I hear, at this writing). 'Action poses' were probably the most interesting to make. Some of them were done by swapping the legs around. This required splitting some of the legs that were cast as one set and gluing to the separate single-leg pieces. I was able to achieve the sitting pose by clipping out a triangle of plastic behind the kneecaps and then slowly bending the leg over. Gluing this into position allows for the 'lazy' troopers. Clipping off hands and re-gluing them 90 or 180 degrees around can give a subtle look like holding the Morita rifle as if reloading it. For this, I removed the



magazine and put it in the free hand while making a few pseudo empty clips dropped on the ground around his feet. Another trooper was made into a prone sniper (an official one is coming I think). These were more fun to do than I had thought originally, and I was very pleased working with the plastic material they were made of. My favourite glue to use with the plastic is a 'plastic-weld' solvent made to bond acrylic sheeting for display cases and fish tanks. The brand I use goes by 'IPS Weld-On #4', but there are many similar solvent types of cement that should work as well.

I've had quite a few comments on how I managed to get the look of a 'moonscape' or cratered terrain surface for my gaming boards. There are many ways to get various 'looks' for the surface that you may want. Some have found out for instance that most spray paints include solvents that attack Styrofoam. If used properly, this can give a nice accent to an otherwise flat surface. The look I got however was not spray paint. It was careful use of a small amount of acetone in a well-ventilated area. If used properly, it can provide a very nice cratered finish. I dipped a brush in the acetone

and 'flicked' the brush over the Styrofoam sheet above the surface. It sizzles for a minute, and then evaporates. The trick is a little goes a long way, or it will eat a bigger hole than you want. I also noticed that it did a much more detailed job on open-cell white Styrofoam than on the usually better closed-cell version. Since white Styrofoam is softer, I brush coated a layer of craft coating over it, which looks and smells like white glue and dries transparent. The brand I used was called Plaid Mod Podge (matte). The Styrofoam size I used was offered in various thicknesses, and was two feet by four feet. I used





a combination of one-inch and two-inch thicknesses and created a layered topography. Many craft stores carry a very nifty straight wire Styrofoam cutter that uses flashlight batteries and cuts angles into sheet edges nicely. I used the same cutter to make custom bug entrances that can be used for LZ craters as well. Black paper on the hole bottom and it's a 'bug hole', but change that into a 'radio-active' paper and it's an LZ marker. I found the paper at a craft store that caters to the paper cut-out hobby, and picked out a nicely 'crinkled' red-orange design that reminds me of a flowing lava field. I even taped the paper to the bottom like a

double hinge and was able to quickly convert the crater for either game use. I hope the photo of it gives enough of a clue of what I did. Krylon makes several spray paints that I like to use for my terrain boards. One is called 'Fusion' (for plastics) and another is called 'H2O' (pronounced 'H-two-ohh'). The name should be enough of a hint that it is a water-based latex spray paint and works very well on my Styrofoam terrain boards. One trick I use (for a sandstone/desert look) is to base-coat an area with a dark brown colour and overspray a beige colour top-coat while the base coat *is still wet*. The colours blend together as they dry and give

it a mottled, varied colour scheme (a bit like an air brush, but done easier). Make sure when applying the top beige coat to use it sparingly or it will overcoat and block the coating under it, without letting it help the overall appearance. On some photos you might spot some two-inch craters. These were from my personal Ogre Miniatures collection (cruise missile craters), but were actually made by me for Steve Jackson Games along with other structures way back in 1992 and 1993. Although these were plastic resin, they would be very easy to make using oven-hardening clay or a like material.



Structures are useable for either background obstacles, or can be the entire focus within a game session (as in defence missions). A richly varied list of raw materials can be used as source matter to build structures for use within games of Starship Troopers. A visit to your local building supply or home improvement store will provide you with a great deal of affordable and durable shapes that can be modified into interesting buildings. For example, a two-inch PVC end cap stacked upon a two-inch PVC coupling makes a convincing storage silo when painted and weathered up a bit. In a photo you will find three of these silos attached

to a structure with some piping. The larger connecting structure is actually made using a four-inch black ABS drainpipe end cap fitted upon an empty 50-disk CD-R 'cake box' (remember that I had a computer store that I could raid?). All that was done besides painting it was to add a scratch-made door at the height of the end cap, reached by a walkway made from Platformer kit pieces. With a little forethought and imagination SICON 'Research Station Zebra' became operational, as part of a larger supply base I named 'Sandbox One'. Other structures are made using PVC house gutter couplings used to serve as vehicle

bays. A downspout coupling can be made to hold a gun emplacement with a few added pieces of Hexagon material. This would be nice to have if a raiding force of Hoppers decided to 'drop in' for a visit. For one outpost bunker, I used a worn-out smoke detector that I bought at a garage sale for 25 cents (US). All that was added to it was a door and a combination antenna/flag post. The vent holes were perfect for use as windows. With some added plastic sheeting made into steps as well as a corridor, the included cardstock fort pieces can be enhanced for use within an open base area or used as a defence perimeter. Just building

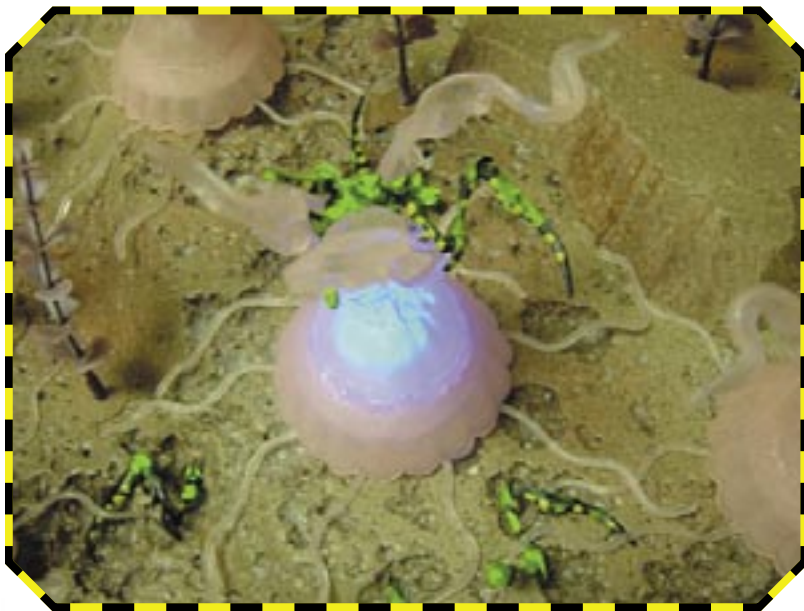




miscellaneous ‘gadgets’ for general appearances also have a game use in that they become either cover or act as a movement inhibitor (for either side). They don’t have to have a purpose. Remember, this is science fiction, people. You aren’t required to explain every structure and what it does (although it’s fun to think about!) If anyone asks you to explain what a structure does that you didn’t assign a purpose to, just tell them that they aren’t cleared by SICON for that level of information. Besides, they’re a Trooper. ‘On a need-to-know basis...’ You know the rest. Oh, and if you don’t know the rest, you aren’t cleared for that information...

The designers have made a richly detailed game with a nicely varied amount of options for play, but one cannot help but let one’s imagination run a bit playing with this stuff. There is a desire to put one’s own ‘stamp’ of uniqueness within these worlds, or even to make a world that you can call your own. Sort of what the separatists did in the movie, but with hopefully better results (eww!). So let me welcome you to my planets ‘S’ and ‘B’. They are in the vicinity of Planet ‘P’, and the group is referred to as Sector ‘PSB’ (is there humour in there somewhere?) Hmm, maybe ‘BS’ is a better name. Anyway, they are fairly straightforward

planets. Planet ‘S’ is a human colony with a terrestrial climate, and planet ‘B’ is an Arachnid stronghold, similar to planet ‘P’ and Klendathu itself. Thus, structures on these planets would reflect the influence of the current owner (human towns and fortifications on one and lots of Bug Condos on the other). Even before watching the Roughnecks series (which I am working *hard* to ‘research’ even now-with popcorn), I thought that the various bug types were too plentiful to be an accident. I have now confirmed that indeed, DNA alteration and custom-designed special-purpose bugs are actually the norm. It occurred to me that



the ground where the Hoppers are more of a VSTOL (Harrier) asset. Large, armour-piercing claws and 'sticky feet' like that of a Gecko are its specialty. One can be seen with wings spread on the desert battle board photo. The other 'house rule' I came up with comes more under the definition of 'hazardous terrain'. For those that feel up to the challenge, here is a twist on Andy Chambers' flinching rules! Think of these as 'mousetraps'

a squad leader might have the bad luck to be captured on a mission on planet 'B'. What if this trooper (Lt. Hanks) was an obsessed fan of dragon fantasy novels like *Dragon Riders of Pern* and got himself well, uh 'interrogated'? Poor dragon-lover Hanks lost his brain (and thoughts) to a Brain Bug and his rather focused hobby began to have an effect on the Brain Bug. It then occurred to the 'Geek Bug' that even though it knew a dragon



was a fictional human idea, it could make it a genetic reality and fill a need for the Arachnid Empire. So on this one planet, a program began to breed a small number of 'Dragon Bug' interceptors (or as a few humans call them, 'Can Openers'!) and begins field-testing on the humans raiding its world. The purpose would be to have a high-flying fast bug below the orbital Plasma fire but above

for units that are flinching into them. Both sides know they are on the table, and both don't necessarily want to destroy them (after all, the other side might run into them). I had been thinking, 'Now what if there was a minefield or even a 'mousetrap' that flinching units might fall back into or even be steered into by enemy action'. These are the size of the large six-inch diameter templates.

# HAZARDOUS TERRAIN

## The Klendathu Bug Trap or 'KBT' (araneae muscipula)

The 'KBT', as Sicon has labeled it, is a Venus Fly Trap on an Arachnid-Empire scale. Although believed to be indigenous to Klendathu, it has been observed on many of the planets the Arachnids have colonised. Whether the spoor of this plant 'hitch a ride' with the bugs as they spread out to other worlds is not confirmed. Some analysts with stretched imaginations have theorised that the Brain Bugs could have found that the nutrition recycled into the soil from wherever these are growing may be worth more than the casualties suffered, thus actually *helping* boost the food supply made up from fast-growing plants and fungus. It is thought that the worker bugs may actually plant these deliberately within the food groves, but this is just a theory.



Whatever method spreads these large, carnivorous plants, it is recognised that they are deadly to both Arachnid and Human alike. The ground feelers on an adult plant reach out to encompass a circular area of about forty feet across (a radius of about six troopers tall), which defines dangerous ground. The ground feelers can inflict a paralyzing sting, which temporarily incapacitates the intruder. Next, the three main-trunk tentacles entwine the prey and begin a bone-breaking/exoskeleton-snapping experience. At the base intersection of these main tentacles is a 'beak', not unlike that of an Earth-based Octopus or Giant Squid. The MI nickname of this unique plant is called the 'Crab-Cracker' by troopers, and is avoided like the plague (usually not destroyed in hopes of bugs getting caught in them). Avoidance is what is actually recommended for this plant, which if left alone can cause no harm. Stay out of its way, and it will stay out of yours.

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits (No Flinch)
Klendathu Bug Trap or 'KBT'	Neutral**	3***	0****	2D6+1	4+	4+	6+	Opponent (size 3 or less) is paralyzed for one turn (after the flinch movement) and cannot fire, react or flinch. Two attacks by KBT in sequence must miss for opponent to disengage/escape grasp.

\* Unofficially 'Crab-Cracker'

\*\* Hostile to both sides

\*\*\* Any unit size 4 and larger cannot be hurt and can disengage at-will

\*\*\*\* Note: This unit never flinches (it is anchored by its roots)

Avoided in the field by MI and Bugs alike (when given the choice), this threat becomes deadly when a flinching unit (MI or Bug) moves into the 3' radius (and grasp) of a 'Crab-Cracker'. A 'wrestling' mode ensues, ended by the death or by the escape of the victim.



Another project I undertook was to have a simple gaming board that was easy to build and quick to transport to a 'game day'. I decided to use something that was more durable bouncing around in

my vehicle than Styrofoam was. Upholstery foam seemed the solution. It rolls up like a sleeping bag, and is easily transported. Painting is easy, as I used Krylon Fusion (which is flexible on the foam). For colour choice, I used Satin Khaki for one side (planet B), and Hunter Green on the other side (for planet S). Spraying with varying densities over the off-white foam colour gives different tints to the surface, thus saving on paint. Remember, I wanted this simple (and I can always do more detail later). Using a more expensive hot-wire tool that has a formable wire, I made a scoop tool that carved out small sections of foam.

These terrain features allow for cover, as well as to slightly impede movement. I kept the separated pieces (the donut holes) and used them as hills and mounds. With the addition of some trees for added cover, the 'board' was finished. I made up two nylon belts with plastic clips to hold the roll together for transport. These can also be used to help hold down the ends of the map if needed due to roll 'memory'. Since the size of the map is 30" by 72", it fits exactly on a folding-leg office table that the straps can be wrapped around. Two of these maps will make a gaming area five feet by six feet. To save money since foam can be a bit



costly, I located an affordable version sold at sporting goods stores that is used to put under a sleeping bag for camping outdoors. I suppose if you took your sleeping bag as well for a weekend of gaming you could sleep on the game board (nah...)

As stated earlier, for my permanent modular battle boards, I chose white Styrofoam (because it textured better) in a two-foot by four-foot size. So far, I have built four boards that match at the edges (in thickness, as well as matching topography layers). One end of the map is meant to have either the 'Whiskey Outpost' or the 'Sandbox

One' open support base. In other words, a human 'fort' established on a Bug world. At the other end, I wanted a large 'Bug Central'.

Then it hit me, what about making a map that wasn't flat on a table, but instead create a *vertical* map that the standard ground-level rules could be used in.



When I was a kid (quite awhile ago), I had what was called an 'Ant Farm'. It was a flat clear plastic framed working ant colony. Anyway, that was my inspiration to build a vertical game board for Starship Troopers. It can be used as a





stand-alone mission map, or hung over the end of one side of my 4'x8' horizontal board (which is in 2'x4' pieces). This way, part of a mission

might be to cross a distance on the table, and then take a little hike downward with a flashlight (and a Morita!) I plan to use this as one of my

convention play options. It might even be used flat on a table as a 'horizontal bug city'. This map is designed to be the other 'bookend' for my gaming table, hanging over the table end and flush at the top to the rest of the board. It is four inches thick, and required a considerable amount of work to scoop out the tunnels with a formable hot wire tool. I used two sheets of 2'x4' 'pink' closed-cell Styrofoam, 2" thick. I painted it with Krylon 'H2O' water-based latex, and made a large decal on my laser printer to finish it off. So, from the MI side you only see two 6 inch entrance holes at the top. When you walk around the table, you see the other two





was something that begged to be built, but time will tell if it has any depth (pun intended). Scaled to an MI trooper, it is something like fourteen storeys deep, so Lizard Lines will come in handy. The map is meant to be used for Sicon search-and-destroy missions, cleaning out egg caches and mostly creeping out the players playing the MI ('Me? Go down there? Are you insane?'). No one ever said I didn't have a sense of humour...

feet of a 4'x10' game board, but the last 2' is vertical like an upside-down 'L'. House rules might allow for hidden movement, where a laminated sheet-sized photo of the map would keep track of the defender deployments. Then upon achieving line-of-sight, bugs are placed where 'X's' are mapped. Play testing would have to be done to see what variables were workable, but standard rules should work for a map of this design. This map



I hope you found some of these ideas useful and are enjoying the game, or are perhaps a little more curious about jumping in if you haven't tried it yet. Just remember what the dropship pilot said to the replacement trooper when asked where the Bugs were: 'They are everywhere son, *except* the damn windshield!'

Live forever, Apes!



# Who Judges the Judges?

## The Special Judicial Squad in Gangs of Mega-City One

Matt Sharp

The Judges of Mega-City One hold a great responsibility to uphold the Law. They are expected to devote their entire lives to justice – they have little or no personal lives, no time for pursuits other than maintaining order in the chaotic blocks of the sprawling megatropolis of 2127. Judges are supposed to be the epitome of selflessness in order to act as judge and jury of the four hundred million citizens they are sworn to protect. During their fifteen years of training, each Judge is taught everything there is to know about tracking down and capturing lawbreakers. They are the ultimate policemen, charged with the task of hunting down crime in all its forms and empowered to dispense instant justice.

However, even a Judge is still only human. Despite the legendary iron self control that is indoctrinated into them during their long, hard years of training, a small minority of Judges succumb to temptation and turn to crime. A corrupt Judge is in an extremely powerful position. Their remarkable training means that they are supremely capable of disguising their illicit activities



from their comrades. The very society of Mega-City One itself works to their advantage. Citizens are taught from a very early age to obey a Judge almost without thinking about it and a corrupt individual can easily exploit vulnerable, law abiding citizens in this way. After all, even the most obedient citizen expects the Judges to be harsh...

Fortunately, a bent Judge is not above the Law. The Justice Department has an entire section dedicated to identifying and tracking down renegade Judges. These elite Judges are given special authority to interrogate *anyone* in their quest for corruption – not even the Chief Judge is beyond their influence. The members



of the Special Judicial Squad are rarely seen by ordinary citizens, but their reputation is well known everywhere in the City. After all, even the Judges are afraid of a visit by the SJS.

Unlike most other Departments, the SJS does not solely consist of one type of Judge. Other specialists can be found within their ranks – Med, Tech and even Psi Judges are often on permanent attachment to the SJS; their abilities utilised to root out corruption on all levels. Both the Public Surveillance Unit and the Accounts Division work extremely closely with the SJS, as they are often the first to spot the signs of a bent Judge. But it is the field operatives that are the most recognised – and the most feared.

These sinister Judges wear a special ornate uniform



designed to induce fear in their opponents. Even though every Justice Department uniform has a black bodysuit, the SJS uniform somehow seems even blacker. Like an image of death, silver skulls decorate the SJS uniform, and the standard padding is replaced by an ornate Eagle of Justice shoulderpad that covers most of the chest. The helmet also bears a silver skull motif, replacing the standard five barred shield respirator of the standard uniform. All SJS judges are specially trained to be as menacing and as intimidating as possible – even more so than the regular street Judges.

Unlike most Divisions, the SJS does not have a single main base of operations, although it maintains a headquarters within the Grand Hall of Justice and has its own

Sector House known as SJS HQ; a grim, grey slab of a building with no outside sign to advertise its grim, grey purpose. It is in this forbidding building that the SJS performs its most important task – the interrogation of suspects. Naturally, a Judge, even a corrupt one, has had extensive training and practice in resisting all forms of interrogation techniques, but the SJS Judges are masters of their ‘art’. They know, sooner or later, that even the hardest individual will eventually succumb to their methods. They have plenty of practice – not only do they interrogate Judges that are suspected of crimes, they also perform the notorious and dreaded ‘Random Physical Abuse’ tests. This consists of apprehending a Street Judge, chosen at random, and subjecting him to a complete interrogation session. This technique does occasionally root out a corrupt Judge, but the vast majority



have nothing to hide and are eventually released back to duty... after several hours of torture. This technique tends to lead to a degree of hostility existing between the Street Judges and the SJS.

The head of the SJS is an important figure in the Justice Department. It is considered one of the highest positions there is, and almost inevitably the current incumbent is a member of the Council of Five. In fact, no less than two former Chief Judges rose from the ranks of the SJS – although, admittedly, both are regarded as the most insane and despotic individuals to hold the post. The first, Judge Cal, rose to power in 2101 and ruled for 100 days. Unfortunately, he had acquired ultimate power by corrupt methods and his control of the SJS meant that there was no check on his authority. He was a dangerously insane dictator, who controlled the street Judges through hypnosis in order to bring his warped version of the Law to the



Mega-City. Fortunately, he was killed by Judge Dredd before his insane plan to destroy the City could be brought to fruition. The other, Judge McGruder, was an efficient and practical Judge who was given power after the Apocalypse War of 2104 – she was the only member of the Council of Five to survive the conflict. She resigned and took the Long Walk into the Cursed Earth after an error of judgement led to the death of hundreds of Judges and citizens, but was to return years later to resume her position

after the terrible Necropolis crisis. Her time in the Cursed Earth had not been kind to her – she was now clearly paranoid and almost as dangerously insane as Cal had been, but as she refused to reinstate the Council of Five there was no way to remove her from power. She eventually realised that her judgment was faulty and once again resigned from the position. Other heads of the SJS have tended to be rather more anonymous figures. The current head, Arthur Buell, was once regarded as pretty much a corrupt Judge himself until he

## SJS Judge

The Judges who judge the Judges, the SJS form a vital part of the Justice Department. Charged with rooting out corruption in all its forms, a member of the Special Judicial Squad is issued with a special uniform and given special powers to hold and question any Judge who they suspect may be crooked. As they face the most dangerous criminals of all, the SJS are highly trained and dedicated individuals, capable of tracking down and eliminating even the most determined renegade Judge.



Spd	Ag	Res	CC	Hits	WtF	Justice Points
6"	2+	8	4D	5	2+	15

**Traits:** Hit & Run, Luck of Grud, Nerves of Steel, Scout

**Equipment:** Boot Knife, Daystick, Lawgiver, Respirator, Street Armour. An SJS Judge can be equipped with a Lawmaster at the usual upgrade cost.

**Improved Voice of Authority:** The Judges of the SJS are extremely intimidating figures, as they are required to bring other Judges to book. An SJS Judge is able to call on any model in the opposition to surrender – even a Judge! Any citizen (including juves, punks, top dogs and specialists) called upon to surrender by an SJS Judge suffers a –2 penalty to their Will to Fight check. All renegade Judges called upon to surrender suffer a –1 penalty to their Will to Fight check.

recognised that he had a natural aptitude for recognising and rooting out corruption in the Justice Department. He has served faithfully and efficiently for several years.

### Using SJS Judges in Gangs of Mega-City One

The Judges of the Special Judicial Squad are rarely seen by the ordinary citizens of Mega-City One, but there are a few special situations where they will become involved in common street crimes. The following scenarios detailed in the *Gangs of Mega-City One* rulebook can include SJS Judges:

#### Scarper, It's the Law!

Although the SJS rarely bother arresting mere street punks, a field operative will occasionally be dispatched to apprehend a specific gang member for further interrogation. The SJS has received information that that particular ganger possesses data concerning a corrupt Judge and will go to great lengths in order to detain the individual for further questioning. A model (this can be a punk, juve, specialist or top dog) from the defending gang is chosen at random. The SJS Judge will pursue this model relentlessly in order to take him into SJS custody. If that particular model is arrested after the fight, he will

be taken for questioning by the SJS before he is sent to the Iso Cubes. Unfortunately for the gang member, SJS interrogation techniques are designed to crack hardened Street Judges; a regular citizen – even an experienced gang member – will be severely traumatised by the experience. If the gang members Reputation score is low enough to ever be released from the Cubes (or somehow escapes, using either the Slippery trait or another method), he will suffer a permanent +1 penalty to his WtF score.



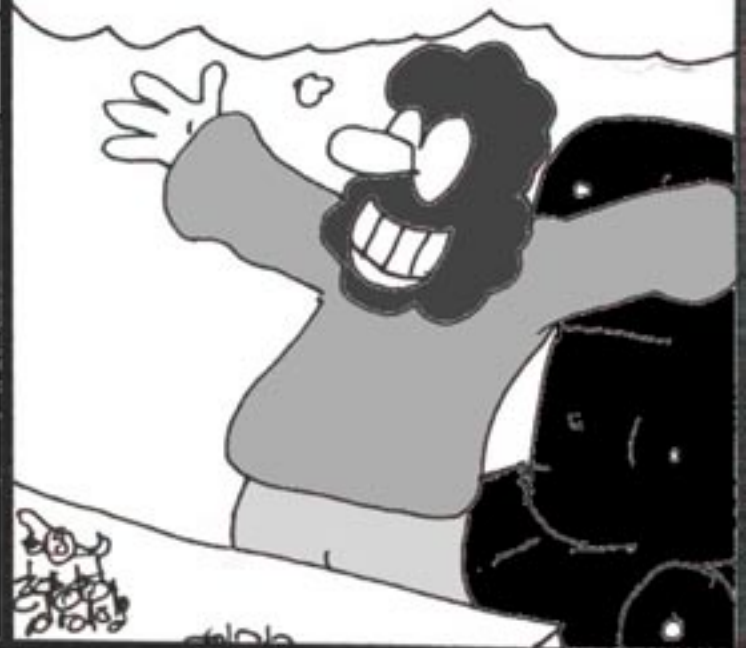
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by Adrian Czajkowski

Is it not a wonderful sight to see an orc and goblin horde in full battle array, ready for their next victory?



Why tomorrow I shall crush poor Harold's feeble elves with my painted legions!



No man has felt pain who has not sat on thirty immaculately painted goblin spearmen.



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