



MONGOOSE PUBLISHING PRESENTS

Signs & Portents

29

WARGAMER

Mighty Campaigns

Gigantic Mighty Armies Campaign System!

Victory At Sea

A Call to Arms meets Sink the Bismarck...

Storm Across The Void

New A Call to Arms scenario

*Plus. . . Optional gravity rules for Starship Troopers, Stalingrad preview
and lots, lots more!*

S&P Wargamer 29

December 2005

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здравствулте!

Теперь время для всех хороших людей прийти к помощи партии. Быстро коричневая лисица поскакала над ленивой собакой. Расстегаи, расстегаи, небо будут всеми расстегаями. Где мой стул? Кто-то держит украсть мою свинью. Как ваш отец? Every time вы проходите мной мимо меня сидите самостоятельно и интересуйте почему я пытаюсь настолько крепко уловить ваш глаз когда я даже не знаю ваше имя. Здравствулте! темнота мой старый друг, я приходил говорить с вами снова. См. моего младенца jive. Я хотел был бы возблагодарить ванту написала песню сделала моего младенца упасть в влюбленность с мной. Положило bomb в бомб-де-bombu de-bomp-bomp? Положило штоссель в rama-lang-a-ding-dong? Wa укомплектовывают личным составом - я хотел было бы для того чтобы сотрясать его руку!

And that makes it perfectly clear. Be seeing you next month!

MATT

Editor:

Matt Sharp

Managing Editor:

Ian Barstow

Editorial Director:

Matthew Sprange

Production Director:

Alexander Fennell

Mongoose Staff:

Mark Humphries, Ian Belcher, Richard Ford, Adrian Walters, Matt Keefe and Nick Robinson

Artists:

Ian Kennedy, Vitor Ishimura, Alexandre Benhossi, Carlos Henry, Ryan Horvath, Adrian Czajkowski and Andrew Jordan.

Contributors:

Matthew Sprange, Carl Walmsley and Vincent Paul Cooper

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A 'work in progress' article from the busy fellows at Mongoose Towers, Victory at Sea is a World War II naval battles game. This exclusive sneak peak provides enough details to run a basic game and includes a special scenario - the Battle of the River Plate!

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Not every battle takes place on a world with conditions exactly like Earth. Many worlds are much larger, with much greater gravity and others have much less. This article for *The Starship Troopers Miniatures Game* details exactly what happens to the Mobile Infantry on such a world...

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A truly epic article this month as we take a detailed look at how to run a campaign for *Mighty Armies*. Get ready to face a gruelling few months of hard fighting in your attempts to defeat your neighbouring empires before you can become the mightiest general in history!



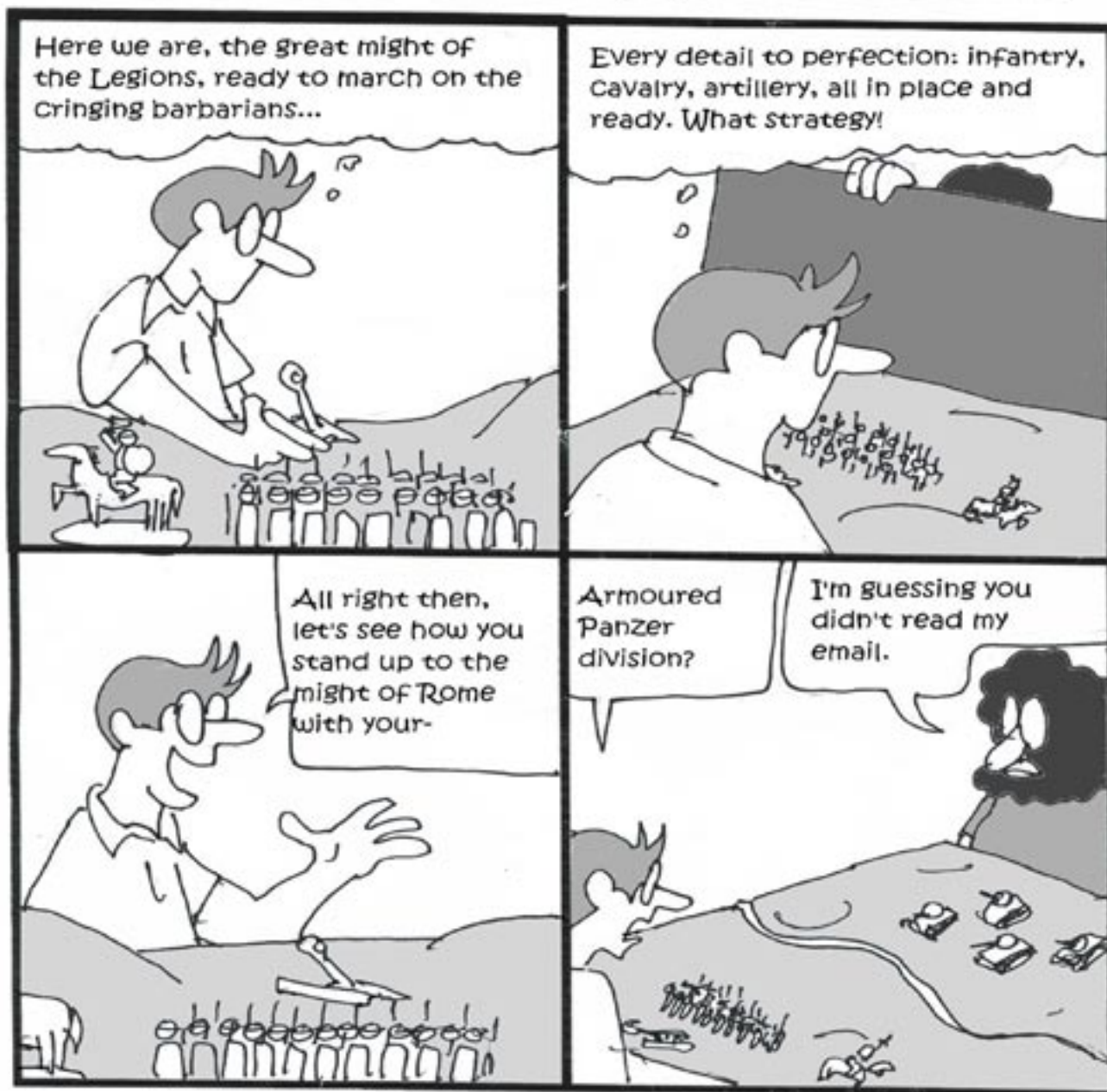
MOVE IT, YOU APES!

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Design and Conquer

by Adrian Czajkowski



EYE ON MONGOOSE

New Releases This Month



The best trained troopers within the Mobile Infantry, it is the role of the Pathfinders to accept and complete the most hazardous missions in the war zone. Equipped with the advanced M-1A6 power suit and taught to take the fight to the Arachnids, Pathfinder platoons can be found in every campaign.

With squads having easy access to specialists and advanced weaponry, the Pathfinders represent the pinnacle of the Mobile Infantry, the elite. Often fighting far behind enemy lines, Pathfinder platoons may even enter Arachnid tunnel networks in an effort to exterminate the aliens from the galaxy.

All troopers of the Mobile Infantry have the respect and gratitude of the civilians and citizens of the Federation. Despite the destruction of Buenos Aires that marked the true beginning of the Arachnid War, Earth remains a peaceful and prosperous place and its inhabitants know they have the Mobile Infantry and Mighty Fleet to thank for that. On colony worlds where clashes with the Arachnids come with alarming regularity, support for the military forces of the Federation tends to be much stronger.

The Pathfinders are a cut above the average trooper, even though few civilians or citizens are aware of their existence. They are the troopers that other troopers respect, the highly trained elite. It is the Pathfinders that reconnoitre important strategic positions behind the Arachnid line. They are the troopers tasked with extracting squads cut off by swarms of warrior bugs or entering bug holes to assassinate a potent brain bug. They are granted the best equipment and training the Federation can provide but in return are expected to complete missions that other forces within the Mobile Infantry would deem suicidal.

Inside You Will Find:

Army List: A complete army list for Pathfinder platoons, including special rules unique to this elite force.

Painting Guide: Full colour pages jam-packed with examples of Pathfinder armies and different paint schemes.

New Equipment: Complete rules for the new equipment available only to Pathfinder platoons.

Pathfinder Platoons is a rules supplement for the Starship Troopers miniatures game.



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With squads having easy access to specialists and advanced weaponry, the Pathfinders represent the pinnacle of the Mobile Infantry, the elite. Often fighting far behind enemy lines, Pathfinder platoons may even enter Arachnid tunnel networks in an effort to exterminate the aliens from the galaxy.

This box set contains eight plastic Pathfinders complete with metal parts - including the deadly Shredder man-portable autocannon!



An elite force needs an elite tool - the Neodogs used by the Pathfinders are advanced models, the experimental forerunners of the rumoured MkII Neodog. Tougher, faster and smarter than the original Mobile Infantry canines, these dogs are used to sniff out concealed bug holes and to help navigate Arachnid colonies when the Pathfinders are tasked with infiltrating occupied nests.

Truly, man has never had a better friend. . .



Next to the Vorlons, the Minbari are generally accepted to be the oldest race in the galaxy, possessing technology far exceeding that of any other world. The Minbari have a reputation for keeping to themselves, but when they need to they can reach out a clenched fist of truly galactic proportions.

This box set gives Minbari commanders an enviable spread of versatility that will have enemies quaking in their boots!

This box set contains:

- 1 Morshin carrier
- 2 Troligan Armoured Cruisers
- 3 Leshath Heavy Scouts
- 6 Torotha Assault Frigates

If your fleet is bored escorting tankers and freighters, try a space liner for size! As large as most warships, this vessel can carry thousands of civilians or refugees, making it an extremely high value target.

Possessing little more than particle beams dotted along its hull, the space liner's sheer mass guarantees that it can survive most attacks as it plods along to the nearest jump gate.



Following in the footsteps of the Warlock, the Apollo bombardment cruiser is part of the new wave of ships from the Earth Alliance, combining the technology of alien races with the very latest from Earthside R&D. Heavily armoured, the Apollo is equipped with advanced missile racks capable of pummeling an enemy into dust from great distances.

Rules for the Apollo can be found in Sky Full of Stars.

WARGAMING ONLINE

WHAT'S IT ALL ABOUT?

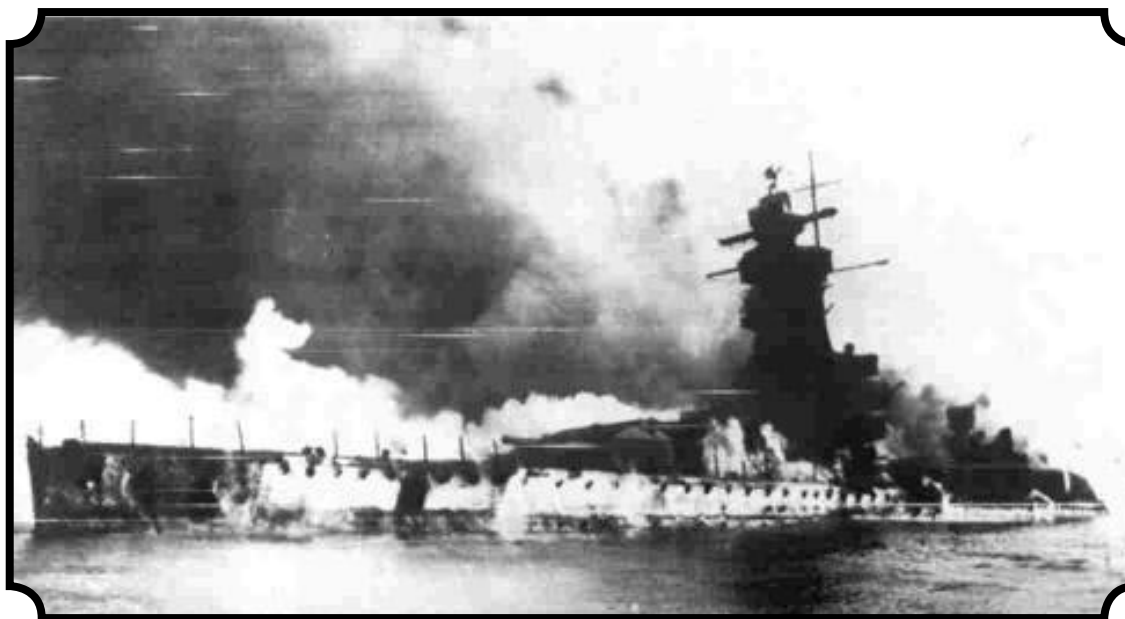
**GO TO WWW.WARGAMINGONLINE.COM
AND SEE WHAT'S IN STORE...**

Victory At Sea

NAVAL BATTLES DURING WORLD WAR II

MATTHEW SPRANGE

Victory at Sea is the game of naval combat during the Second World War and something we have been tinkering with for some time now at Mongoose Hall. Players of *Babylon 5: A Call to Arms* will sense the pedigree of this game, though there are plenty of tweaks to get the 'feel' of warfare at sea during the Second World War. We are planning to release a version of this game in 2006 and we have some HUGE surprises in store there (heh!) but, for now, we thought you might be interested in seeing what we have done so far – and we would love to hear your opinions!



We'll be serialising these rules over the next few issues of Signs & Portents, with each article giving you new rules and toys every time. This article gives you all the basic rules, plus an historical scenario to fight – the Battle of the River Plate! If you have any comments or suggestions, please send them directly to me at msprange@mongoosepublishing.com.

So, with no further ado, let's dive into the waves!

VICTORY AT SEA

Throughout 1939-45, the nations of the world duelled across the oceans of the world, only to discover the fundamental nature of naval warfare changing in the face of developing technologies. Now you can play out these confrontations on the tabletop with entire fleets drawn from the Royal Navy, US Navy, Kriegsmarine or any one of the many other nations featured in Victory at Sea.

From skirmishes involving single destroyers hunting down merchantmen to the clashing of allied fleets against implacable enemies, Victory at Sea is your ticket to exciting battles that take place in the on the oceans of World War II.

SCALE

For now, use the provided counters (or any spare miniatures you happen top have lying around!) to represent the ships in the game. Now, we do not use strict scaling in this game, which may irritate the purists, but please bear with us!

Every ship is proportional to all the others in terms of damage it can sustain, range of its guns and so on. However, to avoid using tiny counters or miniatures, the counters themselves are disproportionably large. Think of the very centre of the counter representing the actual position of the ship...

All distances in Victory at Sea are measured from the very centre of a counter or ship miniature. All distances in Victory at Sea are measured in inches.

PRE-MEASURING

You are never allowed to pre-measure distances and ranges in Victory at Sea. Captains and Admirals of the Second World War did not have sophisticated fire computers tied into radar and satellite surveillance to rely upon, trusting instead to their own judgement – you will have to do the same when trying gauge just how far you can move or the range to the nearest enemy vessel.

FIRE ARCS

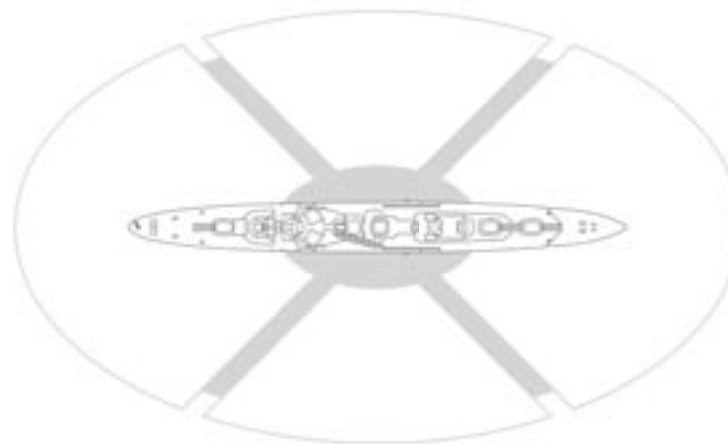
Every ship in Victory at Sea has a number of firing arcs, shown below. These are the areas that various weapons can fire into.

Fore Turret – Special Arc
Aft Turret – Special Arc
Secondary Weapons – All Round
Anti-Aircraft Weapons – All Round

SHIPS IN VICTORY AT SEA

Every ship in the game is defined by its roster sheet, which looks like this – the example given here is of the *Admiral Graf Spee*, a ship that broke all the restrictions imposed upon Germany.

Fire Arcs



Ship Name: What a ship is called is up to you, but it has been noted in our own playtesting that ships with names always seem to last longer! Many players may prefer to use names of ships that actually existed in history but this is not a requirement.

Class: This is the actual type of ship.

Speed: This is the maximum distance in inches a ship can usually move in a single turn.

Turning: As described in the Movement Phase chapter, this reflects how quickly a ship can turn to come about on its enemies.

Target: Large or particularly cumbersome ships are much easier to hit than small, nimble ones. This is the base score needed to strike a hit on this ship.

Armour: The higher the value here, the better armoured a ship will be to withstand incoming fire.

Damage: The first figure shows how many points of damage a ship can withstand before being destroyed. The second marks the point at which the ship becomes Crippled. In the example above, once the *Graf Spee* takes 12 points of damage, reducing it to 5 overall, it becomes Crippled.

Crew: Much the same as Damage, this shows how many Crew are on board the ship. The second figure shows how far the Crew can be depleted before they become a Skeleton Crew. In the example above, once the *Graf Spee* loses 24 Crew, reducing it to 12 overall, it is crewed by a Skeleton Crew.

Special Traits: Many ships have special rules that allow them to perform actions impossible by others. The *Graf Spee*, however, is an old ship and has none of the newer technologies.

Command: The average figure here will be 4, which denotes a Military-Grade crew and Captain on board. This can vary

Ship Name: *Admiral Graf Spee* **Class:** Deutschland

Speed: 5"

Target: 4+

Damage: 17/5

Special Traits: None

Aircraft: None

Turning: 2

Armour: 3+

Crew: 36/12

Command: 4

In Service: 1933+

Weapon	Range	AD	DD	Special
A Turret (3 x 11 in)	18"	3	2	
Y Turret (3 x 11 in)	18"	3	2	
Secondary Armament	10"	4	1	
AAA	6"	8	-	



to reflect especially green or elite crews, or very capable Captains. Use a score of 4 by default for Crew Quality.

Aircraft: A few ships carry flights of aircraft on board, normally fighters. Any carried as standard will be noted here.

In Service: The year in which the ship came into service and thus when it can be used. This is important for campaign games and some scenarios.

Weapons: Any warship will have multiple weapon systems, all of which will be detailed here. Every weapon is defined by its Range, the number of Attack Dice it uses, and the Damage Dice dealt when a hit is scored. Some weapons also have Special Traits, which further influence their effect in the game.

THE TURN

During each turn of Victory at Sea, players will make many tactical decisions, ships will move and then launch devastating attacks upon one another. To make the process of naval combat a lot easier, with the huge range of options and strategies available, each turn is split into four distinct phases. Players will run through each phase together and, when each turn is complete, every ship on each player's side will have had a chance to act and effect the outcome of the battle.

The four phases are played in order – Initiative Phase, Movement Phase, Attack Phase and End Phase. When the End Phase has been completed, the turn ends and the next one begins with the Initiative Phase.

INITIATIVE PHASE

The Initiative Phase is used to resolve any actions that do not require players to make any choices and to decide who

will have the initiative for the turn – in other words, who has gained a position of tactical advantage.

At the start of each turn, both players roll for initiative using 2d6. Any ties are re-rolled.

If a fleet has any civilian shipping, it will suffer a –1 penalty to its initiative roll. If a fleet is comprised entirely of civilian shipping, it will suffer a –2 penalty.

MOVEMENT PHASE

The player who won the Initiative Phase by rolling higher than his opponent will now decide whether to move a ship first or force his opponent to do so. Players then alternate the moving of their ships. First, a player nominates one of his ships and moves it, then his opponent nominates one of his own and moves that. This continues until all ships have been moved. Note that a particularly large fleet may still have ships to move after its enemy has finished moving all of its own. In this case, the larger fleet will carry on moving ships until they have all had a chance to move.

ATTACK PHASE

Once ships have been moved into position, they are allowed to fire their weapons in an effort to destroy their enemies. Players then alternate the firing of their ships. The player who won the Initiative Phase nominates one of his ships and then attacks with it, the resolving all damage dealt. His opponent then nominates one of his ships and attacks. This continues until all ships have attacked, or had a chance to attack. Note that it is not compulsory for a ship to attack, even if it has a viable target. The player may simply nominate it and choose not to fire. However, he may not select it again that turn and choose to fire – he must make the decision to attack then and there, and not hold back!

END PHASE

The End Phase is used to ‘tidy up’ the battlefield and make sure all players know what is happening. This is the time Damage Control and other bookkeeping are performed. Once complete, a new turn begins.

MOVEMENT PHASE

The ability to manoeuvre a ship into a position of advantage is vital. By outwitting your opponent, you will gain the chance to keep your ships at optimum range for their weaponry while keeping out of your opponents most dangerous fire arcs.

Once it has been determined who has the initiative for the current turn, players then take turns to move their ships. A ship may only be nominated to move once in every turn and every ship must be nominated. You are not allowed to skip ships, even if it means you will move into a position of disadvantage if you do so!

MOVING SHIPS

When nominated to move, every ship must be moved a distance in inches between its Speed score and half this amount. All movement must be in a straight line forward.

Now that you have your ship in motion, you will at some point want to change the direction of its movement. All ships have a Turning score, which rates how quickly they can turn.

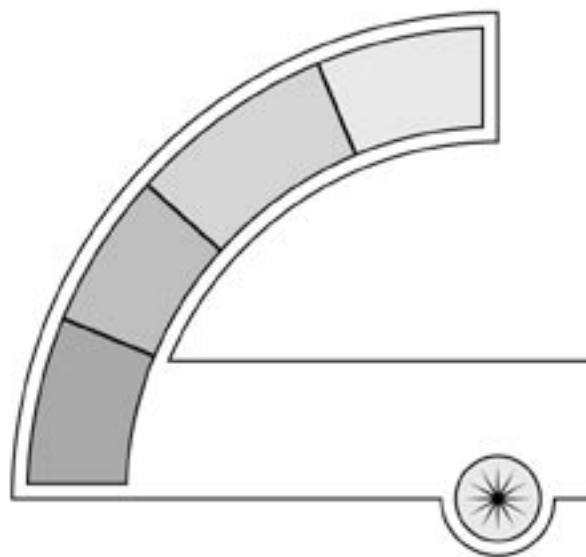
A ship may only turn once in each Movement Phase and it can only do so when it has moved at least half its Speed in a straight line. This means no ship can simply turn on the spot – warships are extremely heavy and despite having very powerful engines, inertia will carry them forward before their immense bulk can be redirected. At any point thereafter, you may opt to turn either left or right (that is port or starboard, to us nautical types).

Place the Turning Counter next to your ship on the side you wish to turn. You may then move the bow (front part) of your ship a number of ‘points’ equal to its Turning score. Obviously, the higher the Turning score of a ship, the more points it can turn to face and so the tighter it can turn.

A ship is never required to turn the maximum number of points its Turning score allows – it can turn at any lesser rate as well.

Ships may never be stacked on top of one another. You may never end your movement ‘on top’ of another ship.

Those are all the rules you will need to know in order to move your ships and begin attacking with them. However, there are a range of Special Actions you can attempt instead of moving normally, from forcing an enemy ship to surrender or cranking



Turning Circle

up the engines in order to increase speed. We'll have a look at Special Actions in a later article.

ATTACK PHASE

Now you have moved your ships, no doubt you will be wanting to unleash their raw firepower and reduce your opponent's ships into sinking chunks of burning metal! From the torpedoes of fast attack boats to the immensely powerful main guns found on board the largest battleships ever to sail the oceans, there are dozens of different ways in which you can destroy your enemy.

Players alternate the firing of their ships, calculating all damage and resolving its effects before moving onto another attacking ship. This, of course, can make gaining the initiative very important in some turns.

Once a ship has been nominated to fire, the player follows this process

- ⊕ Nominate targets for each weapon that will be fired
- ⊕ Check ranges
- ⊕ Resolve firing
- ⊕ Resolve damage

ELIGIBLE TARGETS

For a target to be attacked successfully, two conditions must be met. First, it must lie in the appropriate fire arc of the weapon that will be firing at it, as shown on your ship's roster. Second, it must be within the range of the weapon, as also shown on the ship's roster. You must nominate a target for every weapon you intend firing from your ship at the same

time, before any attacks are made. In addition, all targets must be nominated before you check whether they are indeed within the correct fire arc and within range – you are not allowed to check or pre-measure beforehand!

At all times, remember that you must measure from the centre point or your ship to the centre point of your target when checking for both range and whether a target lies in an appropriate fire arc or not.

Unless your ship has rules to the contrary, you may fire each weapon system once during every turn.

Ships block the line of sight of other ships in Victory at Sea. You may never fire 'through' another ship, be it friendly or enemy.

FRING

Each weapon listed under on a ship's roster has an Attack Dice (AD) score listed. This is the number of dice rolled every time the weapon is fired.

When Attack Dice are rolled, the resulting number on each dice is compared to the target's Target score. For every Attack Dice that equals or beats the Target score, a hit has been scored. However, each Attack Dice will be modified as follows.

- ⊕ Extreme Range (target is more than 30" away) –2
- ⊕ Long Range (target is more than 20" away) –1
- ⊕ Fast Moving Target (target moved more than 7" this turn) –1
- ⊕ Large Silhouette (target has its beam facing you) +1

A natural '6' rolled on the dice is always considered to be a hit, whereas a natural '1' is always considered to be a miss.

Once you have scored an amount of hits on a target, it is time to see what damage you have caused. Every weapon has a Damage Dice (DD) score listed. This is the number of dice rolled for every Attack Dice that successfully hit the target.

When Damage Dice are rolled, the resulting number on each dice is compared to the target's Armour score. For every Damage Dice that equals or beats the Armour score, 1 point of damage is deducted from the target's Damage score.

Any Damage Dice that roll a 6 may also cause a critical hit. If you roll a 6, roll the dice immediately again. If you roll a 4 or more then, in addition to causing damage as normal, you will also have scored a critical hit! More details on critical hits are given below.

WEAPONS

There are several types of weapons used in Victory at Sea though not all ships will possess all of them.

Main Guns: These are the main turreted weapons that made battleships famous. They are noted in the ship descriptions in Book Two as being mounted on Turrets, though their actual names and types may vary. Main guns use the Fire Arc template in order to decide whether they hit or not.

Secondary Weapons: These represent the multitude of smaller weaponry that ships commonly carry. They may be used to attack any target in range on any heading. Note that smaller ships may possess only secondary weapons and no main guns – while these smaller weapons may, technically, be

the ship's primary weapons, they are counted as secondary for the purposes of these rules.

Anti-Aircraft Batteries: Also known as AA guns, these weapons are the only defence a ship has against aircraft. Anti-aircraft batteries may target any aircraft within range.

Depth Charges: The only weapons capable of attacking a submerged vessel, depth charges use the same fire arc as rear-mounted turret guns.

Bombs: Carried by aircraft, some bombs are capable of smashing right through armoured decks to explode within a ship's most vulnerable areas.

SPLITTING FIRE

Only secondary and anti-aircraft weapons may split their fire. Such weapons with multiple AD are allowed to split their dice between different targets. This is done when targets are being nominated. The amount of AD allocated to each target must be declared before any firing takes place.

DAMAGE

If a ship's Crew score is reduced to 0, it is considered to be Abandoned. The ship may not move for the rest of the game.

If a ship's Damage score is reduced to 0, it is considered to be destroyed and sinking. You may remove it from the battlefield.

CRIPPLED SHIPS AND SKELETON CREWS

Both Damage and Crew scores have secondary figures, as noted on each ship's roster. For example, the *Graf Spee* has Damage 17/5. This means that it can take 12 points of Damage, but when it has been reduced to 5 points, a threshold has been reached.

CRIPPLED

If the Damage score is brought to this threshold level, the ship is considered to be Crippled. Turning will be reduced to 1 point and Speed will be permanently reduced by half. In addition the AD of the ship's secondary and anti-aircraft weapons will be halved (rounded down). Roll a dice for every main gun turret and every special trait the ship possesses. On a 4+ the turret or trait is destroyed.

A Submersible that has become Crippled must rise to the surface in its next turn. It may not become submerged again for the rest of the battle.

SKELETON CREW

If the Crew score is brought to this threshold level, the ship is considered to be running on Skeleton Crew. No Special Actions may be attempted and only one weapon system may be fired in each turn. In addition, it will suffer a -2 penalty to all Damage Control checks.

CRITICAL HITS

If a critical hit has been scored while rolling Damage Dice, roll 2D6 on the table below to determine exactly what has been hit.

Roll	Critical Hit
2	Vital Systems
3-5	Crew
6-8	Engines
9-11	Weapons
12	Vital Systems

Once the location of a critical hit has been determined, roll on the appropriate table below. The special effects of critical hits are cumulative. You should note each critical hit scored, as each must be repaired separately during Damage Control.

Critical hits often cause extra hits to Damage and Crew, as noted in their description in the tables below.

CREW

D6	Area	Damage	Crew	Effect
1-2	Fire	+0	+2	-
3-4	Multiple Fires	+0	+3	-
5	Hull Breach	+2	+5	-
6	Multiple Explosions	+1D6	+2D6	-

ENGINES

D6	Area	Damage	Crew	Effect
1-2	Turbine Damaged	+1	+1	-1 Speed
3-4	Props Damaged	+1	+1	-2 Speed
5	Fuel Systems Ruptured	+2	+2	-3 Speed
6	Engines Disabled	+3	+3	Speed to 0, no Special Actions allowed

WEAPONS

D6	Area	Damage	Crew	Effect
1-2	Anti-Aircraft Weapons Damaged	+1	+1	AA weapons lose -1 AD
3-4	Secondary Weapons Damaged	+2	+0	Secondary weapons lose -1 AD
5	Turret Destroyed	+3	+4	Random main gun destroyed
6	Magazine Explosion	+4	+6	No weapons can fire for 1D3 turns

VITAL SYSTEMS

D6	Area	Damage	Crew	Effect
1	Bridge Hit	+0	+1	No Special Actions permitted
2	Rudder	+2	+1	No turns are permitted
3	Engineering	+2	+4	No Damage Control permitted
4	Fire Control	+3	+4	Each weapon system may only fire on a dice roll of 4+
5	Secondary Explosions	+1D6	+1D6	-
6	Catastrophic Explosion	-	-	Damage score to 0, ship sinks

Note that Vital Systems cannot be repaired through Damage Control.

END PHASE

Once all players have moved and attacked with all their ships, the End Phase is played out to complete the turn. This is used to complete any bookkeeping needed for special rules, as well as providing a vital chance for players to repair any damage their ships have sustained from critical hits.

DAMAGE CONTROL

During the End Phase, players can repair their ships through Damage Control. The player who won the initiative during the turn does this first, for all of his ships that have been damaged.

Many critical hits have special effects that further debilitate a ship beyond the raw damage they cause. Weapons can be put out of commission, sections can be flooded and flashbacks from ammunition stores can cause terrible harm. These special effects are the only things Damage Control can repair – it cannot be used to restore Damage or Crew points. A player may only attempt to repair one critical hit on each of his ships in a turn.

To repair a critical hit by Damage Control, select one effect a ship is currently suffering from and roll 1D6, adding the ship's Command score. On a 9 or more, the effect has been repaired and the ship can continue to operate normally. If you roll less than 9, the effect persists though you may try again in the End Phase of the next turn.

Critical hits to Vital Systems may never be repaired.

LEANDER-CLASS CRUISER

With an Empire and trade commitments that spanned the entire globe, the Royal Navy had a clear need for small, light cruisers that could be produced in large numbers. Though displacing more than their intended 6,500 tons, the Leander-class fulfilled this requirement admirably.

Speed: 7"
Target: 5+
Damage: 10/3
Special Traits: Agile *

Turning: 2
Armour: 3+
Crew: 24/8
In Service: 1931+

Weapon	Range	AD	DD	Special
A Turret (2 x 6 in)	12"	1	1	
B Turret (2 x 6 in)	12"	1	1	
X Turret (2 x 6 in)	12"	1	1	
Y Turret (2 x 6 in)	12"	1	1	
AAA	4"	3	-	

**YORK-CLASS CRUISER**

A product of the Washington Treaty that restricted the number of vessels a navy could have above 10,000 tons, the York-class fulfilled the cruiser duties required by a navy whose responsibilities stretched across the globe.

Speed: 7"
Target: 5+
Damage: 11/3
Special Traits: Agile *

Turning: 2
Armour: 3+
Crew: 28/8
In Service: 1929+

Weapon	Range	AD	DD	Special
A Turret (2 x 8 in)	15"	1	1	
B Turret (2 x 8 in)	15"	1	1	
Y Turret (2 x 8 in)	15"	1	1	
AAA	4"	2	-	



* Some ships are very manoeuvrable, either by virtue of speed and size or advanced rudder systems. An Agile ship may turn twice during its movement. The first turn must take place once the ship has moved half of its Speed in a straight line. The second turn must take place at the end of the ship's movement once it has moved its full Speed.

OKAY, NOW BEAT TO QUARTERS!

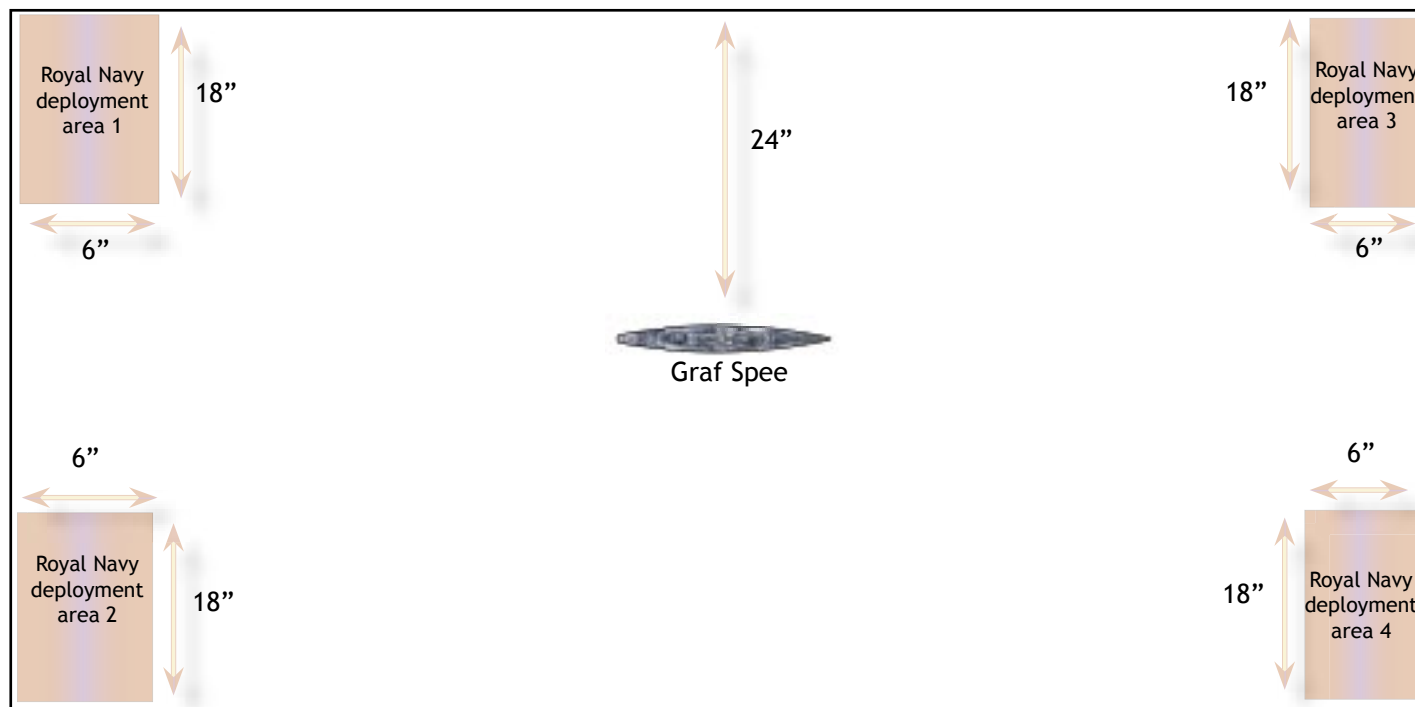
Well, those are the core rules of the game – simple, aren't they? Still, they were designed to be quick and fast, so you can avoid worrying about the state of your turbines and just concentrate on sending the Bismarck to the bottom of the ocean!

So, we'll end this first article with a scenario for you to play through, one that actually happened during the opening phases of World War II – the Battle of the River Plate! For this battle, you will use the *Admiral Graf Spee* detailed at the start of this article and, on the other side, the Leander-class and York-class cruisers of the Royal Navy.

BATTLE OF THE RIVER PLATE

A small fleet has laid a trap for a much larger enemy. Using stealth, guile and surprise, it will launch a devastating attack and then quickly withdraw, leaving the enemy scattered, confused and unable to respond. That is, at least in theory, the plan. In reality, the ambushing fleet must use all its skill to avoid simply flying into the waiting guns of the enemy.

Fleets: The Kriegsmarine player starts with one Deutschland-class pocket battleship (the *Admiral Graf Spee*). The Royal Navy player begins with two Leander-class cruiser (*HMS Ajax* and *HMS Achilles*) and one York-class (*HMS Exeter*).



Battle of the River Plate

Pre-Battle Preparation: The two fleets are positioned on the battlefield as shown on the map below. The *Admiral Graf Spee* is placed in the centre of the table, 24" away from the nearest short edge. The *Ajax* and *Achilles* are placed within 18" of one long table edge and the *Exeter* is placed within 18" of the other long table edge. No Royal Navy ship may be placed more than 6" from the nearest short edge.

Scenario Rules: No special rules are needed for the Battle of the River Plate. Simply roll for Initiative and start the game.

Game Length: Until the either fleet has withdrawn or been destroyed. Alternatively, the game ends when the *Admiral Graf Spee* leaves the table from the opposite short edge from which it started, as shown on the map.

Victory and Defeat: If one fleet manages to destroy the other or force a tactical withdrawal, it will gain victory. If the *Admiral Graf Spee* leaves the table from the opposite short table edge, victory will go to the fleet that caused the most points of total Damage to the other fleet's ships.



HMS Achilles



HMS Ajax



HMS Exeter

Gaming Counters



Admiral Graf Spee



High/Low Gravity Worlds

ALTERNATIVE ENVIRONMENTS FOR STARSHIP
TROOPERS THE MINIATURES GAME

Carl Walmsley

On planets stretching from Klendathu to Earth, the MI and Arachnid forces have clashed many times. Some of the planets they have fought over possess atmospheres and environments similar to Earth, allowing both armies to employ tried and tested tactics. Other worlds, however, are quite different. Much larger or smaller planets have correspondingly different gravity, presenting both sides with a unique set of advantages and disadvantages. Such changes must not only be taken into account but, to a skilled tactician, may form the foundation of a battle plan.



HIGH GRAVITY WORLDS

With leaden arms, Private Mendes struggled to lift his Morita and take aim on the advancing bugs. Behind him, he heard his squad-mates struggling to make it up the slope. Even jetpacks did not work properly on this rock. With satisfaction, he noted that the on-rushing arachnids were also moving more slowly than normal. Perhaps they'd make it out of here yet.

There are planets far larger than Earth, with much stronger gravitational fields. They greedily pull in gas particles, creating dense atmospheres that, combined with the increased gravity, hamper the movement of creatures unused to such an environment. Even a power-suited cap trooper or an armoured arachnid warrior cannot ignore these difficulties.

Players who wish to play out battles on high gravity worlds may do so using some or all of the rules presented here. The Basic Rules present a limited set of guidelines that, whilst tweaking game play, are very straightforward and easy to implement. This is a great way to try out something new, without slowing down the game. The Advanced Rules are more detailed, and present further challenges for experienced players.

BASIC RULES

MOVEMENT

Movement on high gravity worlds is more difficult. Limbs seem weighted down so that just walking around is like wading through water. To represent this, all Move characteristics are halved (rounding up). This also applies to special moves.

Example of modified movement on a high gravity world:

Base Move	Modified Move
4"	2"
5"	3"
6"	3"

Movement over difficult terrain reduces movement by a further 1" penalty – regardless of the unit's modified Move characteristic

WEAPON RANGE

The denser atmosphere and gravity also affects the range of all solid projectile weapons – Moritas, missiles, grenades and so forth. Energy, laser and flame weapons (plasma bug discharge, Inferno Support Flamer, and so on) are unaffected.



The range of solid projectile weapons is reduced by 2" for every full 10" of range the weapon has.

Base Range	Range Modifier
9" or less	-
10-19"	-2"
20-29"	-4"
30-39"	-6"
40-49"	-8"
50" or more	-10"

CLOSE COMBAT

The sluggish movement of close combat attacks on high gravity worlds makes them somewhat easier to dodge.

However, due to the increased force behind them, they are potentially more damaging. As a result:

- ◀ Models that already possess a dodge save receive a +1 modifier when rolling to avoid a Close Combat attack.
- ◀ *All* damage dice rolled for Close Combat attacks receive a +1 modifier.

ADVANCED RULES

AIR UNITS

Air units move more slowly on high gravity worlds, just as ground units do. The usual Flight Speed of air units is therefore reduced by one step. For example, a unit that is normally capable of the Burn Flight Speed is treated as having Cruise Flight Speed. This also changes the unit's Target, Crash Distance and so forth.

Air units that crash on a high gravity world come down with tremendous force, causing greater damage over a much larger area. As a result:

- ◀ Destroyed air units generate a lethal zone that is *twice* as large as the unit's point blank range.



- ◀ The crashing unit receives a +1 to all Close Combat damage dice, inflicting damage upon all ground units within the lethal zone.
- ◀ Missiles add a +1 modifier to all Damage Dice generated by the detonation of their warhead.

DROP CAPSULES

The use of M2 drop capsules on a high gravity world is extremely dangerous. Even with the use of brake thrusters, they will come down faster and harder than they would on a world with similar gravity to Earth.

Unlike other air units on a high gravity world, drop capsules may still move at the Burn flight speed – their momentum carries them straight down. When a drop capsule lands, it inflicts 1D6 damage on all units within its point blank range. However, this damage is also rolled against the drop capsule itself, which may result in the trooper within being killed on impact.

FALLING

Models that take a tumble in a high gravity environment really come down with a bump. To calculate the damage a model takes from a fall, the distance fallen is considered to be 50% greater (rounding up). Therefore a model that falls 3" takes damage as though it had fallen 5".

Note that models with the Climb, Jump or Hover traits should reduce the distance fallen by 3" *after* adding on the extra 50%.

Note: *Trying out a battle on a high gravity world can be a great idea if you have a limited amount of space to play a game, as the scale of the battle is effectively reduced.*

LOW GRAVITY WORLDS

His jetpack flared, and Corporal Mendes was carried halfway across the battlefield. There was an explosion of dust as his boots skittered across the loose earth, struggling for purchase. Overhead, a hopper spun elegantly, broke right at an impossible angle and fell harpoon-like upon an unsuspecting trooper. Mendes' Morita thundered in his grip, the recoil strangely subdued. Arachnid blood plumed from the hopper's torn shell, rising like smoke before falling to the ground in slow motion.

There are a handful of small worlds and moons where the MI and Arachnids have fought for control. Such confrontations are fast and deadly, with troops on either side able to cover huge distances far more quickly than normal. These low gravity worlds have thin atmospheres that starve flame weapons, but allow projectiles to travel at terrifying speeds.

As with High Gravity worlds, players are free to pick and choose between the Basic and Advanced Rules to suit their needs.

MOVEMENT

All ground units have their Move characteristic increased by 50% (rounding up). This also affects special moves – tunnelling units are able to move more swiftly through the lighter rock, jump packs carry MI troopers further, and so forth.

All air units have their Movement Flight Speed increased one step. A unit that is already capable of the Burn Flight Speed gains no advantage.



WEAPON RANGE

With decreased gravity, projectile weapons will travel further. The range of all such weapons is therefore increased by 50%.

Any weapon with the Flame trait has its range reduced by 50%.

DAMAGE

Whether firing a Morita rifle or striking an opponent with a serrated claw, attacks that rely on kinetic energy can move more quickly in lower gravity. Consequently, they have a greater chance of penetrating their target's armour and are more difficult to avoid. As a result:

- ◀ All units with the dodge trait receive a –1 modifier to any roll to dodge an attack. Note that a roll of 6 will still result in a successful dodge, regardless of this modifier.



Note that weapons such as the plasma bug's discharge are not solid projectiles and are therefore not affected by this rule.

FALLING

A model that falls from a great height in a low gravity environment is less likely to injure itself. Consequently, all falling distances are halved (rounding up) before calculating how much damage – if any – the model takes.

Note that models with the Climb, Jump or Hover traits may reduce the falling distance by a further 3" *after* it has been halved.

Note: Encounters on low gravity worlds are best played out on large playing surfaces, as each side has the potential to move very quickly around the battlefield.

- ◀ All close combat and projectile weapon attacks acquire the trait Piercing/1. If an attack already has the Piercing trait, it is increased by 1.

ADVANCED RULES

LETHAL ZONES

Within an area of reduced gravity, shrapnel, concussive force and exploding plasma are able to disperse over a wider area. The lethal zones of all explosives (missiles, grenades, mines, plasma discharges, and so on) are increased by 1".

ARTILLERY FIRE

Accurately judging distances for Artillery fire is even more difficult on low gravity worlds. Artillery weapons may be re-configured to cope with the different circumstances, but those firing solid projectiles still run the risk of missing by more than usual. The distance of any Artillery Deviation is increased by 25% (rounding up).



Stalingrad!

Another Use for the Starship Troopers System?

MATTHEW SPRANGE

Here at Mongoose Publishing, we have a zillion ideas every week for new games. Few of them see the light of day beyond an initial discussion but a select number go on to the Outline Phase. This is just a single page that demonstrates how the final game could look and why it would be cool. Whether or not the project progresses beyond this is subject to available man-hours, the state of the current market and a hundred other factors. Sometimes these outlines get shelved for months or even years before they resurface. Others remain hidden for eternity, doomed to wander in Game Design Oblivion...

This is one such outline, covering a World War II skirmish/battle game. Will it ever see production? Maybe, maybe not – there are no solid plans at the moment. However, we thought it might be fun to lift the bonnet of Mongoose, so to speak, and let you see some of the inner workings on how we do things...

Premise

A complete box set featuring a 28mm WWII wargame based squarely in Stalingrad. Can be a one-off with attendant metal miniatures or the start of a new WWII system – has the advantage of not treading on Flame of War's toes while making in-roads into the market.



Box Set

Lots of lovely plastics: With our knowledge of sprue layout now, along with the fact that there are no large Warrior Bugs to squeeze in, we can include a lot of Russian and German soldiers. The two have very distinctive uniforms and we can even produce the sides in two different colours.

Rulebook: Black and white is probably the way to go, to aid artwork and archive photos.

Card Reference Sheets

Card Terrain: We need to go fairly overboard with this, as it could be a big selling point of the game.

Game System

There are plenty of good reasons for the Starship Troopers rules set to be transferred to WWII though some changes have to be made.

Tunnelling goes out, of course, though the air rules can remain pretty much untouched (with more of a nod to fixed-wing aircraft and less on VSTOL).

Flinching should be taken out and kept as Starship Trooper's 'thing'. This should be replaced with a suppression mechanic. Perhaps removing actions from an enemy unit, though Epic Armageddon has a very good system (though one reliant on counters).

The Engagement system is cute, but people are already looking for set scenarios in SST – Stalingrad would likely benefit from this approach too.

Question – should a complete campaign system be included? Arguments for are that it encourages repeat play and this can often become the 'default' method of play (witness GoMC-1 and CTA). On the other hand, the larger scale games traditionally do not have campaign play as standard. Add to that the immense casualty rate of Stalingrad...

On that note, we want wholesale carnage in this game. Make human beings very fragile and cover absolutely essential. Encourage a hundred models or more on the table and keep game play time to similar levels of SST. What you will get in return is a game where a tactical blunder can cause the deaths of a dozen men in just a few minutes of playing time.

Expansion

Lots of metals of weapons and units we can mess around with (and special characters – yay to Vassili Zaitsev). However, one big question is what we do with vehicles – we can either recommend an existing make or brand our own. But our own had better stand alongside Tamiya and Revell...



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You will be provided with a style guide when we commission your article. Make sure you read it!

Subject Matter

First and foremost, the article has to be based on one of our product lines. That is not as limiting as it sounds, however. The d20 fantasy family alone should give you plenty of scope. Think of all our various products, like the Quintessential series and the Slayer's Guides. With more than 80 fantasy-based books to choose from... well, you get the idea. But don't stop there. Think Babylon 5, Judge Dredd, Slaine, Armageddon 2089, not to mention the barrage of forthcoming games that we have coming. If you have ideas for any of our games we want to hear them.

So, you have chosen your game, but what do you actually write about? Scenarios are good. In fact, we love them. Give me a scenario to edit and I am a happy camper. Perhaps you want to discuss the philosophy of a game. That's good. We encourage intellectual thought process around here. If you have something meaningful to say, then try us out. If we don't like it, we *will* tell you. Think hard before you try humour though. With guys like Jonny Nexus about, you will need to be sharp if you want to break in. If you think you have what it takes, though, then feel free to try your hand. Just be prepared to be told you may not be as funny as you think you are.

If you want to write new rules for a game, with new uses for skills and maybe some new feats, then be our guest. We cannot promise that we will like what you have done, but you will get constructive criticism in return, and not just a terse one-line rebuff.

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Signs & Portents
Mongoose Publishing
52-54 Cricklade Road
Swindon
Wiltshire
SN2 8AF
UK

email: ibastow@mongoosepublishing.com

Storm Across the Void

Carl
Walmsley

As rival fleets manoeuvre into position for battle, fluctuations in the local gravitational field begin to build. Within moments, ships on both sides are being knocked off course by a freak gravitational storm. Only the commander who can learn to deal with these strange surges will save his fleet and emerge from the battle victorious.

FLEETS

Both players should agree on a Priority Level for this battle. Each has 5 Fleet Allocation Points to spend on ships.

PRE-BATTLE PREPARATION

Roll for Initiative as normal – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map.



There are automatically two asteroid fields for this game, each in a 12” square of the battlefield. Players should position one field each and roll for its Density rating. There is no other stellar debris.

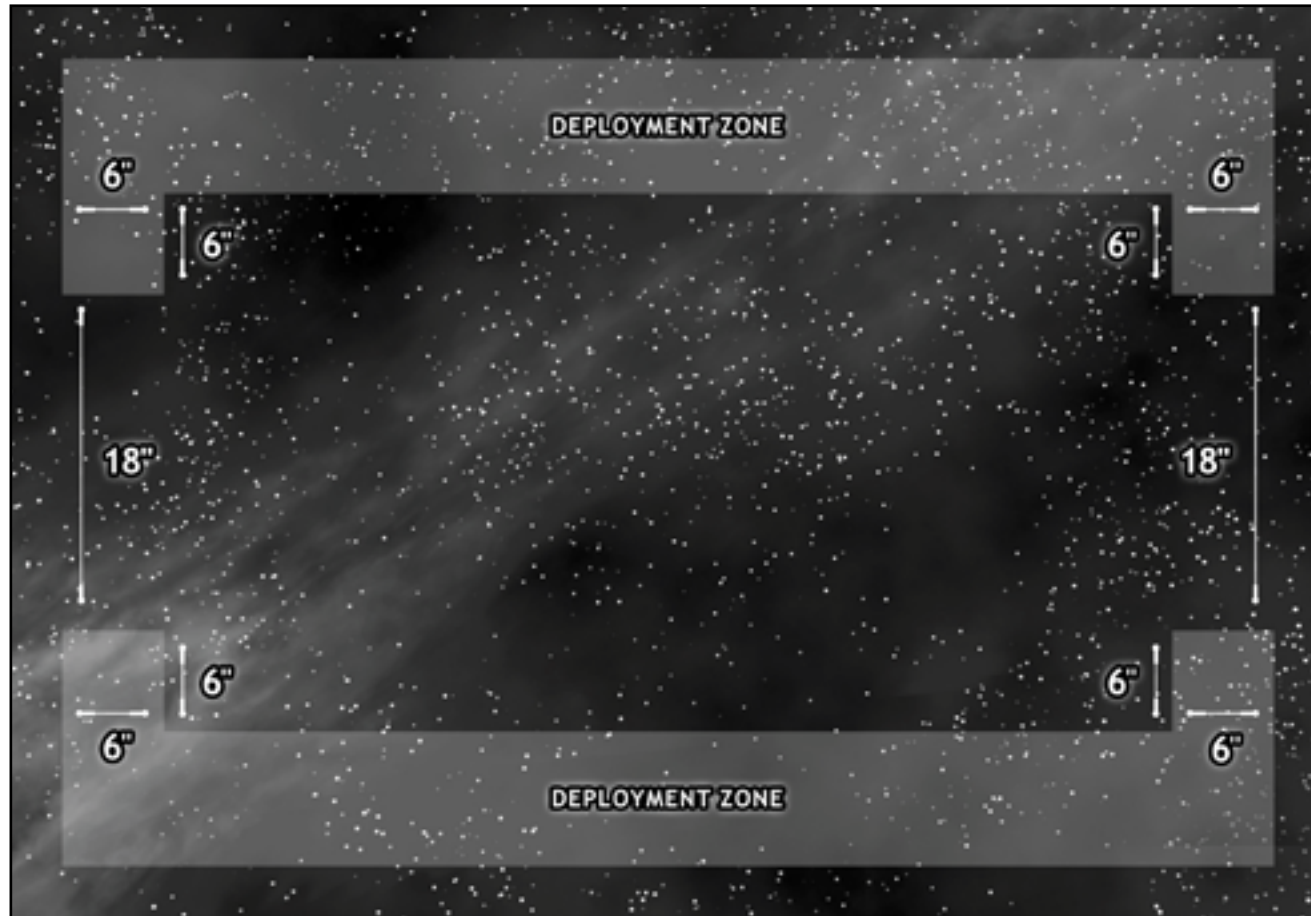
SCENARIO RULES


After the Movement Phase on the first turn, both players should roll 1d6. The player with lower roll must



select one of his ships to be affected by a gravitational surge. His opponent may influence the selected ship in one of the following ways:

-  Turn the ship up to 45%
-  Move the Ship straightforward up to 3”



 Inflict 1d6 damage on the ship

At the end of the Movement Phase on the second turn, the position of the players reverses. This continues each turn throughout the game, with players taking it in turn to choose one of their ships to be targeted by gravitational surge at the end of each Movement Phase.

Tip: *watch out for those asteroid fields!*

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.



MIGHTY CAMPAIGNS

EPIC CAMPAIGNS FOR MIGHTY ARMIES!

Vincent Paul Cooper

This system allows players to fight a summer-long campaign in an evening, pitting *Mighty Armies* against one another in an effort to capture the enemy's capital and secure dominance and victory.

CAMPAIGN BASICS

Each player controls an army and a stronghold along with other notable strategic locations such as a castle or a port. The aim is to fight and win a series of battles and finally capture your opponent's stronghold, thus ensuring an overall victory. The campaign is played out over a series of Campaign Turns. In each Campaign Turn (CT) players assign a series of points (Manoeuvre Points, Tactical Points, Resource Points and Fate Points) to carry out various activities that will impact on the battle fought at the end of each Campaign Turn.



CAMPAIGN TURN

Each Campaign Turn represents a month of recruiting, training, marching, spying, raiding and finally fighting on the field of battle. During each CT, players will need to



make a series of choices and allocate limited resources to plot the downfall of the opposition. Each choice will have an impact on the battle that is fought at the end of each CT. Subsequently, each victory or defeat will have an effect on the resources available in the subsequent CT through the capture of Strategic Locations.

A Campaign Turn is made up of several phases. These phases should be resolved in the following order. At the end of each CT go back and repeat the process from the first step.

- † Each player rolls for Manoeuvre Points, Tactical Points, Resource Points and Fate Points.
- † Each player assigns those points to a variety of tasks.
- † The success, failure or effect of each task is determined.

- † The effects with regard to the coming battle are calculated and any modifications to the army list are made.
- † A battle is fought and victory determined. The victor will enjoy benefits in the subsequent Campaign Turn determined by the Strategic Location fought for and won.

ARMIES

Before anything else, each player should select his or her army to a maximum of 40 APs as normal. This basic army list will remain unchanged throughout the campaign though additional units may be added as circumstances allow (such as by recruiting mercenaries, the full details of which are provided later in the article). Any time units are lost in battle it is assumed that in the next month additional troops are recruited and trained to replace the losses. Each player will always start each battle with the same basic army list (of 40 APs) before any modifiers are factored in.

The only exception to this is The Lost Sorcerer's Legion army that starts the campaign with 80 APs (see below for full details).

EMPIRES

Each army represents part of a different tribe or an individual character from a mighty empire. Each player should choose which Empire his army is from (Barbarian, Orc, Wood Elf, Undead, Dwarf or Sorcerer's Legion) then choose which tribe or character his army represents. There are several choices available but a player may only select one tribe / character and cannot change this selection once the campaign starts. Each tribe / character has certain strong and weak points that determine how capable the army is in completing missions between battles and fighting a battle itself.



INITIATIVE

Players should each roll a d6 before the campaign commences. The player with the highest score has the initiative in the first battle. Thereafter, initiative alternates.

The player with initiative is able to dictate why the upcoming battle will be fought at the end of the Campaign Turn. In other words, the player with initiative is able to select from one of three strategic choices:

- † Fight a battle with no objective in mind
- † Fight a battle to seek to gain control of a Strategic Location (the player in this case should also stipulate which Strategic Location).
- † Fight a battle in an attempt to capture the opposing player's stronghold (thereby ending the campaign if successful).

The player with initiative should announce his plans before the rest of the Campaign Turn is resolved. This reflects the time taken to concentrate sufficient force for a single attack.

CAMPAIGN LENGTH

It is recommended that the campaign be played out over five turns (or five battles). Longer or shorter campaigns can also be played as time allows.

STRATEGIC LOCATIONS

Each player automatically starts the game in possession of a Stronghold (unless otherwise stated in the description of the tribe or character). Several other Strategic Locations are available, including a Port, a Town, a Religious Site and a Castle. These Strategic Locations are assigned before the first Campaign Turn. To assign these Strategic Locations, each player should roll d6. The player with the highest score chooses first, then the other player and so on until all the strategic locations have been distributed. Each Strategic Location offers unique benefits to a player that will be useful during the Campaign Turn and in fighting a battle. There is only one of each Strategic Location available in the campaign. Both players cannot, for example, each control a Port.

Each Strategic Location can be fought for and won from the opposing player. It is likely that before an assault can be made against the enemy Stronghold one or more Strategic Locations will need to be captured to ensure that sufficient strength is available for the final assault. Details on how each Strategic Location, and the Stronghold itself, can be captured are provided below.

STRONGHOLD

Each player automatically starts the game in possession of a Stronghold (unless otherwise stated in the description of the tribe / character).

A player defending his Stronghold receives +8 bonus APs (modified by any number of factors determined in the Campaign Turn) to spend on units from his Army Reference Card. These bonus APs are only available when protecting the Stronghold and represent the final mobilisation of reserves and the general population.

A player automatically loses the game if his Stronghold is captured by his opponent.

CASTLE

The castle dominates the countryside, allowing patrols to be executed on a daily basis and providing the utmost protection for a general planning his strategy.

The player that controls the castle receives an automatic bonus +2 Tactical Points to assign to any Patrol Missions (see later) conducted during the Campaign Turn. The player in possession of the Castle may also attempt to oppose any Plunder, Raid or Scout missions conducted against him even if he has no remaining Tactical Points left to assign to Patrol Missions. In this case, the player may simply roll a single d6 with a -2 penalty (to a minimum of one) and check to oppose as normal.

In addition, the owning player receives a +4 bonus to all Counterespionage missions (see later) similarly conducted to reflect the fact that it is difficult for an enemy spy to gain access to the inner sanctum where plans are made. These bonus points are accrued regardless of whether any other Tactical Points or Fate Points are additionally assigned.



Finally, the Castle has a stock of weapons available and skilled smiths to forge. The controlling player receives a bonus +2 Resource Points to be spent on Arm orders.

PORT

A player in possession of the port is able to Hire mercenaries (see later) from far-off lands to fight on his behalf.

The Port also provides the owning player with a bonus +2 Resource Points to be used during each Campaign Turn.

RELIGIOUS SITE

In a time of war, religion plays an important role in motivating the population to fight and to accept the inevitable losses suffered on the field of battle.

Before each battle, the player that controls the Religious Site should roll d6 for each unit in his army. On a roll of 6, that unit is considered Fearless for the duration of that battle (and that battle only). For each battle fought, repeat this process. Units that are already Fearless remain so; on a successful roll the Fearless unit gains a +1 bonus to its Fighting score for

the duration of the upcoming battle only. That bonus is lost thereafter.

TOWN

The player that controls the town has a huge source of manpower available to him.

The player that controls the Town gains a bonus +4 Resource Points during each Campaign Turn.

CAPTURING A STRATEGIC LOCATION

If the player with initiative has nominated a Strategic Location as being the site of the coming battle and he wins that battle, he automatically gains control of that Strategic Location. As noted, capturing the enemy Stronghold automatically ends the campaign.

Note: Once ownership of a strategic location changes, all benefits accrued by the former owner are lost and are gained by the new owner.

Players may wish to use special terrain to represent each Strategic Location, but this is not necessary.

CAMPAIGN POINTS

Every Campaign Turn each player gains a number of Campaign Points to be spent on a variety of activities that will affect the upcoming battle in some way.

Campaign Points are only valid for a single Campaign Turn. Any Campaign Points not used are lost.

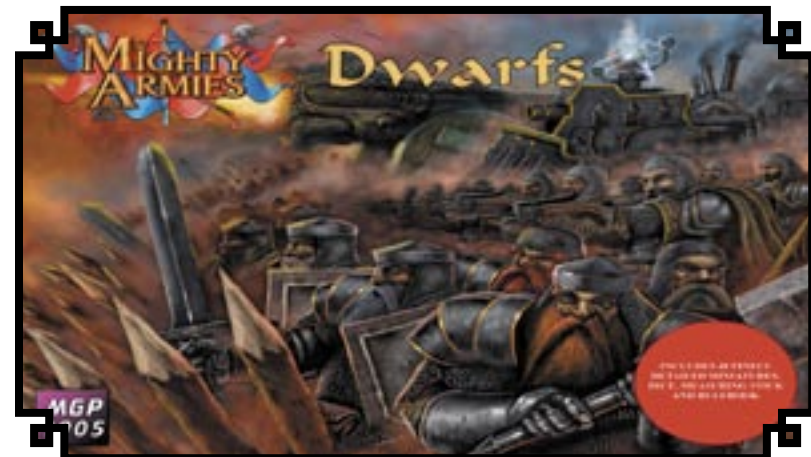
There are four types of Campaign Points available: Manoeuvre Points, Tactical Points, Resource Points and Fate Points.

Manoeuvre Points, Tactical Points, Resource Points and Fate Points

Once initial ownership of the strategic locations has been determined, players should make four 2d6 rolls. These rolls are repeated at the beginning of each Campaign Turn.

Each roll determines how many Manoeuvre Points, Resource Points and so on are available to be spent on a variety of activities between each battle. Any modifiers accrued through control of a Strategic Location or that are unique to the tribe or character selected should be factored into the initial 2d6 roll.

All of a player's points should be assigned before the success, failure or effect of each action is determined (except when an opposing player carried out a successful Spy mission the turn before; see below for details). The success, failure or effect of each action is determined by the type of action being attempted. Details are provided in the sections below.



MANOEUVRE POINTS

Manoeuvre Points (ManPs) are used to march and countermarch between battles to decide the nature of the upcoming clash of arms.

For every unit that has the Tactician Special Ability, the player receives a +1 bonus to his Manoeuvre Points. This replaces the use of the Tactician Special Ability as described in the *Mighty Armies Rulebook* page 15.

Each player assigns his ManPs (plus modifiers, plus any Fate Points) to one or more battle types. Once this is done, each player rolls a further d6 for each battle type that has had at least one ManP assigned to it and adds the number of ManPs assigned to a battle type in a roll-off. The player with the highest result is able to dictate the type of battle that will be next fought. In cases where a player assigns ManPs to more than one battle type, simply repeat the process and roll an additional d6 for each battle type that has had ManPs assigned to it. If a player wins the roll-off for more than one battle type, he may choose between those choices. In cases where more than one battle type is possible, the player with the highest roll wins. If both players have chosen only one battle type and it is the same battle type then that selection is made automatically. However, in this case roll a die as normal to determine initiative for the battle.

The player that has the highest score in this phase may also choose to take initiative in the coming battle. He may place his terrain piece on the gaming board first (or second if he desires). He may also choose whether to deploy first or not and whether to take the first turn or not. Therefore, do NOT roll to deploy armies as normal (*Mighty Armies Rulebook*, page 2). A player may choose, for example, to place his terrain first, deploy second and then take the first turn, or any combination of choices.

A player may choose between four battle types: Ambush, Dawn Assault, Flank Attack and Pitched Battle.

Ambush: In this scenario, the player that has been outmanoeuvred (has lost the roll-off, as outlined above) is ambushed. The losing player divides his units into two groups. The winning player chooses one of those two groups. The losing player next deploys one of his units from his group, followed by the winning player (deploying a model from the second group of the losing player's models previously divided and selected). Repeat this process until all the models from the losing player's army have been deployed. Note that all the units of the defending player must be deployed within 6" of the nearest table edge as normal. Following this the winning player deploys all his army as normal.

An ambush is extremely difficult to pull off. Any player assigning ManPs to this battle type receives an automatic -2 penalty.



Dawn Assault: In this battle, the victor of the roll-off is able to surprise his foe in a daring dawn assault against his camp. The loser should deploy his forces anywhere within a 12” square zone located in the centre of the table. The winner then deploys his force anywhere around the edges of the battlefield.

A player that assigns ManPs to this battle type receives an automatic -1 penalty owing to the difficulty of catching the opposition off guard.

Flank Attack: The winner of the roll-off does not deploy on the opposite table edge in this scenario. Rather, he deploys (in the normal way in all other respects) along one (and only one) table side at ninety degrees to his opponent.

Pitched Battle: This is the most common form of engagement. Follow the guidelines as laid out in the *Mighty Armies* rulebook for setup and deployment.

Any player that assigns ManPs to a Pitched Battle receives an automatic +1 bonus. Pitched Battles are the most commonly fought engagements.

Example: Player One rolls 2d6 at the beginning of the Campaign Turn to determine his Manoeuvre Points and gets a result of ‘6’. He assigns all six points to a Flank Attack. Player Two rolls 2d6 and gets a result of ‘5’. He assigns three points to a Dawn Assault and two points to a Flank Attack. He also decides to add a single Fate Point to the three points assigned to a Dawn Assault, giving a final total of four points.

The player’s next resolve which battle will in fact be fought. Although both players have assigned MP to Flank Attack, Player Two has also assigned points to Dawn Assault. Flank Attack is not therefore automatically chosen.



Player One gets a ‘5’ on d6 which he adds to the three points he assigned for Flank Attack, giving a final total of eight. Player Two rolls d6 for Flank Attack but only gets a one, giving a total of three. Player Two rolls a second d6 and this time gets a ‘6’ for Dawn Assault. He combines this with the four points previously assigned for a total of 10, making him the winner. A Dawn Assault will be the next battle fought and Player Two will have the initiative.

TACTICAL POINTS

Tactical Points (TPs) are assigned to conduct a variety of missions between battles. Each mission, if successfully executed, brings certain benefits as indicated below.

To check if a mission is successful, both players should roll d6 and add the number of TPs assigned to a particular mission (along with modifiers and Fate Points) or counter mission. The player with the highest total succeeds in carrying out his mission.

In cases where neither player has assigned any TPs to a mission, there is no need to make a roll.

TERMS OF REFERENCE

Opposed by. There is every chance that a mission will be successfully countered. This section indicates which mission type a player should make his opposed check against.

Bonus. Certain units and Strategic Locations grant bonuses to certain mission types. This section indicates how much of a bonus a player receives for having units of a certain type in his army.

Counterespionage: You use double agents and set traps to capture enemy spies.

You use counterespionage to prevent the opposition from gaining access to vital, secret information pertaining to your army and empire. Your Counterespionage rating is used to oppose your opponent's Spy rating.

Opposed by: Spy

Bonus: You gain a +4 bonus if you control the Castle Strategic Location.

Patrol: You attempt to guard against enemy incursions into your territory.

A player's Patrol rating is used to thwart the designs of your enemy. Every time you need to counter an enemy mission you may assign points from your initial starting Patrol rating total. Whenever points are used up to defend against one mission, those same points cannot be used later to counter a second mission. You must indicate how many Patrol rating points you will expend after your opponent has announced

his mission type but before he has declared his mission rating. This makes guesswork and reading your opponent vital skills before you divide your forces.

For example, Player 1 has assigned a total of 10 points to a Patrol mission. Player 2 announces that he will attempt to execute a Raid mission. Player 1 decides to expend 5 points to counter this threat. The success or failure of the Raid mission is then determined. Next, Player 2 announces that he will conduct a Plunder mission. Player 1 may now expend his remaining 5 points to counter this new threat.

Any points that are not expended are lost for that Campaign Turn. A player may not declare a Patrol mission that he has not assigned points to unless he is in possession of the Castle Strategic Location or has mounted units in his army.

Opposed by: Plunder, Raid or Scout.

Bonus: You gain a +1 bonus for each mounted unit in your army (excluding chariots and War Mammoths but including Winged Demons). This bonus is automatic regardless of whether you assign other TPs or FPs to a Patrol mission. Any player who owns the Castle receives a +2 bonus to his Patrol mission. This bonus is also automatic and neither TPs nor FPs need to be assigned to a Patrol mission.

Plunder: You attempt to attack the villages and farms of the enemy to sap his morale.

If a player is able to successfully carry out a Plunder mission then there is a chance that his action will lower the morale of the enemy in the coming battle. Following a successful Plunder mission the player who has suffered the attack should roll d6 for each unit in his army, excluding his General and



any units that possess the Spellcaster ability. On a roll of 6, that unit suffers a -1 penalty to its Fighting score (minimum of one) for the duration of the coming battle. After the battle, that unit is no longer affected by this disability.

Undead or Sorcerer's Legion units are also affected by a Plunder mission. Plunder missions conducted against Undead or Sorcerer's Legion armies target the graves and arcane sites of the enemy. Attacks on these areas drain the energy that animates corpses or powers demons, producing the same results as those detailed above.

Opposed by: Patrol

Bonus: You gain a +1 bonus to your Plunder rating for each mounted unit in your army. This does not include chariots, War Mammoths but does include Winged Demons.

Raid: You carry out a raid against your enemy's supply lines.

If a player suffers a successful raid carried out against him, that player loses available Army Points when selecting his army for the next battle. Subtract the losing player's Patrol rating + the rolled d6 (to give the final Patrol rating) from the victor's Raid rating + the rolled d6 (to give the final Raid rating) then consult the table below.

Final Raid rating – final Patrol rating	Army Point penalty to losing player
1 – 3	-2
4 – 6	-4
7 – 9	-6
10+	-8

Note that it is possible for both players to successfully carry out Raid missions against one another in the same Campaign Turn. In this case both armies will suffer the prescribed AP penalties in the subsequent battle.

Opposed by: Patrol

Bonus: You gain a +1 bonus to your Raid rating for each mounted unit in your army. This does not include chariots or War Mammoths, but does include Winged Demons.

Repel Siege: You bolster your home guard to ensure the safety of your capital.

Tactical Points assigned to Repel Siege are used to oppose a Siege attempt made by the opposition.

Opposed by: Siege

Bonus: A player receives a +2 bonus to his Repel Siege rating for every unit in his army he possesses with the Special Abilities Artillery or Long Ranged. A player only receives these bonuses if other TPs or FPs are assigned to a Repel Siege mission. A player also receives a +1 bonus to his Repel Siege rating for every infantry unit (non-mounted) in his army. A player may receive these bonuses even if no other TPs or FPs are assigned to a Repel Siege Mission.

Scout: You are able to scout out likely battlefields.

The player who is able to successfully carry out his Scout mission is able to arrange *both* his terrain features on the battlefield simultaneously along with a third, bonus, terrain feature (measuring the standard 3" by 3") if he so chooses. The order of placing terrain is still determined by initiative.

Opposed by: Patrol

Bonus: You receive an automatic +1 bonus to this check for each unit in your army that possesses the Scout ability. To benefit from this bonus you must still assign TPs.

Siege: You divert some of your forces to lay siege to the enemy capital and defend yourself against an assault on your stronghold.

If a player is able to execute a successful Siege mission then the enemy General is delayed in arriving for the next battle. To determine the delay compare the two Siege ratings (including the d6 roll and any FPs assigned) of both players.

Winner's final Siege rating exceeds opposition's final Siege rating by...	Enemy General is delayed by...
1 – 3 points	1 turn
4 – 6 points	2 turns
7 – 9 points	3 turns
10+ points	4 turns

The enemy General deploys on the given turn in the normal way and in the normal deployment zone. The General may move or carry out any other action as soon as he enters play.

In the case of an Ambush battle, the General is not included in the initial two groups deployed but enters play on the closest table edge to the owning player on the prescribed turn.

If a Dawn Assault battle is being played out, the General does not deploy in the centre area but instead enters play from the nearest table edge to the owning player on the prescribed turn.

Laying siege is time consuming. The player that wins the siege suffers a -2 AP loss to his army in the coming battle (and that battle only) to reflect units elsewhere deployed.

Opposed by: Repel Siege

Bonuses: A player receives a +2 bonus to his Siege rating for every unit in his army he possesses with the Special Abilities Artillery or Long Ranged and a +1 bonus for every infantry (non-mounted) unit. A player only receives these bonuses if other TPs or FPs are assigned to a Siege mission.



Spy: You are able to gain secret information about the strength of the enemy while hunting down likely spies in your own domain.

Next turn the winning player nominates a category: Manoeuvre, Tactical or Resources. The losing player must declare how the relevant points in that nominated category

were spent *before* the opposing player determines how he will spend his own points in that category.

Opposed by: Counterespionage

Bonus: The player that controls the Castle Strategic Location gains an automatic +4 TPs assigned to Spy. These points are accrued even if no other TPs or FPs are assigned to this Mission.

RESOURCE POINTS

Resource Points (RPs) are used to equip your army or swell its numbers. RPs may be augmented by expending FPs. In all cases, no die roll is required. The effects of assigning RPs (or FPs) are automatic.

Arm: For each RP spent improving the weapons of your army you may increase the Fighting ability of a single unit by +1 for the next battle only. A single unit can only benefit from this increase once per Campaign Turn.

Control of the Castle gives an automatic +2 Resource Points to be spent on Arm.

Hire: For every 3 RPs spent in the same Campaign Turn you receive a bonus AP. This bonus AP may be spent on a unit selected from an Army Reference Sheet other than your own. Following the end of the next battle these mercenaries move on to fight other wars for different paymasters, therefore the number of available APs for army selection will drop back down to forty.

Units that have been Hired cannot be Armed.

Prerequisite: To hire mercenaries you must possess the Port strategic location.

Magical Research: For every 1 RP spent in the same Campaign Turn you receive a free Movement Point in the next battle that **MUST** be spent on Magic (your army should therefore include a spellcaster). This extra MP is useable once only and, if unused, cannot be kept for a different battle.

Recruit: For every 2 RPs spent in the same Campaign Turn recruiting new soldiers, you may receive a bonus AP. This bonus AP must be spent on a unit selected from your regular Army Reference Sheet. The recruits are absorbed into the ranks following the next battle and the number of available APs will drop again down to forty and the player should revert to using his basic army selected at the beginning of the campaign.

Units that have been newly Recruited cannot be Armed.

FATE POINTS

Fate Points (FPs) indicate the whims of the gods and goddesses that look down upon the world of conflict. FPs may be used instead of or to augment MPs, TPs and RPs. As in all other cases, any unused FPs in any Campaign Turn is lost and a player should re-roll afresh in the following Campaign Turn.

RESOLUTION

Once all a player's points are assigned the success, failure or effect of each action is determined. A record of the result of each action should be kept as the result will have an impact on the coming battle.

THE BATTLE

Except where modified according to the results gained from actions conducted in the Campaign Turn, the battle at the end of the turn should be fought as per the rules found in the *Mighty Armies Rulebook*.

AFTERMATH

If the battle has been fought for possession of a Strategic Location, the winner of the battle either retains control (if he was defending the location) or gains control (if he was attacking the location). The effects of owning a Strategic Location are gained in the subsequent Campaign Turn.

Losses suffered in the battle are replaced in the next month through recruitment and training. Both armies will fight the next battle with their original 40 AP force (subject to modifiers for the allocation of Campaign Points).

Players should check how many Campaign Turns have been fought. If turns still remain and neither player has captured the enemy Stronghold, return to the beginning of the Campaign Turn.

If all the Campaign Turns have expired but neither player has managed to capture the enemy's Stronghold determine overall victory by assigning the following points. All points are cumulative.

- ✦ +1 Victory Point for each battle won.
- ✦ +2 Victory Points for each Strategic Location controlled at the end of the campaign.
- ✦ +3 Victory Points for each Strategic Location captured from the enemy.

THE EMPIRES

At the beginning of the campaign each player should select an empire. This empire will remain unchanged for the duration of the campaign. Each empire offers certain benefits offset by disadvantages. Some empires are more complex and challenging to play than others.

BARBARIAN

CUNAC

The people of Cunac are proud artisans, politicians and reformers that have worked to build an impressive stronghold where equality, debate and the arts flourish. War is seen only as a last resort and the elders of Cunac would rather send diplomatic missions to discuss and resolve problems. The stronghold has attracted humans from a wide variety of backgrounds seeking peace and stability in an otherwise wild world.

All for One and One for All: The sense of harmony that exists between the people extends to the battlefield. Large groups comprising of six units require 2 MPs to activate. Groups of up to five units require only one MP.

On the other hand, without a leader, the army of Cunac often falls into disarray. Whenever a character with the General Special Ability leaves play, the army suffers a -2 penalty to its MPs every turn to a minimum of one.

Eyes Everywhere: Cunac employs a great number of diplomats, all of whom have access to otherwise secret information. Each Campaign Turn the player receives a +2 bonus to Spy missions.

Market: Every day a huge market flourishes in the stronghold with a wide variety of goods and services, all taxed, being peddled. Each Campaign Turn the player gains a bonus +2 Resource Points.

Peace Loving: The people of Cunac are not warlike and the warriors do not march with the same aggression and sense of purpose that soldiers from other empires do. The player receives an automatic -2 penalty to his Manoeuvre Points each Campaign Turn to a minimum of one.

WISE MEN OF THE STONE CIRCLE

This tribe is led by wise shamans that supervise the erection of immense stones into various patterns, the most popular being a circle. It is unknown exactly how these gargantuan stones are lifted into place but rumour ascribes it to the use of powerful magic that the shamans possess.

Destroy the Wicked: The Wise Men of the Stone Circle are sworn to destroy the false idols and beliefs of their enemies and this is often a cause for war. When assigning Strategic Locations the Barbarian player may not select the Religious Site (note: this may create a situation where the opposing player controls three Strategic Locations and the Barbarian player only a single Strategic Location). The Barbarian player must always attack the Religious Site to gain control of it until it is captured. If it is recaptured by the opposing player, the Barbarian player must once again seek to control it. A campaign can only be won by the Barbarian player if he controls both the Religious Site and the enemy Stronghold.

A captured Religious Site confers no benefits to the Wise Men of the Stone Circle – do not roll to determine if units are Fearless before battle.

Earth Power: Before commencing every battle the player should roll d6. During the battle the gods grant favour to the tribe. A player may elect to expend one of these points to alter (increase) the result of a die roll made by him (not by his enemy). The player does not have to announce he will expend points until the result of the dice roll is known. Only a single point can be expended on each roll. Expended points may not be reused in the same battle.

Initiate: As many Warrior units as the player chooses may be upgraded to Initiate status for the entire campaign. Such units are privy to elementary magic. Each unit upgraded this way costs 4 AP. The unit uses the same stats as a regular Warrior unit but gains the (new) Special Ability Initiate Spellcaster.

Initiate Spellcaster: A unit with the Initiate Spellcaster Special Ability is able to expend Magic Points to create certain effects. It costs 1 MP to create an effect and there is no limit to the number of times during a turn that effects can be generated. As with normal magic (*Mighty Armies Rulebook* page 11), each magic effect may only be used on a target just once, regardless of whether it succeeds or fails. These effects may be used while in Close Combat and all magical effects are resolved before Close Combat takes place in a turn.

SPELLS

The following spells are available to Initiate Spellcaster units.

Arcane Shield, Local: The Initiate Spellcaster unit gains protection from enemy spells. This spell replicates Arcane Shield except that the area of protection is limited only to the Initiate Spellcaster unit and any other units that make up a Large Group with the Initiate Spellcaster unit.

Bind, Local: This spell replicates the Bind spell except that there is a range limit of 5”.

Enhance, Local: This spell replicates the Enhance spell except that there is a range limit of 5”.

Fireball: The Initiate Spellcaster unit hurls a ball of fire at an enemy. This is resolved as a shooting attack, though it takes place before any close combat is resolved. This attack has a 5” range limit and a Shooting I rating. Line of sight is needed but it cannot target an enemy unit in close combat. The Initiate Spellcaster unit may cast this spell while in close combat, although this spell cannot be used to target the enemy unit the Initiate Spellcaster unit is in close combat with.

Wise Men: This tribe is led by a Shaman. The player may not select a King as a unit option. Each army must include at least one Shaman. One Shaman unit must be designated (and marked clearly) as being the leader. This unit gains the Special Ability General.

WOLF'S HEAD TRIBE

The Wolf's Head tribe is a mighty band of warriors that wear helmets adorned with the head of a wolf slain as a rite of passage to adulthood. Before battle each warrior viciously slashes at his own body, sacrificing his own blood to appease the spirit of the wolf. In return, his guardian spirit grants supernatural fighting prowess to those that are strong and pure in spirit.

Blood Sacrifice: Before battle a player should determine which of his units (excluding any War Mammoth units) have been taken by the spirit of the wolf. Roll d6. On a result of 1-4 the unit has been granted superior fighting prowess for the coming battle and receives a +1 bonus to its Fighting and Support attributes. On a roll of 5-6 the unit loses so much

blood that the unit is considered Weak for the coming battle (see *Mighty Armies Rulebook* page 15).

Any Berserker units in the army should also make this roll. On a result of 1-4 the unit gains a +1 bonus to its Fighting and Support value in the normal way. Rolls of 5-6 however are ignored and have no detrimental effect.

Mercenary units are not affected by Blood Sacrifice.

DWARE

AVENGING NOMADS

The Avenging Nomads are a fearsome tribe of dwarven warriors sworn to seek out and destroy an ancient enemy. Tirelessly, year after year, the dwarven community moves in search of fresh enemies until all are slain.

Ancient Enemy: The Avenging Nomads have tracked down more of their ancient foe (in other words, the Army controlled by the enemy player) and a berserker rage has gripped their ranks. For each unit available in the coming battle roll d6. On a result of 1-3 the unit receives a +1 Fighting bonus, on a roll of 4-6 the unit gains the Rampager Special Ability. These additions apply only for the next battle and only apply to dwarven units (not mercenaries).

Last Stand: Avenging Nomad units that possess the Special Ability Disciplined sometimes choose death and glory in a desperate situation. If such a unit would be Driven Back roll d6. On a roll of 5 or more the unit chooses to make a last, desperate stand. Another round of combat is fought: compare Close Combat results as normal (including all modifiers). If the dwarves can score more than their opponent (the dwarves do not have to score double) then both the enemy unit AND the dwarven unit are destroyed. If the dwarves fail to outscore

their enemy then the dwarven unit is destroyed and is not Driven Back.

Short Of Leg, Slow of Foot: The Avenging Nomads are slow to manoeuvre and deploy. Each turn the dwarf player receives 1d6 Manoeuvre Points rather than the normal 2d6 points.

The Best Defence Is A Strong Offence: The Avenging Nomads are aggressive in pursuit of their enemy. Avenging Nomads may not assign TPs to Patrol missions.



GRAYTOP MOUNTAIN CLAN

The dwarves of Graytop Mountain live hundreds of feet beneath the peaks of an immense range of craggy rock spires. Over successive centuries the dwarves have mined tunnels and great halls through the rock, striking out against enemies when war threatens before retreating to the safety of the well-guarded passageways.

Home is Beneath the Mountains: The mountain fortress is virtually impenetrable. Enemies suffer a -2 penalty to any missions requiring Tactical Points carried out against the dwarves. In addition, an enemy may not count any bonuses for cavalry units he possesses when determining the success of Plunder or Raid missions.

Short of Leg, Slow of Foot: The dwarves of Graytop Mountain are not the speediest soldiers and are often outmanoeuvred. Each turn the dwarf player receives 1d6 Manoeuvre Points rather than the normal 2d6 points.

KALUDERA: CITY OF BRASS

The dwarves of Kaludera, the City of Brass, are adept metal workers and ingenious inventors. The engineers enjoy a privileged position in society that almost rivals the royal dynasty. In vast workshops all manner of engines of destruction are built and tested before being deployed on the battlefield.

Art of Destruction: The engineers of Kaludera are able to improve the performance of regular dwarven war engines. Each turn an additional number of RPs may be assigned to improve the performance of any Engines of War or Mighty Cannons that have been selected. RPs spent in this way only affect a single war engine. Other war engines require additional RPs to be spent. At the end of the Campaign Turn the war engines revert back to normal owing to the wear and tear of manoeuvre and battle.

An Engine of War or Mighty Cannon can be improved in one of the following ways:

Improved Accuracy: A unit with either of the Special Abilities Artillery or Long-Ranged attains a Shooting IV rank.

Cost: 2 RPS.

Improved Armour: A unit with the Special Ability Monstrous may be given stronger armour. In this case, if a Monstrous unit is nominated to be destroyed in close combat after a Victory, or from a shooting attack, roll a d6 as normal. On a roll of 4 or more the unit ignores the Victory result and is not removed from the battle.

Cost: 2 RPs

Improved Engine: The speed of a war engine (Engine of War or Great Cannon) improves by +1”.

Cost: 1 RP.

Improved Projectile: The range of a unit with either of the Special Abilities Artillery or Long-Ranged may add +2” to the effective shooting range of the unit.

Cost: 1 RP.

Magic Abhorrence: The dwarves of Kaludera put tremendous faith in rational scientific principles. An Engine of War, when fielded, does not gain the Spellcaster Special Ability. Instead the player may choose one of either Improved Accuracy or Improved Armour detailed above in the section Art of Destruction as a replacement Special Ability.

In addition, the player may not choose to expend RPs on Magical Research and may not hire Mercenaries with the Spellcaster Special Ability.

Short Of Leg, Slow of Foot: Like other dwarves, the dwarves of the City of Brass are not fast movers. Each turn the dwarf player receives 1d6 Manoeuvre Points rather than the normal 2d6 points.

ORC

GAZZAN'S WOLF RIDERS

Gazzan is respected as a cavalry commander even among his enemies. Legend tells that he was raised in the wilds by wolves and that he can talk to the fearsome beasts. He has trained his troops to conduct lightning fast strikes against the enemy, overwhelming them by attacking their flanks from all angles.

Cavalry Force: Gazzan's Wolf Riders must be made up of at least 50% Wolf Rider units. Gazzan counts as a single unit towards this total but Nosferir and Wolf Pack units do not (see below).

Gazzan: Gazzan rides into battle atop his wolf Fang Ripper. He is a mandatory unit choice for the army roster. He has the following stats.

Unit	Speed	Fighting	Support	Special	AP
Gazzan	7"	+4	+2	General, Mobile, Shooting III	4

Use a regular Wolf Rider unit identified in some way to represent Gazzan.



Nosferir the Great Wolf: Nosferir the Great Wolf is known to ride to battle with Gazzan at times in search of blood. Nosferir is not a mandatory unit choice. He has the following stats.

Unit	Speed	Fighting	Support	Special	AP
Nosferir	5"	+7	-	Bloodlust, Fearless, Mobile, Monstrous, Rampager	7

Nosferir cannot be part of a group and therefore has no Support value.

Bloodlust: Nosferir has no master and is a slave only to his base desires. Nosferir will always attempt to engage the closest enemy unit in Close Combat and will move accordingly at maximum speed.

Nosferir can be represented by a larger monster based clearly marked or a suitable model can be used.

Wolf Pack: Riderless wolf packs follow Gazzan and obey his commands. Any number of Wolf Pack units may be selected. Wolf Pack units have the following stats.

Unit	Speed	Fighting	Support	Special	AP
Wolf Pack	7"	+1	-	Mobile, Rampager	1

Wolf Pack units cannot be part of a group and therefore have no Support value.

You can represent Wolf Pack units by using clearly-marked regular bases or by using appropriate models.

Wolf Riders: Gazzan's Wolf Riders are experts at cavalry warfare. Any Wolf Rider unit may be given the following upgrades by expending Resource Points during the Campaign Turn. Each of these upgrades is effective only in the next battle. Thereafter the unit reverts to normal stats.

Improved Fighting: Certain wolves are bred to attack the enemy in Close Combat. Whenever the Wolf Rider unit is in Close Combat the player may make a separate attack on behalf of the wolves. This attack is made at Fighting +1. If the wolves are bested in Close Combat the unit remains unaffected and is neither destroyed or Driven Back (in other words, the unit is only destroyed or Driven Back if the main Fighting value is bested).

Cost: 1 RP

Improved Speed: The breeding of faster wolves grants the Wolf Rider unit a +2" bonus to Speed.

Cost: 1 RP.

Improved Shooting: Armed with finely constructed, expensive bows, the unit gains Shooting II for the duration of the battle.

Cost: 1 RP.

Improved Charge: The wolf riders are armed with strengthened spears capable of piercing ranks of enemies before splintering. The unit receives a +3 bonus when Charging rather than the normal +1 bonus.

Cost: 1 RP.

NAZLAK'S GOBLIN HORDE

The great Orc chief Nazlak rules over an unruly goblin mob through might and downright viciousness. More evil and more cunning than the rest, Nazlak has bred a generation of innumerable warriors bent on death and destruction.

Goblin Horde: The following Orc units are not available in Nazlak's army: Black Orcs, Orc Catapult and Orc Hydra Tamer. Shaman, Orc Horde, Goblin Horde, Wolf Riders and Orc Archers are available along with some new unit options detailed below. Warlord units are also unavailable (see below).

Nazlak: Nazlak himself leads the horde. He is a mandatory unit choice and has the following statistics.

Unit	Speed	Fighting	Support	Special	AP
Nazlak	4"	+6	+3	Fearless, General, Magic Resistant	7

If Nazlak is ever removed from play during a battle he is considered to have miraculously escaped death and returns to the army roster for the next battle.

Nazlak's Commandos: Nazlak has trained a special group of particularly diminutive goblins to act as commandos on the battlefield. Each unit possesses the Special Ability Hide (see below).

Hide: Before deployment the location of each unit is secretly recorded by the Orc player. The commandos lie in wait, concealed in cover, ready to pounce on any enemy that comes nearby. The location should be plotted by the player writing down the number of inches from the left hand side of the board (counting in) and the number of inches towards the far end of the board (counting forward). The centre of the unit base should be placed on this location when the unit reveals itself.

The unit can be revealed at any point during the battle by expending a single MP. The unit can be placed to face in any direction. Thereafter another MP may be spent on the unit for it to perform some action.

The units are undetectable while hidden. An enemy unit that moves through the area will do so unimpeded.

Nazlak's Commandos have the following stats.

Unit	Speed	Fighting	Support	Special	AP
Nazlak's Commandos	3"	+1	+0	Hide (see above)	2

Nazlak's Death Squad: Nazlak has successfully enticed certain goblins to voluntarily sacrifice themselves on the battlefield in an attempt to cause maximum damage to the enemy. Death Squad units carry explosives set to detonate at a certain time strapped to themselves. During the battle, each unit attempts to close with the enemy at just the right moment to cause considerable damage. Each unit possesses the Special Ability Self-Sacrifice (see below).

For models, you can use regular size bases clearly marked or convert any models you desire.

Self-Sacrifice: Prior to the commencement of battle the fuse for the explosives the Death Squad has strapped to them is lit. The player should nominate the *end* of one of his turns when the fuse will reach the explosives and detonate. Once this turn number has been decided, it cannot be changed.

If the Death Squad unit is in Close Combat with an enemy unit at the end of the designated turn then the explosives detonate and both the Death Squad unit and the enemy unit are destroyed. In the case of fighting against a group, the Orc player should roll a dice. This number of enemy units is destroyed and any surviving units are Driven Back. If the Death Squad unit is itself in a group then roll d6 to determine how many friendly units are lost at the time of the explosion. Any survivors are also Driven Back.

If the explosives go off without the Death Squad unit being in Close Combat then every unit (both friendly and enemy) within 3" suffers a Shooting II attack at the end of the designated turn. The Death Squad unit is removed from play.

In all other cases, the Death Squad unit is removed from play with no further effect at the end of the designated turn.

If a Death Squad unit is destroyed or removed from play prior to the end of the designated turn being reached then the explosives are considered harmless and will not detonate.

No more than a total of three Death Squad units can be fielded in any battle.

Death Squad units cannot be hired as mercenaries.

Death Squad units have the following stats.

Unit	Speed	Fighting	Support	Special	AP
Death Squad	4"	+1	+0	Fearless, Self-Sacrifice	3

For models, you can use regular size bases that are clearly marked or convert your own figures.

TORN N THE HALF-ORC

Tornn has single-handedly united half-orcs spurned by their society into a highly effective fighting force. Combining human brains with orc brawn, Tornn has campaigned for years, fighting enemy barbarian and orc tribes. Each success attracts new recruits to his horde, usually embittered youths stung once too often by the criticisms and hostile behaviour

of pure bloods. Through the years Tornn has forged close relations with barbarian chiefs that are more interested in peace and co-operation than pointless conflict over the birth rights of half-orcs.

Allies: Tornn enjoys close relations with neighbouring barbarian tribes. The player may Hire Barbarian Warriors, Archers and Chariots for the normal points cost (3 RPs = 1 AP), but he does not have to be in control of the Port Strategic Location. To hire other Barbarian units or units from other army lists, the player must control the Port as normal.

Animosity: Though enjoying generally good relations with human barbarian tribes, Tornn and his followers are shunned by weaker goblins that refuse to join his ranks and fight for him. The player may not use Goblin Horde or Wolf Rider units at any time.

Great Catapult: Half-orc engineers have been able to develop and build a gigantic catapult. This catapult is slow to operate but is capable of throwing huge rocks over great distances.

The Great Catapult sits off table and therefore does not need to be represented by a suitable model on the gaming table.

To fire the Great Catapult, the player must first plot the location of where he wants the missile to land. This is done by counting the number of inches in from the left hand side of the board then recording the number of inches forward from the side of the board closest to the player. The Great Catapult will throw a projectile at this coordinate at the beginning of the *following* turn.

To determine if a hit is recorded, roll d6. On a roll of 1-3 a hit is scored. On a roll of 4-6 roll a further 2d6 and consult the table below.

2d6 Result	Effect
2 – 3	Projectile lands 1d6 inches up.
4 – 5	Projectile lands 1d6 inches down.
6 – 7	Projectile lands 1d6 inches to the right.
8 – 9	Projectile lands 1d6 inches to the left.
10 – 11	Catapult fails to fire. No effect
12	Catapult is damaged. Cannot fire this turn or the next.

If the projectile scatters determine the variation from the plotted coordinates. ‘Up’ means away from the controlling player; ‘down’ means towards the player.

Any unit with more than half of its base within 2” of where the projectile land’s is instantly destroyed. Units with Special Abilities that normally allow a re-roll to ignore Shooting attacks (such as the Horde Special Ability) do not apply. Units within 2” but have less than half of their base in the area of effect suffer a Shooting IV attack. Units with Special Abilities that allow a saving throw to survive a Shooting attack may use this Special Ability in this case.

The Great Catapult can be made inoperative if an enemy unit is able to come into base contact with the table edge opposite the player that owns the Great Catapult. That enemy unit must stay in contact with the board edge without being in Close Combat for a full turn before moving away again (for example, Turn 1: Move into contact with the board edge; Turn 2: Remain in contact with the board edge; Turn 3: Move away).

The Great Catapult is always considered to be off table and located somewhere beyond the board edge closest to the owning player even in battles where the owning player does not deploy along the closest table edge.

There is no range limit on the catapult.

SORCERER'S LEGION

KAKARAZZK: THE DEMON FORTRESS

Kakarazzk was summoned using immense arcane energies to the plane it inhabits now by an unwitting priestly hierarchy. Thousands of prisoners captured in battle were sacrificed for the summoning with the promise that when the demons arrived, the first to benefit would be the priests. With no remorse, upon arriving, the demons tortured then killed the priests first, robbing their followers of leaders and driving fear into the hearts of all men.

Kakarazzk stands as a vast, dark portal through which immense hordes are summoned.

Fate is Fickle: Unimaginable distances of time and space separate Kakarazzk from its home world. The sinister gods and goddesses of the demon world have no power this far away. The player does not receive Fate Points at any time during the Campaign Turn.

I Summon Thee: The spellcasters that populate Kakarazzk are the most skilled in summoning demons. Rather than the normal 4” close to a spellcaster that a summoned unit must appear, units summoned by spellcasters from Kakarazzk may be placed up to 6” away.



Portal: Deep within the bowels of Kakarazzk stands the portal through which the demon legion is summoned. Each Campaign Turn the player receives a bonus +4 RPs to be spent on Hire orders. Any units hired using these points, or part of these points, automatically have Summoning +2 to reflect the sacrifices needed to ensure the arrival of the unit.

THE LOST

The Legion of the Lost is a demonic horde cut off from its home in the nether. In a cataclysmic accident the portal between their world and the current one was drained of power. Arch Sorcerers at the head of the army have ascertained that a long-forgotten ancient tome lies hidden, layered in dust, somewhere among the relics and war treasure of the enemy they face. By gaining control of the book the legion hopes to return home once again before it is completely wiped out.

Desperate Search: Although it is known that the enemy possesses the ancient arcane tome required to reopen the portal, it is unknown exactly where the tome lies. The Lost must gain control of each of the Strategic Locations controlled by the opposing player at the beginning of the campaign as well as the Stronghold to secure overall victory. The Lost player does NOT have to retain control of each of the Strategic Locations. It is assumed that a thorough search is conducted while the Strategic Location is controlled.

Eyes Everywhere: In searching for the lost book the leaders of the Legion have created an extensive spy network. In return for money, power or more depraved desires the Arch Sorcerers have learned a lot about their enemy. Each Campaign Turn the player receives a +4 bonus to Spy missions.

No Reserve: The Legion of the Lost has been unable to return to its home world for months now, and with each battle, this once mighty army is slowly being whittled away as reinforcements cannot be summoned. The malevolent sorcerer that leads the demons has decreed that one last, final effort is needed to gain the knowledge needed to reopen the portal. He has called for every last of his servants to follow him to battle in this last great crusade.

The Lost starts the campaign with 80 Army Points. All of the units selected may be fielded in each of the battles fought. However, unlike other armies, losses are not recuperated between battles. As each unit is destroyed, it remains unavailable in subsequent battles.

The army is also unable to Recruit more demons to its service, though mercenaries can still be Hired if the host controls the Port.

The army receives $1d6 + 4$ Movement Points per turn in battle. If the core army is reduced to a value of 60 APs or less the player receives $1d6 + 2$ Movement Points per turn. Anytime the army is reduced to 40 or less APs the player receives $1d6$ Movement Points per turn as normal.

THE DAMNED

The Damned are a regular Mighty Armies force that has been recently possessed by Greater Demons, each vying with one another to assert complete control over the host. None of the demons have as yet gained undivided influence over the host with the result that the performance of the troops is erratic as arcane forces pull them first in one direction, then another.

Select any regular army (including the same army as that used by your opponent, but excluding the Sorcerer's Legion army). This army is exactly the same as the regular army and follows the same rules with the following exception.

Demonic Influence: Different demons of different powers and wills constantly seek to control the army. Each turn that a unit (or formation) is given an order, roll $d6$ and consult the table below. In the case of formations, apply the same result to all units within that formation. Each effect lasts until another order is given to the unit.

In cases where units already possess the Special Ability that affects them, ignore the result and the unit may act as normal.

Result	Effect
1 – 2	No effect. The unit may act as normal.
3	Unit gains the Horde Special Ability
4	Unit gains the Fearless Special Ability
5	Unit gains the Weak Special Ability
6	The order fails. The unit may take no action that turn.

Demonic Influence applies to all units in the army.

UNDEAD

DRAK'KAR EU'LA

The arch-Necromancer Drak'kar Eu'la travels the lands raising hordes of undead from the battlefields of yesteryear and the graves of every village and town that his black-robed deathless warriors engulf.

Where is He?: Drak'kar Eu'la is constantly moving, raising dead bodies to his vile service. As such any missions carried out against him require a great expenditure of manpower. An opposing player must assign at least 3 TPs to any type of mission carried out against Drak'kar Eu'la. A siege can never be conducted against Drak'kar Eu'la. Drak'kar Eu'la may still assign TPs to thwart the plans of the enemy.

Drak'kar Eu'la may assign TPs (and additional FPs) to conduct missions as normal.

Undead Legion: Drak'kar Eu'la cannot assign RPs to Recruit and increase the size of his army. His army is always determined and limited by the number of available corpses

nearby and ready for undead resurrection. As such, no more than 40 APs are available per battle. In addition, Drak'kar Eu'la never uses mercenaries even if he is in possession of the Port. He only trusts his most loyal followers and only they follow him from battlefield to battlefield.

LEGION OF THE DAMNED

The Legion of the Damned is made up of undead soldiers condemned to an eternal afterlife of meaningless war. While alive the troops would practice vile magical rites to grant them immunity from death in battle. Though successful at first, the legion became greedy and demanded more from their nightmarish gods until finally the host was consumed and condemned by the power it sought to control.

The Legion of the Damned can be represented by any army other than an Undead one. For example, the player can choose to represent this army using Barbarians that have been cursed. The army fights as it normally would and not as an Undead army with the following exceptions.

Legion of the Damned: The Legion lived and died together as brothers and sinners and no outsiders are affected by the curse. At the beginning of the campaign choose an army comprising of 40 APs as normal. This selection remains unchanged for the duration of the battle but losses suffered are not replaced between battles. Units lost remain permanent losses.

The only exceptions to this rule are units that have either the General or Spellcaster Special Abilities.

Additional units may not be recruited, but mercenary units may be hired as long as the player controls the Port.



Immortal: Units in the Legion of the Damned are energised by strong arcane forces that defy death. Anytime a unit would normally be removed from play the player may roll d6. On a roll of 1-3 the unit remains in play and otherwise unaffected. Only on a roll of 4-6 is the unit removed. This saving throw is in addition to any other saving throws allowed by Special Abilities (for example, a Spellcaster receives a 5+ saving throw against Shooting attacks). The Immortal saving throw is made after all other failed saving throws.

If the player controls the Religious Site Strategic Location then units are saved on a roll of 1-4.

STRYRIK: THE BLEAK KINGDOM

Stryrik lies in the Mourn Marshes along a craggy coastline. Once the site of an immense city of seafaring merchants, the population was destroyed in cataclysmic flooding. Over centuries the salt water drained and left the Mourn Marshes. Stories abounded of the ghosts of the dead walking at night and murdering foolish travellers that ventured into the region alone.

More time passed and soon it became common knowledge that an undead lord named Stryrik had gained control of the area. Ever more numerous raids were conducted against nearby population centres and those captured were never seen again. Whispered rumours report that the poor souls are kept animated in a state of non-death to act as slaves, unable to resist the will of Stryrik and his Chosen elite.

Stryrik, Lord and Master: Undead Warrior units must stay within 6" of Stryrik (designated Necromancer unit) or fall to the ground, motionless and sapped of the dark magical power that animates them. A unit so affected may be re-animated at any time by Stryrik moving within 6" of the model. This re-animation does not cost any MPs.

If a unit moves more than 6" away from Stryrik, keep the figures on the gaming table, but lie the base on its side for easy reference. A unit so affected cannot move, engage in combat or support another unit. The unit has a Fighting value of +0 against Close Combat attacks but +2 against Shooting attacks (the troops are lying down and assumed to be somewhat dispersed).

The Damned: The Bleak Kingdom is split between the ruling, sentient aristocracy and the far more numerous undead drone workers. The workers have little skill and take time to complete tasks. As a result of this, the Undead player may roll only d6 when determining how many Resource Points he accumulates each Campaign Turn.

On the other hand, the Damned is made up of a wide variety of racial types. The Undead player may hire Mercenaries without being in control of the Port Strategic Location. Furthermore, he pays only 2 RPs for each AP available to hire Mercenaries.

The Chosen: The Death Knights form the proud elite of Stryrik's army. This elite shares a common identity and purpose and equal scorn for the non-aristocratic members of society.

Both Death Knight and Death Knight Cavalry units receive a +1 bonus to their Support value when supporting a similar unit. Both Death Knight and Death Knight Cavalry units receive a -1 penalty to their Support value when supporting an Undead Warrior or Undead Giant unit.

Mourn Marshes: The Mourn Marshes are an inhospitable wasteland and the city of Stryrik lies at their centre. Owing to the harsh terrain and the nature of society Spy missions cannot be conducted against Stryrik. Siege missions do not receive bonuses for having Artillery or Long Ranged units available, as these units cannot traverse the marshes. Plunder missions also have no effect as the aristocratic leaders have no interest in the well being of the lower class.

WOOD ELF

DARK FOREST ELVES

Deep in the Dark Forest live a tribe of malicious, cruel elves. The Dark Forest Elves have skin of the purest white that contrasts starkly with their coal-black eyes. For millennia, the elves have lived in the hidden reaches of the forest, ambushing any that dare to venture beneath the canopy. The elves have formed a deep bond with the overgrown spiders that live alongside them and often go to battle together.

Deeply Hidden: The Dark Forest is difficult to penetrate. An opponent suffers a -2 penalty when undertaking any Spy missions.

Elite Units: Dark Forest Elves do not have access to any Elite Units. The trees themselves fear the Dark Forest Elves and the dense forest is no place for chariots. Elite Unit choices may only be selected if the player controls the Port and is able to recruit mercenaries from other army lists.

Poison: Dark Forest Elves coat their blades in poison collected from spiders that dwell in the forest. Anytime an enemy unit is destroyed in Close Combat, roll d6. On a roll of 1 that army suffers a -1 AP penalty in the next battle due to the effects of the poison. Any AP losses incurred are only applicable to the next battle.

Spiders: Large spiders make their homes in the Dark Forest. The elves are able to herd these spiders and use them to obstruct the advances of the enemy. In each battle the general may place a number of spider markers on the battlefield equal to half the number of units he deploys (rounded down). The marker should be the size of a regular unit base. This marker starts the game in contact with the designated controlling unit. The spider marker can move 3" every turn (no MPs need to be assigned) in any direction.



Any unit (including a Dark Forest Elf one) that attempts to move over the spider marker suffers a 50% movement penalty. An attempt to Charge through the spider marker causes the attacker to suffer a -2 penalty to Close Combat resolution.

The spider marker can be attacked by moving into base contact. Victory is automatic and the spider marker is removed from play (the spiders disperse).

Units able to use missile weapons may fire over any spider markers. Spider markers may not be attacked by missile troops. Artillery fire is similarly ineffective.

Each spider marker can only remain in play for 1 + d3 turns before the spiders disperse and the marker is removed from play. This should be determined and recorded at the beginning of the battle.

EARTH TREE TRIBE

At the centre of the Earth Tree tribe stands the immense Earth Tree, believed to be the oldest living tree in the known world. Around the gargantuan tree the tribal elves have created a society at one with nature.

Reconnaissance: Earth Tree elves are extremely swift of foot. The Earth Tree general may count any units with the Scout ability as Cavalry when conducting missions that grant bonuses for Cavalry (such as Patrol).

Counter March: Owing to the rapid speed that the Earth Tree elves move, the general gains +2 bonus Manoeuvre Points each Campaign Turn to determine the type of upcoming battle.

Treemen: Treemen may deploy in a similar manner to units that have the Scout ability. A Treemen unit may deploy after all other units are set up within 1" of a forest terrain piece and

more than 8" away from an enemy unit. If this is impossible then the Treemen unit must deploy in the stipulated zone with his army (according to the type of battle being fought). It is feasible that an inability to deploy close to a forest may only become clear once all other units have deployed. In this case, place the Treemen unit in his deployment zone before any other units with the Scout ability.

THE FORSAKEN

The number of Forsaken is dwindling every year as the forest around them slowly dies. To protect the few that still live, the Forsaken have evolved special tactics for use in battle.

Disciplined: All Forsaken units (not mercenaries) are Disciplined. This reflects the recognition that to gain quick victory and ensure the protection of the utmost number of troops all units have to work together.

Home Guard: The Forsaken are unwilling to risk large numbers of troops striking deep into enemy-held territory. The Forsaken player can only assign up to half his cavalry units to Plunder and Raid missions. The Forsaken never undertake Sieges.

We Must Survive: In battle the Forsaken attempt to inflict maximum damage in as short a time as possible while minimising their own losses. Each turn roll d6 for each unit. On a roll of 5 or 6 the unit is overcome by an intense bloodlust that grants the unit a +1 bonus to its Fighting value.

If the Forsaken are unable to clinch victory quickly they will often retreat before they suffer overwhelming casualties. If a Forsaken army is ever reduced to 75% of its original number of units (rounding round) then the army will retreat and victory is conceded automatically to the enemy. All losses of all kinds count towards this total with the exception of hired mercenary units.

Player:**Army/Empire:**

Campaign Turn

	1	2	3	4	5
Strategic Locations					
Castle (Y / N) <i>+2 TPs for Patrol missions / automatically oppose Plunder or Raid missions at d6-2 / +4 to Counterespionage missions / +2 RPs for Arm</i>					
Port (Y / N) <i>Able to Hire mercenaries / +2 RPs</i>					
Religious Site (Y / N) <i>Roll d6 per unit per battle. Unit is Fearless on roll of '6'. Unit's already Fearless units gain +1 bonus to Fighting value.</i>					
Town (Y / N) <i>+4 RPs</i>					
Manoeuvre Points (2d6 = Total Available) <i>+1 / unit with Tactician Special Ability</i>					
Ambush					
+ Fate Points					
-2 automatic penalty					
Ambush Total					
Dawn Assault					
+ Fate Points					
-1 automatic penalty					
Dawn Assault Total					
Flank Attack					
+ Fate Points					
Flank Attack Total					
Pitched Battle					
+ Fate Points					
+1 automatic bonus					
Pitched Battle Total					

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