

# Signs & Portents

30

**WARGAMER**

## The Skinnies Are Coming!

*A Special Preview Of This Fascinating  
Starship Troopers Race*

## Building A Bigger Game

*Expanding Victory At Sea!*

## Battle Of The Undercity Of The Apes

*A GOMC-1 battle report that just trips off the tongue.*

Plus... New GOMC-1 Guns and Equipment, Veterans Rules in Starship Troopers,  
Scenic Mayhem, Matthew's Wish List and lots, lots more!

S&P Wargamer 30

February 2006

MGP 5530W

[www.mongoosepublishing.com](http://www.mongoosepublishing.com)

Gut efnink,

Vollowink der sucsessfoolnes ov lasht month's Roosian based editorial, zis monf's editorialisink vill be combobulated in ein outragink Genmanik-type accent\*. S&P Wargamer's noo series on der 'Wictory at Zee' hav proofed to be ein moderated zucessful stchory, ay em hearink on zer Voorld Vide Veb, zo zis monk ve haf no les zan *your* featurinks on zer zubject - unt zere's *more* vhere dat came vrom! Der vollowink montz vill be seeink more schenarios unt, perhaps, efen more schips to build up yoor fleets unt smash your foes. Ay em efen hearink tellinks of actual moduls beink commissioned...

Der imputtink of yoor opinionatink is always greatly appreciat by der volk at Mongooshe Hallsh, zo if you are haffink any commintink or suggestinks for der gaam, vhy not be droppink dem ein line on zer Mongoosh Publishink Veb Site, vot iz haffink many forums for der diskussink ov all types ov gamink.

\*Other flavours of accent available: Almost-but-not-quite-entirely-unlike-Welsh (special offer, can be used for any other accent ever), nothing-like-Irish, Genuine-authentic-cockerney-guv-honest-cor-blimey and I-Can't-Believe-it's-not-Australian-mate. See any standard roleplaying group for more detail.

Matt

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Last month's *Victory at Sea* has proven to be a bit of a hit - so, here's some more! New rules for making your games more in depth.

### 24 The Arms Buyers Almanac 2128: Guns and Equipment

Another instalment of our *Gangs of Mega-City One* arms and equipment catalogue. This month we provide special equipment to allow your punks to see in the dark, so they can fill their foes with lead and then dissolve them in acid...

### 32 Commerce Raiders

Another article for our special *Victory at Sea* series takes an intense look at the forces of the Kriegsmarine.

### 36 Victory at Sea Counter Sheets

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In this companion piece to the similar article in this month's S&P RPG, Matthew Sprange takes a brief look at all the games that Mongoose would like to make into miniatures games, and then says why we can't have them.

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The Skinnies form an integral part of the Starship Troopers universe, but they've barely made an appearance in the Miniatures Game... Until now! A special preview of the shape of things to come on the Skinnie mini front!

### 46 ...And Now For Something Completely Different

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Our first Gangs of Mega-City One Battle Report sees Nick Robinson's Funky Groovy Gang of Undercity dwellers take on Ted Chang's Apes of Wrath. I say, do have a gorilla. No thanks, I'm trying to give them up.

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# EYE ON MONGOOSE

*Coming This Month*



Rohric Assault Ship



Targrath Strike Cruiser



Wahant Heavy Assault Ship



Ochlavita Destroyer

**Control Bugs**

An insidious creature, the Control Bug is one of the smallest Arachnid sub-species yet discovered - but it is also one of the most dangerous. Leaping upon an enemy, a Control Bug uses a razor-sharp proboscis to merge with the victim's brain stem, from which it is then able to control all higher functions.

Given enough Control Bugs, you can turn much of your opponent's army into cannon fodder!

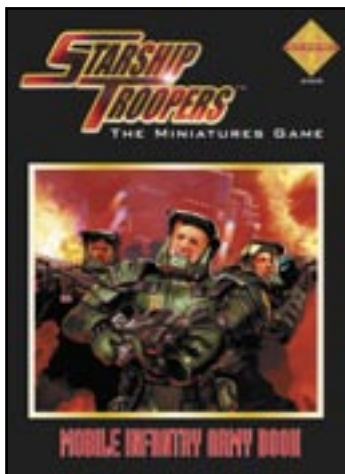
This blister pack contains eight Control Bugs.

**Guard Bugs**

Guard bugs are a gigantic breed of warrior bug, engineered for sheer power and brutality. Almost unstoppable in combat, only directed heavy weapons have a chance of bringing down a swarm of guard bugs before they close with their enemies. Once in close combat, they are unbeatable. They have been developed by the Arachnids to remove the weaknesses of normal warrior bugs discovered by veteran Troopers. As well as thicker armour, guard bugs have enhanced reflexes, more powerful attacks and a more evenly distributed nervous system that makes attempts at one-shot kills useless.

**TAC UAV**

Placed under the control of a senior trooper, a TAC UAV grants a squad a longer punch and better eyes. Circling above the battlefield, this craft is capable of reconnoitring an area and then lending support when the squad moves in. Twin Fifty autocannon and two Scatter Bombs give the TAC UAV a punch that cannot be underestimated and its ability to stay on station for hours before retiring to the rear lines to rearm and refuel enables a force to remain under its cover for whole operations.



The greatest army in the history of mankind, the Mobile Infantry is the place for dedicated men and women who are ready to put themselves in harm's way for the safety of the body politic. Equipped with the best weaponry that Earth can provide, there are few enemies that can resist them for long.

The United Citizens' Federation is in need of such soldiers. Enemies press in on all sides, terrible alien races who seek to dominate the universe and wipe humanity from the galactic map. The Arachnids are but on threat that has reared its head as they sweep through system after system. The Skinnies have also begun to muster their forces and there are rumours of yet more dreadful forces lurking at the edge of known space.

Humanity needs you! Are you doing your part?

The Mobile Infantry Army Book contains everything you need to construct a force of troopers capable of defending your world against any aggressor. From power suit platoons to the mighty Marauders, from the latest in Neodog engineering to the amazing TAC UAV, we provide the tools. You just have to supply the talent.

Mobile Infantry, Ho!

**Also coming this month for Starship Troopers: M8 Marauder Bigfoot, M9 Marauder Nighthawk, Stalwart Bug Field Generators and the Infiltrator Bug!**



Minbari Warrior Caste

The Minbari Warrior Caste form one third of the Federation's society and contain some of the most militant members ever to serve on the Grey Council. Clothed in secrecy and armed with some of the most advanced technologies in the galaxy, there are few enemies willing to cross the Minbari, lest they face the Warrior Caste in battle.

This highly detailed 28mm miniatures set contains eight members of the Minbari Warrior Caste.

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# Supporting Cast: Cult of Personalities

A Collection of Unofficial Fleet Personalities for Use in A Call To Arms

**Bryan Steele**



Since the rise in popularity of *A Call To Arms* there have been numerous games run by us at Mongoose, by our volunteer program, the Mongoose Infantry, and by you...the fans! Regardless of where these events sprang from, they have championed our efforts in getting the game out to more people every week. With such a growing 'audience', we are always on the lookout to make the game more fun, fairer and more exciting for everyone. Which is why we do

our best to listen to our players' feedback on our corporate forums, personal e-mails and the occasional store visit whenever we can get away long enough from our keyboards to do so!

One of the biggest things that I personally have heard at several games and through multiple avenues is that some of our players would enjoy using the special Personalities we published in *Sky Full of Stars* (Sheridan and G'Sten), but many,

myself included have disallowed them due to the sheer fact that not all fleets have access to these special personalities.

That changes now.

This article is designed to give game organisers a list of competitive Personality options, each for

the cost of a single Raid Fleet Allocation Point, to give all players at least a *fair* and *optional* choice to use a Personality if they so choose. From the chaotic mannerisms of Captain Will Blaque to the cunning technological hotwiring of Warmaster Thu'rool of the Dilgar Imperium – I hope that you enjoy using these supporting personalities as much as I had in creating them!

## Using these Personalities in A Call To Arms

The following list is a collection of Fleet Personalities that are designed for both campaign or 'one-off' gaming. As none of these *optional* Fleet Personalities are listed with a definitive In-Service date as to when they can be used, they can be theoretically fit into any army list of any time.

Although each is listed as doing so, these Personalities all cost a single Raid-level Fleet Allocation Point to add to any given vessel. This will effectively add an additional Raid-level's worth of Victory Points for crippling, destroying, capturing and so on the chosen ship. If a Fleet List gives several options for the Personality to be attached to, we suggest that the same ship be chosen for an entire campaign – rather than allowing it to be switched around between games, for fairness' sake.



As with anything pertaining to a campaign, make sure the organiser is aware and agrees with your choosing any of the following Personalities before deciding to use them. Otherwise...enjoy!

## Earth Alliance Personality

### - Captain William Blaque

Notorious amongst his fellow naval officers, William Blaque is a hard-nosed and angry human being looking to somehow get revenge for what he firmly believes was the murder of his parents by unknown aliens. Using his prestigious military career to specifically turn his fellows and his weapon systems against aliens of any non-human (although 'Marsies' and 'Proximates' are close enough to alien sometimes) Captain Blaque is a deadly opponent and merciless fleet commander.

Choosing to forgo normal tactics for the unexpected and difficult to adapt, Blaque throws caution into the wind and does his best to undermine the tactics of his enemy by constantly altering his own. A master of chaos, placing it firmly within a plan that no one else really knows until it is far too late, he is a clever opponent that firmly believes that nothing is better than simple human ingenuity.



## Using Captain Blaque in A Call To Arms

To include Captain Blaque in a scenario, use the following information.

### Fleet Lists

Captain Blaque may be used with an Earth Alliance or Earth Alliance (2245-47) fleet in any game.

When placed in a ship, Captain Blaque adds one Raid-level to it for scoring and cost purposes.

Captain Blaque may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

### Earth Alliance or Earth Alliance (2245-47)

Chronos attack frigate  
Hyperion cruiser  
Nova dreadnought  
Omega destroyer  
Warlock advanced destroyer

### Blaque in Battle

A ship with Blaque as one of its officers gains the following benefits in battle.

**Command:** So long as Blaque's ship is on the table and not Crippled or reduced to a Skeleton Crew, the fleet gains an extra +1 bonus to its Initiative rolls. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

**Racist Crew:** Any ship Blaque is placed upon can be considered to have anti-alien racists on board as crew. Any Troop die rolls to defend against any Boarding Actions committed by a non-Earth Alliance foe can be re-rolled once per turn.

**Chaotic Tactical Command:** Any ship Blaque is placed upon can choose its Special Action *after* all



other ships' and auxiliary crafts' Movements have been completed, so long as it would not have been invalidated by its own Movement Phase.

## Minbari Federation Personality - Alyt Piranonn of the Star Born Caste

One of the elite and mysterious *Star Born*, Alyt Piranonn is a master helmsman and can make any starship under his direct control dance through the heavens. His ability to fall into a 'star muse', or navigational trance, is eerie to witness and grants a certain flexibility that other pilots would deny possible. It is a talent that all Star Born are trained, or perhaps *born*, to do – and it is amazing.

Piranonn is only happy behind the control console of his assigned ship, preferring to use his superior helm control to herd enemies into the deadly firing lanes of his fellows – or perhaps into his own ship's weapon systems instead. Few can try and outmanoeuvre him in an equal vessel, and many have perished trying. Never claiming any clan as his own, Piranonn is an outsider to most Minbari, but his skill more than makes up for his social lacking.

## Using Alyt Piranonn in A Call To Arms

To include Alyt Piranonn in a scenario, use the following information.

### Fleet Lists

Alyt Piranonn may be used with a Minbari Federation or Minbari Federation (2245-47) fleet in any game.

When placed in a ship, Alyt Piranonn adds one Raid-level to it for scoring and cost purposes.

Alyt Piranonn may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

### Minbari Federation or Minbari Federation (2245-47)

Ashintia heavy escort  
Tigara attack cruiser  
Tinashi warship  
Sharlin warcruiser



### Piranonn in Battle

A ship with Piranonn as one of its officers gains the following benefits in battle.

**Superior Controls:** So long as Piranonn's ship is not Crippled or reduced to a Skeleton Crew, it may lower the difficulty of all Come About!, Manoeuvre to Shield Them!, and Run Silent! Special Action Crew Quality checks by -2.

**Star Musing:** Any ship Piranonn is placed upon can consider him to be at the main helm controls. His ability to Star Muse allows for his ship to take a single unused turn in between the Movement and Attack phases, as long as it had moved at least 2 inches since the last turn performed.

**Dedicated Pilot Entourage:** Any fleet Piranonn is placed upon can add 2 flights of Tishat fighters considered to have a Crew Quality of 5, but must remain within 6 inches of Piranonn's ship at all times.

## Centauri Republic Personality - Admiral-in-Training Dure Kodiro

In line to inherit a massive 'private house security' fleet since he was nine, Dure had four brothers and a wife assassinated before the age of twenty in order to guarantee his command of the assets. He is bloodthirsty and cruel, a savagely merciless commander, and a true patriot to his noble house. Once he had arranged for his inheritance to be unquestionable and took possession of a huge number of starships, he joined the Purple Fleet and forced the Admiralty to at least accept his position 'in-training.'

A student of three separate war colleges and a practiced commander of flight groups, his favourite place to be during a battle against the enemies of the Republic is in a fast attack flight – bearing down on a single enemy without pause, caution or doubt he will eradicate it before passing through the fiery debris. Such is his dedication to the destruction of House Kodiro's enemies that he is almost blinded by it during a battle.

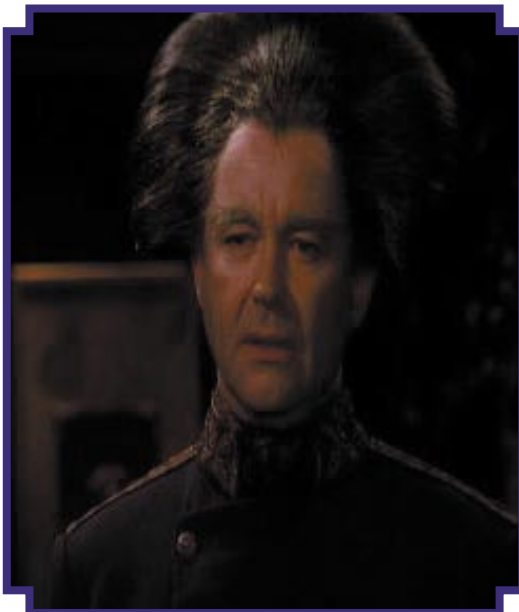
## Using Admiral-in-Training Dure Kodiro in A Call To Arms

To include Admiral-in-Training Dure Kodiro in a scenario, use the following information.

### Fleet Lists

Dure Kodiro may be used with a Centauri Republic fleet in any game.





When placed in a ship, Dure Kodiro adds one Raid-level to it for scoring and cost purposes.

Dure Kodiro may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

#### **Centauri Republic**

Altarian destroyer  
Centurion attack cruiser  
Demos heavy warship  
Ocuturion battleship  
Primus battlecruiser  
Vorchan warship

#### **Kodiro in Battle**

A ship with Kodiro as one of its officers gains the following benefits in battle.

**Flight Group Ultra-Violet:** Any squadron attached to the ship that

Kodiro is on can increase their effective Crew Qualities by 1, including the ship he is on, to a maximum of 6.

**The Liati's Roar:** Any ship Kodiro is placed upon can call upon an old Centauri war cry nicknamed 'the Liati's Roar.' In older times it was the sign of the final conquest of a fleet engagement, and that a battle was about to be over for the Republic's enemy – it still carries a certain awe and terror with it. On any turn where Kodiro's ship did not use a Special Action, his ship can make a contested Crew Quality check with a single enemy ship targeting it for the Concentrate All Firepower! Special Action. If successful, the enemy ship cannot re-roll Attack Dice after all, and Kodiro's ship may choose to target the enemy ship immediately with the same Special Action (even if they turned!). Narn Regime ships are immune to this ability.

**Focussed Aggression:** Any squadron that Kodiro's ship is attached to using the Concentrate All Firepower! Special Action collectively upon the same target can add an additional Attack Dice to all weapon systems firing that turn.



## **Narn Regime**

### **Personality - Bridge Commander Shon'kar**

Serving on many private crews during the hostilities between the Narn and the Centauri, Shon'kar has always taken a 'head on' approach to dealing with his enemies. While he would nearly always want these enemies to be members of the Republic, it was never a sure thing on privateer vessels or commercial escorts. He joined the Regime navy in the first instant he saw that the Kha'Ri *needed* him. In his eyes, a vision in a dream had told him to fight against an unknown and ancient enemy – an enemy that perhaps only he could defeat.

Since that enlightening dream he has accepted any task or fleet assignment that the Kha'Ri choose him for. No matter the risk, no matter the reason – he will gladly take the bridge and lead his fellows in arms against the foes of the Regime. He is not exactly sure who or what his ancient enemy is, but he goes into each battle believing that it might just be out there in his weapons' sights. Or just maybe...it might be something a little closer than he ever could have known...

### **Using Bridge Commander Shon'kar in A Call To Arms**

To include Bridge Commander Shon'kar in a scenario, use the following information.

#### **Fleet Lists**

Shon'kar may be used with a Narn Regime fleet in any game.

When placed in a ship, Shon'kar adds one Raid-level to it for scoring and cost purposes.



Shon'kar may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

#### Narn Regime

Bin'Tak dreadnought  
G'Karith patrol cruiser  
G'Quan heavy cruiser  
Ka'Toc battle destroyer  
Rongoth destroyer  
T'Loth assault cruiser

#### Shon'kar in Battle

A ship with Shon'kar as one of its officers gains the following benefits in battle.

**Vision of Prophecy:** Once per battle, the fleet Shon'kar is part of and whose ship is actively deployed on the tabletop, the Narn player may automatically assume a winning Initiative – no roll is necessary.

**The Ancient Enemy:** Any ship Shon'kar is placed upon can decide to deal with one of their foes as if they were his *ancient enemy*. When this takes place, he gives his crew a breathtaking and moving speech that pushes them to greater efforts. As a Special Action with a Crew Quality check of 8, Shon'kar can add the Precise weapon trait to

per game (obviously!) the ship Shon'kar is on can automatically pass the Crew Quality check required to activate the *Ramming Speed!* Special Action. All other rules and requirements still apply.

## Interstellar Alliance Personality - Ranger Commando Jon Masters

A master of several alien martial arts and the deadliest of Ranger techniques, Jon Masters is assigned by the ISA to the heads of Ranger crews that may end up seeing action up close and personal. President Sheridan realised the weakness of many of his crews during the early stages of the Drakh War, when he lost several White Stars to boarding actions by keeper-controlled marines or deadly Drakh heavy infantry. Pulling Masters from his usual deep cover assignments, the Commando program was hurriedly initialised.

The Commando himself is a bit of an enigma, joining the Rangers after winning the secret of their existence in a Mutai tournament. He is soft-spoken and unassuming, but is always the first to action when a friend or ward is in trouble. It is his dedication that forces him to only bring the toughest Rangers with him when assigned

any one single weapon system fired that round – but it will be the **only** weapon system that fires that turn.

**Never Question:** Any ship Shon'kar is placed upon knows that it could be called upon to make the ultimate sacrifice against the ancient enemy – that of their very lives. Once

to a ship, pulling heavily from any other martial artists or weapons masters in order to create the meanest, most dangerous team of Rangers waiting to surprise anyone foolish enough to board his assignment.

## Using Ranger Commando Jon Masters in A Call To Arms

To include Ranger Commando Jon Masters in a scenario, use the following information.

#### Fleet Lists

Jon Masters may be used with an Interstellar Alliance fleet in any game.

When placed in a ship, Jon Masters adds one Raid-level to it for scoring and cost purposes.

Jon Masters may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

#### Interstellar Alliance

White Star cruiser  
WSC-2 White Star cruiser  
Any allied vessel\*



**Masters in Battle**

A ship with Masters as one of its officers gains the following benefits in battle.

**Ranger Commandos:** Any ship that Masters is placed upon has its Troops rating raised by 3 immediately. Also, when defending the ship against Boarding Actions, the ship's Troops dice will kill enemy troops on a 4+ instead of the normal 5+.

**Ranger Loyalty:** Any ship Master is placed upon can assume to perform their duties without hesitation, meaning that they can be given an extra Special Action per turn, so long as one does not invalidate the other.

## Shadow and Vorlon 'Personalities' - Evolutions in Priority

Using living driving components like the Shadows or the fully biological ships of the Vorlons has its privileges. Ever since the times after the Kirishiac War – when the First Ones battled openly for the last time before the end of the Great Shadow War – some of their vessels showed special *attitudes* toward the combats that they get involved with. Although rare, these 'evolved' vessels take on special roles in the larger fleet in order to best use these strange new abilities.

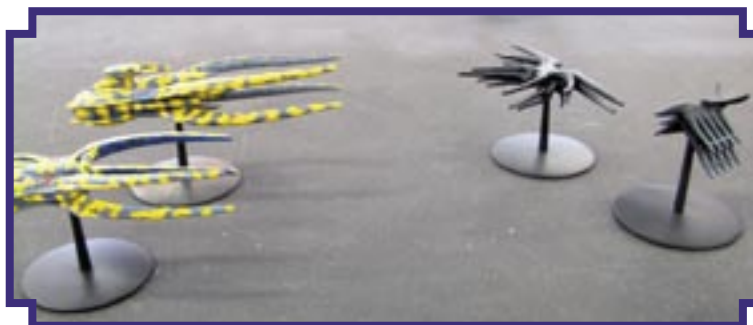
Noted by outsiders as 'evolved priorities' in these ships, few can argue as to their advanced abilities. Some ships learn to target and better deal with the annoyingly effective fighters that commonly plague them, others find driving hungers within for the gigantic capital hulls that they can easily carve into nothingness. It might be hard to believe that these beautiful and lethal vessels can be any more advanced – but for anyone that sees the difference in combat, they know it for fact.

**Shadow/Fleet Evolutions****D6 Effects of Evolution on Ship**

1	<b>Adaptive Core</b> – The living processor retains a little of the original being's mental faculties. The ship may choose a single Special Action besides <i>Initiate Jump Point!</i> Special Action. It may use that Special Action without need of a Crew Quality check once per battle.
2	<b>Power Hungry Core</b> – The living processor enjoys the feeling of its weapons firing more than its thrusters. The ship may choose to cut its speed in half to add 2 Attack Dice and 6 inches of Range to one of its weapon systems.
3	<b>Swarm Hunter</b> – The ship's weapons can stagger and flicker in order to catch fighter craft unaware more easily. The ship can add either the Twin-Linked or Anti-Fighter weapon trait to one of its weapon systems.
4	<b>Survivor</b> – The living processor in the ship retains a great deal of its will to survive. The ship may add an additional +1d6 to its Self Repair number each round.
5	<b>Ship Carver</b> – The ship pushes the limits of reality in order to crush thicker-hulled vessels. Any vessel targeted by this ship has its Hull rating reduced by one before any weapon traits are applied.
6	<b>Agent on Board</b> – The ship carries a single modified hold that has one of the prized Shadow Agents on board, who gives direction and tactical advice to the ship's fleet. One additional Fleet Allocation Point can be placed in reserves and enter via Hyperspace in the battle – no matter which Scenario is currently being played!

**Vorlon/Empire Fleet Evolutions****D6 Effects of Evolution on Ship**

1	<b>Protective Bio-Matrix</b> – The ship's 'upbringing' has made it very protective of the Vorlons and their assets. The ship may use both the <i>Concentrate All Firepower!</i> and <i>Manoeuvre to Shield Them!</i> Special Actions normally.
2	<b>Aggressive Solar Collectors</b> – The ship's skin has evolved to absorb higher amounts of solar radiation to boost its weapons by opening side folds and flaps. The ship may choose to cut its speed in half to add 2 Attack Dice and 6 inches of Range to one of its weapon systems.
3	<b>Swarm Hunter</b> – The ship's weapons can stagger and flicker in order to catch fighter craft unaware more easily. The ship can add either the Twin-Linked or Anti-Fighter weapon trait to one of its weapon systems.
4	<b>Guardian</b> – The ship has evolved a better way to angle attacks on advanced pseudopods. When activated in the Attack Phase, the ship's player can choose to cut its Range in half to fire in a different arc than normally allowed.
5	<b>Thick-Skinned</b> – The ship's bio-matrix does not <i>want</i> to 'die.' It can raise its Hull rating by 1 point immediately.
6	<b>Servant of Order</b> – The ship is the personally invested craft of a Vorlon focussed on forcing Order into the galaxy...no matter the cost. The ship can re-roll any of its Attack Dice whenever it attacks an enemy ship.



## Using Evolutions in Priority in A Call To Arms

To include Evolutions in Priority in a scenario, use the following information.

### Fleet Lists

Evolutions in Priority may be used with either a Shadows or Vorlon Empire fleet in any game.

When purchased for a ship, Evolutions in Priority adds one Raid-level to it for scoring and cost purposes.

Evolutions in Priority may be placed in any of the following ships. Variants may be used if you wish to include them in your games.

### Shadows

Shadow Hunter  
Shadow Scout  
Shadow Ship

### Vorlon Empire

Vorlon Destroyer  
Vorlon Heavy Cruiser  
Vorlon Light Cruiser  
Vorlon Transport

### Evolutions in Priority in Battle

A ship with Evolution in Priority gains the following benefits in battle, rolled randomly on the appropriate table for their fleet.

## Abbai Matriarchate Personality - Ship Mother Wyssa

Amongst the commanders in the defence fleets of the Abbai, there is one that has shined time and

time again in the warding of League assets and the territory of the Great Mother. Ship Mother Wyssa is a brilliant young – tragically unwed – Abbai woman with a number of perfect textbook battles under her belt. Three systems are commonly her jurisdiction within the League, but there are times when the greater Matriarchy unleashes her on the soon-to-be enemies of peace.

Famous for coining a very un-Abbai phrase translating to ‘I am the shark in the water’, which she announces plainly to any and all who threaten her protectorate, Wyssa is a deadly tactician and a powerful foe. Using the relatively advanced technologies of the Abbai, she can turn simply drawing a line in the sand into making an ironclad promise – cross it and perish.

## Using Ship Mother Wyssa in A Call To Arms

To include Ship Mother Wyssa in a scenario, use the following information.

### Fleet Lists

Ship Mother Wyssa may be used with an Abbai Matriarchy fleet in any game.

When placed in a ship, Wyssa adds one Raid-level to it for scoring and cost purposes.

Wyssa may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

### Abbai Matriarchy

Bimith defender  
Lakara cruiser  
Tiraca attack frigate

### Wyssa in Battle

A ship with Wyssa as one of its officers gains the following benefits in battle.

**Command:** So long as Wyssa’s ship is on the table and not Crippled or reduced to a Skeleton Crew, the fleet gains an extra +2 bonus to its Initiative rolls. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

**Shark in the Water:** Any ship Wyssa is placed must announce to all enemies that Wyssa is on board in the first turn as its Special Action, requiring no Crew Quality check. From that point on, for the rest of the battle, Wyssa’s ship will *always* Move after all other enemy non-auxiliary ships, and will actually perform its Attack action *before* any enemy ship will fire – so long as it does not perform any Special Actions that turn.

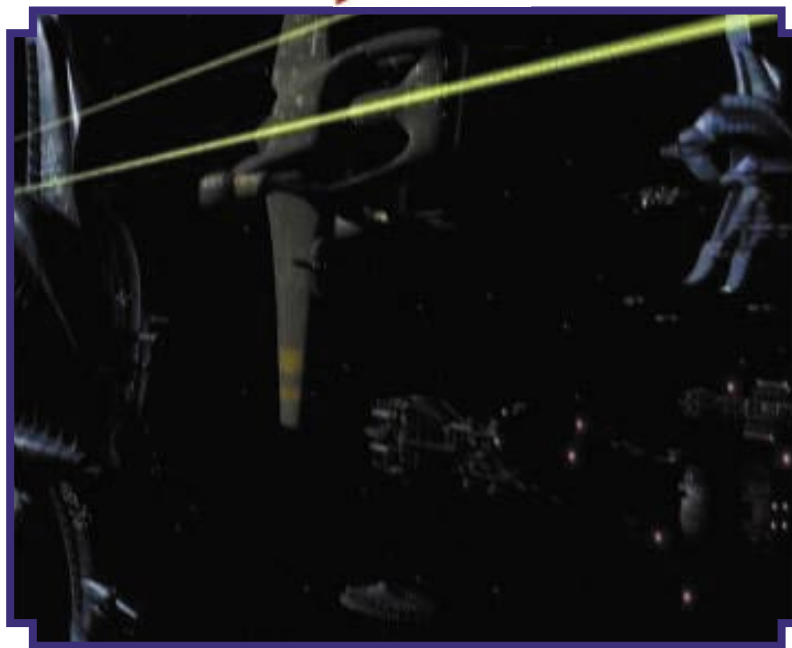
## Brakiri Syndicracy Personality - Battle Executive Grakat

In one of the strangest career choices in Syndicracy history, Grakat turned down an assured future with the esteemed Im-Rehsa technologies company in favour of a place in the navy. His love for all things space had turned him away from corporate life, and he became consumed by the thrill of being behind the command bridge of some of the biggest and most powerful ships in the Brakiri armada. No matter his controversial views, the Syndicracy found a strength unlike any



other in Grakat – and turned him into a powerful asset after all.

On the bridge of a warship, Grakat commands with twenty years of study. The study of aliens and their ships, the study of foreign technologies. The study of their own ships' weaknesses and strengths. It is this knowledge, not his prowess or aggression, that makes him a powerful foe and a cunning fleet commander. The blueprints and layouts of enemy ships flash before his eyes as he directs his ships, pointing out flaws and weak points to his crew – exploiting them appropriately and efficiently. In his avoidance of joining the corporate world, he is one of its most important defenders!



### Using Battle Executive Grakat in A Call To Arms

To include Battle Executive Grakat in a scenario, use the following information.

#### Fleet Lists

Battle Executive Grakat may be used with a Brakiri Syndicracy fleet in any game.

When placed in a ship, Grakat adds one Raid-level to it for scoring and cost purposes.

Grakat may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

#### Brakiri Syndicracy

Avioki heavy cruiser  
Brokadoss battle carrier  
Halik frigate  
Tashkat advanced cruiser

#### Grakat in Battle

A ship with Grakat as one of its officers gains the following benefits in battle.

**Know Thy Enemy:** Any ship Grakat is placed upon can benefit from his extensive knowledge of enemy ships. With a Special Action with a Crew Quality check of 8, Grakat's ship can re-roll up to three dice at any time during his attack action (for Stealth, to-hit, critical effects and so on.). This ability does not function against Shadow, Vorlon Empire or Drakh ships.

**Know Thy Self:** Any ship Grakat is placed upon can assume that his expert knowledge of the ship's workings will benefit the crew. The ship not only receives a +2 on Damage Control checks, but also can actually repair *two* Critical Effects per round, each requiring a separate Damage Control check.

**Hotwire:** Any ship Grakat is placed upon can find amazing ways to unexpectedly augment the

wiring systems using the extensive knowledge that he brings to the vessel. The ship may subtract up to 6 Attack Dice from any one weapon system to add half (round down) that number of Attack Dice to one other weapon system in the same arc.

### Drazi Freehold Personality = Assault Marine Zhoraz

For most Drazi, there is little more exciting and pleasing than the thrill of a boarding party moving over to enemy decks and eradicating them. Trained as a breaching marine and a flight officer, Zhoraz embodies that aggression. He is a hulking brute, even for a Drazi, and has better protection from his

thick scales than most infantry armour can boast. Having over a dozen successful ship captures with less than 50% friendly casualties in each of them, Zhoraz is the single most feared assault marine the Freehold's enemies can see stepping over that magseal into their ship.

Instead of the common Solarflare cannons that his personal unit is equipped with, Zhoraz prefers the heavy twin-bladed axe of their early wars, or a set of huge-bored Eagleton particle pistols if closer encounters cannot prevail. So deadly is his ability and that of his specially trained unit that few defending crews will sometimes throw their hands up in surrender long before the fall of their last marine.

### Using Assault Marine Zhoraz in A Call To Arms

To include Assault Marine Zhoraz in a scenario, use the following information.



#### Fleet Lists

Zhoraz may be used with a Drazi Freehold fleet in any game.

When placed in a ship, Zhoraz adds one Raid-level to it for scoring and cost purposes.

Zhoraz may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

#### Drazi Freehold

Stormfalcon heavy cruiser  
Warbird cruiser

#### Zhoraz in Battle

A ship with Zhoraz as one of its officers gains the following benefits in battle.

**Deadly Aggression:** Any ship Zhoraz is placed upon is assumed to have furiously aggressive assault pilots and brave marines willing to go to great lengths to launch a breaching assault. This ship can actually target an enemy ship with a Speed Score of 4 or less, in addition to normal restrictions and rules, with the *Launch Breaching Pods and Shuttles!* Special Action.

**Thickest Scales:** Any ship Zhoraz is placed upon can assume only the hardest marines are on board. Any Troops on board his ship can only be killed on a 6+, rather than the normal 5+.

**Killer Reputation:** Any ship Zhoraz is placed upon will have a well-deserved reputation for massive acts of bloodthirsty savagery. Any Breaching Pods launched from, or Boarding Actions originating from this ship can roll 2 dice when the Boarding Action begins – before any Troop dice are rolled. Treat these dice as regular Troop attacks, killing enemy Troops accordingly, but will not reduce Zhoraz's dice at all for the Boarding Action proper.

### Vree Conglomerate Personality - Trade Enforcer Xixxoc

In the Conglomerate, there is little more detested than even the glimmer of emotion in their otherwise logical ship captains. However, when that emotion is *pride*, it can be overlooked. Found strongly in Xixxoc, a dutiful Trade Enforcer that monitors the trade routes for raiders and invaders, the Conglomerate sees more use in her employment than her destruction – as is normally done with the 'mental aberrant.'

Xixxoc *enjoys* dispatching the foes of free trade, sending her fleets of battle saucers against oppressing odds that might otherwise be saved for their allied League Trade Marshals. She surprises the Vree's enemies time and time again using unexpected and *un-Vree* tactics, providing a fresh direction on what many raiders have learned to supersede as archaic and textbook. Some say that she might usher in a new style of Vree ship captains...but the Conglomerate have yet to see the logic in such behaviour.

### Using Trade Enforcer Xixxoc in A Call To Arms

To include Trade Enforcer Xixxoc in a scenario, use the following information.

#### Fleet Lists

Xixxoc may be used with a Vree Conglomerate fleet in any game.

When placed in a ship, Xixxoc adds one Raid-level to it for scoring and cost purposes.

Xixxoc may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

#### Vree Conglomerate

Xill battle saucer  
Xorr war saucer

#### Xixxoc in Battle

A ship with Xixxoc as one of its officers gains the following benefits in battle.

**Surprising Tactics:** Any fleet that includes Xixxoc on one of its ships can be expected to surprise





the enemy with strange and unprecedented tactics like hyperspace skipping and unused vortexes. It can always re-roll the Initiative on the first turn for deployment and taking the first turn. Should the fleet also have more Scout ships than the enemy, they may also re-roll for initiative on the *second* turn.

**Anti-Fighter Augmentation:** Any ship Xixxoc is placed upon can assume to have fought against fighter-heavy raider forces dozens of times before, and therefore has severely upgraded anti-fighter weapon systems. Any of the ship's weapon system that has the Anti-Fighter special trait immediately adds 2 Attack Dice.

## Raiders Personality - Rapkron the Horrible

Raiders are a diverse and fractious lot, but most seem to have one goal – to make money at others' expense. Rapkron Delliss, or Rapkron 'the Horrible' is no exception. As a Hurr, he enjoys



the thrill of the hunt, the sound of his guns firing, and the satisfaction of seeing enemies floating into pieces before him. Especially the floating part...as it allows him and his fellows to better loot the vessel.

Rapkron refits all of his ships and fighters with armour-punching ballistic cannons, giving them that extra penetration that is required to make specific targets of engines and thrusters – his favoured way of crippling a ship before sending in the looting teams. He may lose at poker, he cannot bluff, and he might never get the right racer when betting; but he wins over and over again in a different game...the deadly game of commercial piracy.

## Using Rapkron the Horrible in A Call To Arms

To include Rapkron the Horrible in a scenario, use the following information.

### Fleet Lists

Rapkron may be used with a Raider fleet in any game.

When placed in a ship, Rapkron adds one Raid-level to it for scoring and cost purposes.

Rapkron may be placed in one of the following ships. Variants may be used if you wish to include them in your games.

### Raiders

Battlewagon  
Raiders modified freighter  
Strike carrier

### Rapkron in Battle

A ship with Rapkron as one of its officers gains the following benefits in battle.

**Ballistic Cannons:** Any ship Rapkron is placed upon is assumed to have it and its fighters' particle weapon systems replaced with Hurr ballistic cannons. Any weapon that has the Weak weapon trait on the ship, or any of its auxiliary craft, can ignore it for the duration of the battle.

**Targeting Expertise:** Any ship Rapkron is placed upon will have trained specifically to knock out enemy engines. Any critical hit caused by the ship or any fighters it carries can be automatically assigned to the Engines Table (result 1-2) instead of rolling to see what manner of Critical Hit it could be. This must be announced immediately after the Critical Hit is scored.

**Lucky Looters:** Any fleet Rapkron is leading always has a strange and almost universally lucky way of finding the best loot in the least amount of time. Any ship captured by a Raiders fleet that contains Rapkron at the end of battle are worth *triple* normal victory points instead of the normal double.

## Dilgar Imperium Personality - Warmaster Tha'ruul

The Dilgar are not known for their niceties or their mercy. Warmaster Tha'ruul is one bold and powerful reason why. She has no care for lives – those of her crew included – and lives only to smash the opposition of the Imperium utterly. Having no care for sentient life, she is not against using biological warfare, illegal weapon components and less-than-moral strategies to bring home her fleet victorious. Few fought the Dilgar and walked away without scars, both physical and mental, none *ever* did from Tha'ruul.

She is a deadly force of cunning and willpower, always ready to lay low her enemy with blow after blow in ways that no one could imagine. Her deadly bolters seek out population centres using advanced thermo-imagery and firing solutions, specifically crushing the living crews of her enemies long before their ships can fold under the Dilgar fleet's withering hail of fire.

### Using Warmaster Tha'ruul in A Call To Arms

To include Warmaster Tha'ruul in a scenario, use the following information.

#### Fleet Lists

Tha'ruul may be used with a Dilgar Imperium fleet in any game.

When placed in a ship, Tha'ruul adds one Raid-level to it for scoring and cost purposes.

Tha'ruul may be placed in one of the following ships. Variants may be used if you wish to include them in your games.



#### Dilgar Imperium

Garasoch heavy carrier  
Mankhat dreadnought  
Mishakur dreadnought  
Ochlavita destroyer

#### Tha'ruul in Battle

A ship with Tha'ruul as one of its officers gains the following benefits in battle.

**Command:** So long as Tha'ruul's ship is on the table and not Crippled or reduced to a Skeleton Crew, the fleet gains an extra +1 bonus to its Initiative rolls. This is not cumulative and may not be added to the bonus granted by ships with the Command trait.

**Merciless Aim:** Any ship Tha'ruul is placed upon as commanding officer will have its targeting parameters and firing computers adjusted to target specifically living quarters and crew-centric areas of the ship. On any turn that Tha'ruul's ship performs no Special Action, it can act as though it had one extra damage multiplier (Triple Damage maximum) to all weapon systems for the purposes of Crew Damage inflicted.

**Harsh Mistress:** Any fleet Tha'ruul is placed within can assume to be far more afraid of what she would do to them if they disobey her orders than if they simply die because of them. Any ship within 12 inches of her ship receives a +2 bonus to their Crew Quality checks for trying to perform Special Actions.



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We will need a brief synopsis of your intended article, no more than one page long. Also include a paragraph or two of your actual writing style, so we can see whether you have what it takes and any samples of previously published work. If we like what we see, we will commission a first draft from you and you will be on your way to becoming a Mongoose contributing writer. And every article we publish will be paid for...which is nice.

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First and foremost, the article has to be based on one of our product lines. That is not as limiting as it sounds, however. With Starship Troopers, A Call to Arms, Gangs of Mega-City One and Mighty Armies all well established, you already have plenty of options. Don't forget miniatures for other gaming lines. We already have Lone Wolf and Paranoia miniatures, so why not come up with some cross over rules? If you have ideas for any of our games we want to hear them.

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# Building a Bigger Game

Continuing our Series on Victory at Sea **Matthew Sprange**

If you missed our first article on the World War II naval game, Victory at Sea in Signs & Portents 29, download it now – it's free!

In the last issue, we presented all the core rules of the game. This time, we have a look at some 'advanced' rules that you can start playing with immediately and they will be extremely useful as we introduce new ships and concepts to the game in coming months.

## Torpedoes

Used as unguided underwater missiles, torpedoes are unusual weapons in that you do not simply roll dice to determine their effects. However, their effect upon a ship's relatively unarmoured underbelly can be devastating.

A torpedo attack is declared in the same way as any other. When a torpedo attack is made, place a Torpedo counter in contact with the front of the firing vessel. The counter will always be moved in a straight line, directly away from this point. Each Torpedo counter is numbered, allowing you to record exactly which ship fired which torpedo spread in games that involve a lot of these weapons.

The Torpedo counter is moved 8" forward at the start of the Attack Phase of the next turn. If it strikes a target, roll Attack Dice as normal. These Attack Dice do not use the normal modifiers detailed on pXX. Instead, a +1 bonus is granted if the Torpedo counter is within the target's beam arc, as shown on the Target template.

Damage Dice are then rolled as normal and the effects of the hit worked out accordingly.

SECONDS LATER SHE WAS GONE.... 'LOST' PHOTOGRAPH OF THE LAST MOMENTS OF THE MIGHTY HOOD



## Specials Traits

In Victory at Sea, Special Traits are applied to both ships and weapons. These are special abilities possessed that in some way alter the core rules of the game. For example, an Agile ship will prove very nimble at sea, able to literally run rings round clumsier vessels. In the same way, there are weapons that are exceptionally powerful compared to normal guns and others that are markedly less effective.

### Special Ships

Ships with Special Traits can affect the game in all kinds of ways, including movement, firing

and the ability to resist damage, as well as wholly new effects that can take place outside of normal combat. Special Traits are one of the ways that vessels from different fleets distance themselves in the ongoing technological race throughout the Second World War.

**Agile:** 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.

**Improved Rangefinders:** Using the cutting edge of 1940's technology, this ship has been fitted with superior rangefinders. The ship gains a +1 bonus to all Attack Dice rolled for its main turret guns.

### Special Weapons

The Special Traits used for weapon systems typically revolves around the capabilities of the weapon itself and what it can do in battle. Some weapons are made vastly more superior by these traits, while others have their effectiveness reduced.

**AP:** These weapons are adept at blasting through the thick armoured hulls of warships to do great damage to the decks below. Add +1 to the rolls of all Damage Dice made for this weapon.

**Slow-Loading:** Some weapons take an inordinate amount of time to either reload or recharge. These weapons may only fire every other turn.

**Super AP:** Among the most powerful weapons found in Victory at Sea, these will literally shred the armour of warships. Add +2 to the rolls of all Damage Dice made for this weapon.

**Twin-Linked:** These weapons are mounted in pairs or even quads, concentrating the available firepower. The hail of fire these weapon systems can unleash is awesome to behold and very difficult to avoid. Any Attack Dice for this weapon that do not successfully strike their target may be re-rolled.

**Weak:** Whether through a lack of technology or a declining military budget, some weapons are simply not as powerful as their military-grade counterparts. All Damage Dice rolled for this weapon suffer a -1 penalty.

### Command

By default, all ships are considered to have Military-Grade crew (Command 4) on board. However, you may like to try variant Command scores in order to reflect a force of green recruits being thrown into the fire of war, or a ship of battle-hardened veterans able to take on several other vessels with ease.

Variant Command scores are used most often in campaign games but are summarised here.

Crew	Crew Quality Score
Elite	6
Veteran	5
Military	4
Conscript	3
Green	2

### Multiplayer Games

When you begin creating your own scenarios, it may cross your mind to have more than one fleet present in the same battle. Perhaps the Royal Navy, Italian Navy and Kriegsmarine are all fighting over the same Mediterranean island. Maybe the Kriegsmarine decide to aid the Japanese against an American attack. Whatever the reason, you may find it exciting to try a game with three or more players.

In order to introduce additional players, very few changes are required to the standard rules. During the Initiative Phase, players roll for initiative as normal, re-rolling any ties. Play can then begin in this order, with multiple players simply taking their turn.

For example, suppose in an Initiative Phase the US Navy player scored 7 for initiative, the Kriegsmarine

player 6 and the Royal Navy player 12. The Royal Navy player has the choice of whether to move first or wait his turn. If he declines, the US Navy player then makes the same choice. If he too declines, the Kriegsmarine player will be forced to move first, followed by the US Navy and then finally the Royal Navy. Each moves one ship after the other, before it is the Kriegsmarine player's turn to nominate another ship to move.

Play continues in this pattern. In the example above, the Royal Navy player would nominate a ship to attack first, then the US Navy player and then finally the Kriegsmarine, before the Royal Navy player gets to choose a second ship to attack.

You will find it much easier to create multiplayer scenarios if you either have very strongly defined objectives for each fleet or if fleets are allied into two separate forces, with the fleets on each side pursuing the same objective. In this way, you will avoid the natural inclination in most players to instantly 'gang up' on a single fleet and thus remove it from the game quickly.

### Squadrons

In larger fleet engagements, Admirals will often place several ships together in the same squadron, in order to concentrate firepower and allow tactical objectives to be decided with greater speed. Players may also find combining ships into squadrons a good way of playing huge battles involving dozens of vessels on either side.

If you use squadrons, you must organise any ships into them before a scenario begins. Up to three ships may be placed in a squadron, though they need not be all of the same type. However, as you will quickly find, some ships complement each other better than others, so be prepared to experiment!

Once ships have been placed into a squadron, they must always remain within 4" of at least one other ship in the squadron, unless they become Crippled or are destroyed. If either of these events happen, the ship automatically drops out of the squadron and is treated as single ship as normal. You may also choose to split the squadron apart at any time, simply by moving the ships independently instead as a whole squadron.

While in the squadron, all ships are moved and fire at the same time. In effect, you nominate the entire squadron to move or fire, instead of just one of its ships. You are under no restrictions to use the same Special Orders or target the same enemy ships with the entire squadron – the only requirement is that you keep all the ships within 4" of each other at all times and make every effort to maintain this formation if they are ever split up. By the same token, enemy ships will still choose one ship as a target for their weapons, rather than selecting the squadron as a whole.

All ships use the highest Command score of all ships within the squadron for all purposes. It is assumed the highest ranking commanding officer will be issuing all sorts of orders and 'suggestions' to his lesser Captains in an effort to make the squadron operate as efficiently as possible.

### Victory Points

Many scenarios use Victory Points in order to determine who has won. Victory Points can be earned in many ways specific to each scenario but, unless otherwise stated, they are always gained for damaging the opposing fleet. Specifically, Victory Points (VP) are earned for the following:

**Destroying an enemy ship:** Gain VP equal to the value shown on the Victory Point Table.

**For each enemy ship that executes a Tactical Withdrawal:** Gain VP equal to one quarter of the

ship's value on the Victory Point Table, rounding up.

**For each enemy ship that is Crippled or reduced to a Skeleton Crew:** Gain VP equal to half of the ship's value on the Victory Points table, rounding up.

### Victory Points

Difference in Priority Level of Ship and Scenario	Victory Points
Ship is same Priority Level as scenario	16
Ship is one Priority Level higher than scenario	25
Ship is two Priority Levels higher than scenario	50
Ship is one Priority Level lower than scenario	8
Ship is two Priority Levels lower than scenario	4
Ship is three Priority Levels lower than scenario	2
Ship is four Priority Levels lower than scenario	1

Note that you can only gain VP from an enemy ship once. If you reduce an enemy ship to a Skeleton Crew and then Cripple it, you will gain half of its points value in VP once, not twice.

### Tactical Withdrawals

Any ship may choose to retreat from the battleground, by simply moving off a table edge. By doing so, the ship escapes safely but your opponent will receive one quarter of its normal victory points at the end of the game. Note that some scenarios may have restrictions on which

table edges may be exited safely. If one of these edges is not chosen, then the ship will count as if it has been destroyed and thus give up its full victory points.

### Priority Levels

Every ship detailed in Victory at Sea has a Priority Level, which is derived from how powerful the ship is in game terms and what engagements the vessel is commonly used. Ships with heavier armour, greater speed and more weapons have a correspondingly higher Priority Level. In the Royal Navy fleet list, for example, you will find that a Queen Elizabeth-class battleship is Priority Level: Raid while an Exeter-class cruiser is Priority Level: Skirmish. This means that, all else being equal, a Queen Elizabeth is twice as capable as a single Exeter.

When you begin playing a scenario, such as the Battle of the River Plate in the last issue, you will need to decide on a set number of Fleet Allocation Points value that every fleet is allowed to spend. Players may buy ships at their listed cost but their total may never exceed this fixed value.

In addition, the type of engagement can have a profound effect on the types of ships available. After all, no navy will send a huge battleship on routine patrols around home waters. Such vessels are expensive to construct and run, and will never go to battle unless supported by a fleet of escorts. The chance of losing such a mighty ship to a freak accident or attack is just too great.

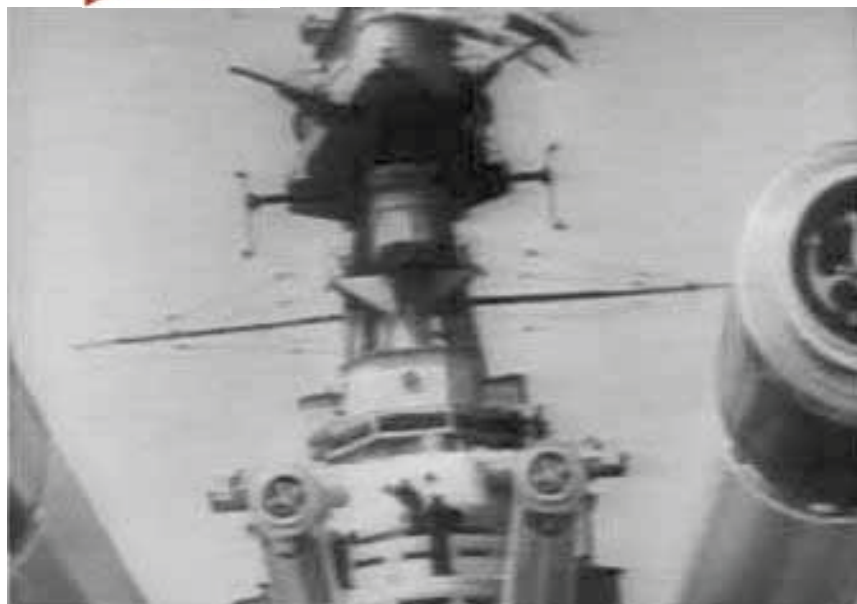
There are five Priority Levels in Victory at Sea as shown below in ascending order.

1. Patrol
2. Skirmish
3. Raid
4. Battle
5. War

Each Fleet Allocation Point will buy one ship of the same Priority Level as chosen for the scenario. However, you may also purchase ships of a higher Priority Level (though you will have less of them in any given engagement) or ships of a lower Priority Level (and thus have correspondingly more), or any mix of the above. The Fleet Allocation table demonstrates how many Fleet Allocation points may be spent on purchasing ships of different Priority Levels to the scenario being played. You can never purchase a ship of more than two Priority Levels higher than the scenario you are playing.

### Fleet Allocation

Difference in Priority Level	Fleet Allocation Points Cost
Ship is same Priority Level as scenario	1 per ship/wing
Ship is one Priority Level higher than scenario	2 per ship/wing
Ship is two Priority Levels higher than scenario	4 per ship/wing
Ship is one Priority Level lower than scenario	1 point buys 2 ships/wings
Ship is two Priority Levels lower than scenario	1 point buys 3 ships/wings
Ship is three Priority Levels lower than scenario	1 point buys 4 ships/wings
Ship is four Priority Levels lower than scenario	1 point buys 6 ships/wings



### The Fleet Lists

Once the Priority Level of the scenario has been decided, you can start choosing ships from the relevant sections of your fleet list. When choosing ships, you should make sure that you can represent each one properly on the tabletop, whether you are using counters or miniatures. There is nothing worse than finding out that the *Kirisima* you were about to attack is, in fact, supposed to be the *Yamato*. . .

### Command

The fleet lists included in this book assume that all ships have a Military-Grade crew – that is, a Command score of 4. However, you might like to experiment with random Command scores, as detailed earlier. This will lead to far more realistic battles and should be the natural choice of all advanced players.

### In Service Dates

Every ship within the fleet lists has an In Service Date, a range of years in which the ship can be

used. As an optional rule, players might like to decide on a specific year for each scenario or campaign.

### Squadrons

Once you have chosen your fleet for the upcoming scenario, you are free to organise two or more of your ships into squadrons. Using squadrons allows you to move large numbers of ships quickly and it tends to concentrate firepower in specific parts of the battlefield. The full rules for using squadrons are covered in Advanced Rules chapter of Book One.

### Coming Up

If you look elsewhere in this issue, you will find a few new ships for you to use in your games of Victory at Sea. Next issue, however, we'll provide you with a set of full-blown scenarios and whatever else we can pinch from the games designers' desks!



# The Arms Buyers Almanac, 2128: Guns and Equipment

More new weapons and equipment for  
Gangs of Mega-City One

**Matt Sharp**

## Pistol Weapons Bootleg Blaster

Practically the lowest of the low as far as firearms are concerned, the humble bootleg blaster is a homemade pistol, scratch built from scavenged or improvised materials. Usually only seen in the hands of the destitute or the desperate, the bootleg blaster is short ranged and inaccurate, not to mention dangerous to the user. Its only advantage is that it is practically free and readily available – plans to manufacture these weapons are easily found on underground websites and any citizen with a basic education in chemistry and construction techniques can put one together with the minimum of effort. It is also a favourite among the dwellers of the Undercity, but only because better firearms are simply not available in the never-ending night of the buried cities. These simple weapons vary enormously in appearance depending on the materials and techniques used in their construction, but all tend to be heavy, bulky and awkward.

## Quin Barrelled Rasterblaster

The rasterblaster is not only a much coveted weapon among punks in Mega-City One, it is almost unique in that it was actually inspired by them. The weapon designers placed in charge of developing a reasonably cheap and easy to

## New Weapon Special Quality - Very Dangerous

Many punks are more than happy to make use of a weapon that is inherently dangerous to the user, prepared to put up with the chance of damaging their enemy at the risk of damaging themselves. However, a few weapons are so dangerous or badly made that they run the risk of blowing themselves to pieces whenever they are used. The notorious stub gun used by the Mega-City One forces during the Apocalypse War, for example, was capable of slicing a city block in half with a single shot but had a tendency to overheat and explode, usually leaving nothing but a smoking crater. The Lawgiver pistol issued to every Judge is programmed to explode when an unauthorised user attempts to fire it, usually taking the unfortunate victim's hand with it. A few weapons are simply very badly made or inherently dangerous. If a model using a Very Dangerous weapon ever rolls a 1 on its Agility check in a shooting attack, roll another die immediately. If this die also rolls a 1, the weapon explodes in the model's hand; immediately roll for damage against the model as if it had been hit by its own weapon. The weapon is destroyed in the explosion. Additionally, *any* roll of a 1 on a Shooting Attack counts as an automatic fumble – there is no need to roll another die to determine if the weapon jams or not.







manufacture pistol weapon were inspired by the straightforward modification that many spugs would make to their stump guns – sawing off most of the barrel and the stock in order to make a sawed-off stump gun. Clearly, there was a niche in the market for a pistol-sized stump gun. The new weapon was developed, but it was found to be severely limited. Not only did it have an extremely short range, the large size of its ammunition

cartridge meant that it would need to be reloaded every time it was fired. Again inspired by the stump gun, another barrel was added to increase the blaster's kill-power... then another three barrels, just for the sake of it. All five barrels fire at once, granting unprecedented firepower for a hand weapon. The rasterblaster is regarded as the best weapon available for close quarter fighting, but it still needs to be laboriously reloaded each time it is fired. Despite the grand intentions of its designers, it is neither cheap nor easy to manufacture, and demand usually far outstrips supply. The rasterblaster requires a slightly smaller cartridge than a stump gun, so it cannot be loaded with any alternative ammunition available to a conventional stump gun.

## Rifle Weapons

### Stutterblaster Assault Rifle

The stutterblaster is a relatively common general-purpose military weapon, designed to fulfil any role on the battlefield. It is intended to occupy a position between the humble phut rifle and the spit gun, but it lacks the range of the former and the sheer kill power of the latter. Nevertheless, it is a relatively cheap rifle weapon with an intimidating appearance. The rifle is large and bulky, but ergonomically designed so that it is very easy to use. It includes a shoulder strap and built-in carrying handle. Unlike a spit gun, which has caseless ammunition with built-in propellant that is entirely consumed when it is fired, a stutterblaster bullet is a jacketed shell held in a magazine that slots into the underside of the weapon. Spent shell casings are ejected when the weapon is fired; when this fact is coupled with the weapon's air-cooled barrel and complete lack of a flash suppression system, the stutterblaster looks almost spectacular whenever it is fired meaning that it has a certain added appeal to some Mega-City thugs. A stutterblaster is capable of firing Armour Piercing ammunition (see page 39 of *Rules of the Streets*).

### McM Heavy Sniper Rifle

The McM heavy sniper rifle is regarded as a precision tool by the perps that make use of it, capable of picking off enemy targets from vast distances. Although it lacks the sheer power and accuracy of a laser of similar size, the McM is regarded as more versatile, reliable and – perhaps most important of all – it is slightly cheaper. A heavy sniper rifle is sleek and menacing in appearance, similar to a phut rifle with a long, large calibre barrel fitted with a telescopic scope almost as long as the weapon itself. It is also equipped with a gyroscopically compensating

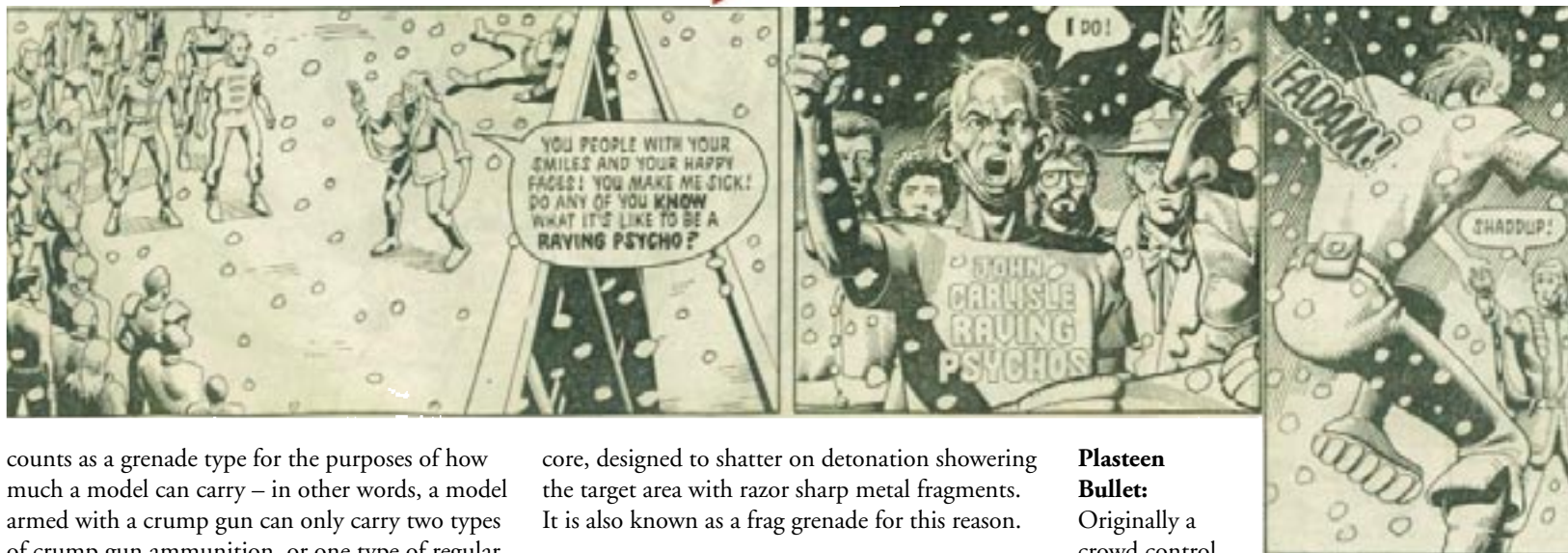
bipod to ensure maximum stability. The McM is designed to make use of the same caseless shells utilised by the spit gun, effectively channelling the same amount of power required for a rapid fire burst into a single shot. The McM heavy sniper rifle is capable of firing Judge Killer ammunition (see page 40 of *Rules of the Streets*).



## Unique Weapons

### Crump Gun

The crump gun strongly resembles a huge, single barrel pump-action stump gun. Although often regarded as a poor man's missile launcher, the crump gun is a versatile and popular heavy weapon, capable of acting as both a grenade launcher that can utilise a variety of powerful rocket propelled grenades or a direct fire weapon to give a wide range of battlefield options. The weapon requires reloading each time it is fired; each grenade or round needs to be individually loaded into the weapon and manually 'pumped' into the firing chamber before it is ready to fire. Ammunition for a crump gun is large, awkward and heavy, each resembling a fist-sized artillery shell. Each type of crump gun ammunition



counts as a grenade type for the purposes of how much a model can carry – in other words, a model armed with a crump gun can only carry two types of crump gun ammunition, or one type of regular grenade and one type of crump gun ammunition. Regular grenades cannot be fired from a crump gun, and crump gun ammunition cannot be thrown.

### Grenade Rounds

A grenade round consists of a warhead fitted with a tiny rocket. The rocket fires for less than a second, blasting the warhead towards its target with far greater power than a thrown grenade is capable of. Grenade rounds are fitted with concussive fuses, intended to detonate on impact with a solid surface. Grenade rounds follow all the normal rules for grenade weapons (see page 26 of *Rules of the Streets*) – crump gun ammunition is just as prone to producing duds as regular grenades and the weapon is fitted with a failsafe mechanism that will automatically eject a shell that fails to fire (even if the shell is live and about to explode), so a model firing a grenade round still runs the risk of blowing itself up.

**Anti-Personnel:** Similar to the common hand bomb, the anti-personnel round consists of a heavy, segmented warhead with a high explosive

core, designed to shatter on detonation showering the target area with razor sharp metal fragments. It is also known as a frag grenade for this reason.

**High Explosive:** Designed primarily as an anti-vehicle measure, the high explosive round consists of a shaped charge of powerful explosive, intended to punch through armour and tear the target apart. Gangs have found that the powerful blast is also useful for taking out buildings and robots, as well as rival gang members.

**Incendiary:** An incendiary warhead consists of a container filled with a highly volatile chemical such as napalm or white phosphorus and a high explosive core. On detonation, the chemical is blasted over a wide area and ignites on contact with the air to form a lethal conflagration within the burst area.

### Direct Fire Rounds

The crump gun is also capable of acting as a conventional firearm, as it is very similar in principle to the stump gun. Direct fire rounds usually appear to be large canisters or gigantic, fist-sized stump gun cartridges, although the relative low velocity of each shot and the laborious reloading process tends to limit the power of the weapon when used in this way.

### Plasteen Bullet:

Originally a crowd control measure

developed by the Justice Department, a plasteen bullet is a 'soft', low velocity cartridge designed to deliver an extremely painful but non-lethal hit to its target, intended to incapacitate without killing. The force of each shot is spread over a larger area of the target than a bullet or shell, which means that it is far less likely to cause serious damage but it is extremely capable of knocking a target off of its feet, particularly if it strikes a leg or the lower body. A plasteen bullet receives a +3 bonus when rolling to see if the target is knocked off its feet due to this shell's Power Shot Special Quality.

**Grapeshot:** All crump gun shells possess a resemblance to a giant stump gun cartridge, but the grapeshot differs slightly – in effect, it is a giant stump gun cartridge. The shell is packed full of the same tiny pellets as a regular stump gun round, but the sheer size of the shell and the greater calibre of the weapon means that it has a much larger blast pattern when fired, potentially hitting several targets at once.

## Vitriola

Also known as the corrodo gun or the acid thrower, the vitriola is a horrific weapon that projects a spray of highly corrosive acid at its target. It was first created shortly after the First Robot War in 2099 as an anti-robot weapon, intended to destroy heavy armour plating in order to render the target vulnerable to small arms fire. Of course, a weapon that is capable of reducing reinforced metals into pools of chemical sludge will have a horrific effect on any organic target caught in the blast, dissolving the flesh, muscle and bones of the unfortunate victim along with their clothing and equipment. A vitriola is very similar in appearance to a flamethrower, consisting of a pressurised backpack containing the lethal corrosive chemical, connected to the large, two-handed projector gun by a bulky hose. The street gangs of Mega-City One regard the vitriola with a sort of horrified awe, but its sheer expense and the high maintenance it requires means that it is rarely seen in action on the streets. It is also extremely

short ranged and has an unfortunate tendency to 'burst', covering the ill-fated user in corrosive (military-grade acids are notoriously difficult to contain in *anything*), so it is generally seen only in the hands of the very brave or the foolhardy.

A blast of acid is treated very similarly to a flame attack. Damage is caused as normal but the acid may continue to react in later turns. On each player's turn after the acid attack, roll 1D. On a result of 1-4 the acid ceases to react and no longer has any effect but on a roll of 5-6, it continues to dissolve the victim and another damage roll must be made to see if the model or object is damaged. While a model is affected by acid, it may not take any actions nor does it count as being on Alert Status and it may not add a bonus of any type to its Close Combat rolls. Unlike a flame attack, a nearby model can



do very little to assist a dissolving model. Acid will also chew through armour, making it less effective or even destroying it completely. For every turn that the acid continues to react, the target's armour (apart from energy shields) loses one point of Resilience permanently, even if the damage roll causes no damage. Acid blasts can also be devastating when directed against

inanimate objects, which also lose one point of Resilience for every turn that the acid reacts. An object reduced to 0 Resilience is automatically destroyed.

Unlike most weapons, a model equipped with a vitriola is not guaranteed a constant source of ammunition. The powerful acid that this weapon requires is exceedingly difficult to obtain and store, not to mention





extremely illegal, so even the mighty Mega-City One black market experiences difficulty in providing a ready supply. A model equipped with a vitriola must purchase more ammunition for every battle it is involved with at the cost of 1,000 credits. Failure to purchase new ammunition means that the weapon cannot be used in that battle.

## Grenade Weapons

### Smoke Bomb

Simple but reasonably effective, the humble smoke bomb is designed to provide a small



amount of cover and concealment for its user. On detonation, a dense but harmless cloud of black smoke billows out to cover the target area, effectively concealing the impact point from sight, at least for a short while. Smoke bombs are usually used to provide some minor cover for an assault or retreat, or to conceal a model's activities. A smoke cloud will block Line of Sight and creates the equivalent of Light Cover at the point of detonation. Cover provided by a smoke cloud will not stack with other types of Cover. Models equipped with infrared equipment ignore the effects of a smoke bomb. A smoke cloud can also be used to help counter the effects of fire, partially smothering the flames. If a burning model is within the burst area of a smoke bomb, the player gains a -1 bonus to the die roll to determine if the model continues to burn each turn (in other words, the flames will go out on a roll of 1-5 and only continue to burn on a result of a 6). A model throwing a smoke bomb obeys all the usual rules for grenade weapons as detailed on page 26 of *Rules of the Streets*.

Smoke bombs require special counters to represent their effects. Smoke cloud counters are 1.5" radius templates (identical in size to the *Gangs of Mega-City One* Explosive Marker included with the boxed game) that can be cut from thin card or plasticard, which are placed on the table at the

point of detonation. More adventurous modellers may wish to manufacture special counters by gluing cotton wool or a similar material to the template.

Unlike a conventional explosive, a smoke cloud will linger on the table for some time. At the beginning of each player's turn, roll a die and consult the following table for each smoke cloud currently in the game:

### Smoke Cloud Table

1D	Effect
1-3	No change
4-5	Drift
6 +	Disperses

**No change:** The smoke cloud remains where it is.

**Drift:** The smoke cloud is caught in the prevailing wind and moves in a random direction. Place the Explosive Marker over the smoke bomb template and roll two dice, moving the smoke bomb template D3" in the stray direction indicated. A smoke bomb template that begins to drift is likely to continue to drift or disperse, gaining a +2 bonus to the die roll on the Smoke Cloud Table in the next turn.

**Disperses:** The smoke cloud loses its cohesion and disperses. Remove the template from the table.

## Armour

### Anti-Anti-Mugging Suit

The anti-mugging suit is marketed as an effective deterrent to most common muggers and taps on the mean streets of Mega-City One. Most

Weapon	Range	SD	Dam	Cost	Reputation Required	Special	Rep Bonus
Bootleg Blaster	6"	1D	1D+1	10 cr.	-	Very Dangerous	-
Quin Barrelled Rasterblaster	5"	5D	1D+2	7,000 cr.	20	Power Shot, Ready	+5
Stutterblaster Assault Rifle	15"	2D	1D+2	2,500 cr.	10	-	+2
McM Heavy Sniper Rifle	25"	1D	1D+3	8,500 cr.	20	AP 1	+5
Crump Gun	Special	Special	Special	10,000 cr.	22	Heavy, Ready	+10
-Anti-Personnel	20"	1D	1D+1	400 cr.	22	Explosive	-
-High Explosive	20"	1D	1D+3	1,200 cr.	30	AP 2, Break +4, Explosive	-
-Incendiary	20"	1D	1D+1	1,000 cr.	22	Explosive, Flame	-
-Plasteen Bullet	10"	1D	1D	150 cr.	22	Power Shot, Stun	-
-Grapeshot	10"	1D	1D+2	350 cr.	22	Blast, Explosive, Power Shot	-
Vitriola	6"	1D	1D+4	30,000 cr.	40	Heavy, Ready, Very Dangerous	+25
Smoke Bomb	8"	Special	Special	150 cr.	-	Explosive, Gas, Ready	-

common criminals will avoid a citizen protected by the thick body armour and lethal spikes, preferring to find easier prey. However, some punks know that the more that a citizen is prepared to protect himself, the more likely he is to have something worth stealing. Unfortunately, a suit covered in armour plating and foot-long metal spikes can be a difficult target to crack even for the most determined criminal. Technically minded perps eventually put their heads together and came up with a brand new concept in body armour – anti-anti-mugging suits! This is essentially a bulky suit of pad armour fitted with special chains and extra padding in vital areas, designed to turn away the spikes and blades of a standard anti-mugging suit. Although bulky and inflexible, the idea proved to be reasonably effective and the suit is capable of turning aside many close combat weapons without much effort. A model equipped with an anti-anti mugging suit gains an additional Parry in close combat.

## Combat Coat

Intended to be an inconspicuous form of light body armour, the combat coat is a relatively sophisticated piece of protective clothing that is rapidly gaining popularity among street gangs as it provides a reasonable amount of protection without hindering movement and, most importantly of all, it looks extremely scrotin! The combat coat consists of an ankle length coat similar to a trench coat or duster, apparently made of thick synthi-leather. The secret lies with the lining. This is composed of a mesh layer that is mass reactive and energy refractive, capable of stopping a bullet or disrupting an energy blast

while remaining flexible. The coat is also highly valued because it includes many large pockets and is capable of concealing a weapon the size of a stump gun in its folds.

Unlike most types of body armour, the combat coat can be used in conjunction with other types of armour to provide a greater degree of protection, although at the expense of manoeuvrability. It can be used in conjunction with either pad armour or a shell jacket, allowing the two armour types to stack their Resilience score (pad armour becomes Resilience +2 armour, a shell jacket becomes Resilience +3 armour), but at the expense of severely restricted limb

Armour	Speed	Resilience	Cost	Reputation Required	Rep Bonus
Anti-Anti Mugging Suit	-2"	+1	2,000 cr.	8	-
Combat Coat	-	+1	2,500 cr.	15	+3

movement. A model using two types of armour in this way will suffer a +1 penalty to its Agility score.

## Equipment

### Anti-Dazzle Visor

Unsophisticated but nevertheless still effective, the anti-dazzle visor is a set of eye covers with polarised lenses, designed to darken in response to sudden bright lights – in other words, they are little more than high tech sunglasses. A model equipped with an anti-dazzle visor is immune to the dazzling effect of an industrial flashlight, is not affected by flash grenades and will not suffer the effects of the Light Sensitivity trait (see page 12 of *Death on the Streets*). A model can only be equipped with one type of visor or goggles at a time.

### Flashlight

A hand held, portable light source is always useful. The common flashlight comes in many shapes and sizes, and is easily carried. It can be attached to the part of the owner's clothing, worn on the wrist or head or even fixed to a weapon. Some pistols and rifles even have special sockets just for this purpose. A flashlight allows a model to see in the dark. A flashlight allows a model to ignore the effects of low light levels to a distance of 10". Unfortunately, carrying a light source makes a model conspicuous – enemy models targeting him can also ignore any penalties for low lighting conditions when targeting a model carrying a flashlight.

### Industrial Flashlight

Much larger and more powerful than its smaller cousin, the industrial flashlight is a huge, hand-held searchlight, capable of illuminating objects a massive distance away. Because of its bulk and sheer size, an industrial flashlight counts as a pistol in terms of what a model may carry (see page 7 of

*Rules of the Streets*). An industrial flashlight allows a model to ignore the effects of low light levels to a distance of 20". Unfortunately, carrying such a powerful light source makes a model conspicuous – enemy models targeting him can also ignore any penalties for low lighting conditions when targeting a model carrying an industrial flashlight. A model can also use an industrial flashlight in an attempt to dazzle an enemy. The model must be within 10" of his target and must make a successful Shooting Attack. If successful, the target becomes dazzled, immediately losing Alert Status and suffering a –1 penalty to each Shooting Die for the next turn. This penalty stacks with any other penalty due to the current lighting conditions. Models that are subject to the Light Sensitivity trait must roll a die. If he rolls higher than his Resilience score, he will not become dazzled but instead become stunned for the next turn.

### Infrared Goggles

A sophisticated set of eyewear that allows the user to perceive the infrared part of the light spectrum. While it is generally attributed that such an ability will allow someone to 'see in the dark', this is not strictly accurate as infrared light is still just a type of light and tends to be absent in darkness. However, infrared equipment will allow its user to perceive heat sources as light, meaning that objects that produce heat become visible. This includes people, robots and vehicles, but not the likes of walls and terrain unless they are heated in some way. A model equipped with infrared goggles can ignore the penalty to Shooting Attacks due to low lighting conditions (but still suffers the penalty to Agility checks to pass through rough terrain) and ignores any cover provided by a smoke cloud when making a Shooting Attack. A model can only be equipped with one type of visor or goggles at a time.

## Light Intensification Visor

Light intensification technology has been in use for centuries. The light intensification visor tends to vary enormously in appearance as it is just as subject to the whims of the notoriously mercurial Mega-City One fashion industry as any other item of clothing, but all types are more or less the same in effect. It works by electronically filtering the entire visible spectrum into a single colour (usually green, as this is the colour that the human eye can best perceive), which allows the user to see perfectly in the dark. A model equipped with a light intensification visor is unaffected by low light conditions. Unfortunately, the model will also be subjected to a certain 'sensory overload' if suddenly exposed to a very bright light such as a flash grenade or the dazzling effect of an industrial flashlight. In such a situation, the model must immediately roll a die. If he rolls higher than his Resilience score, he will be stunned for the next turn. A model can only be equipped with one type of visor or goggles at a time.

Equipment	Cost	Required Reputation
Anti-Dazzle Visor	250 cr.	-
Flashlight	50 cr.	-
Industrial Flashlight	200 cr.	5
Infrared Goggles	500 cr.	10
Light Intensification Visor	150 cr.	-



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# Commerce Raiders

**Ships of the Kriegsmarine in World War II for  
Victory at Sea**

**Matthew Sprange**

The German Navy had to be rebuilt virtually from the ground up after the First World War. Forbidden to own capital ships and submarines, Germany nibbled away at first one clause of the Treaty of Versailles, then another, until a powerful force of destroyers and submarines existed.

At the outbreak of World War Two, relatively few capital ships were in commission, and no aircraft carriers. Had war come according to Hitler's timetable, more battlecruisers and battleships, including some of extremely large size, and an aircraft carrier would have been available. There was never any prospect of matching Britain in terms of capital ship numbers, but the qualitative advantage of the proposed super-battleships might have made a considerable difference.

In any case, the Kriegsmarine was not a navy designed to tackle a major fleet head-on in fleet engagements. Instead, it was a commerce raiding force, a tactic that has always been the preferred course of weaker navies.

The Kriegsmarine was an excellent tool for its role. Relatively primitive submarines had inflicted massive losses on British merchant shipping in World War I; the U-boats of WWII were capable of longer patrols and consequently had the potential to inflict much greater damage to the enemy. They were even, as events would show, capable of entering a defended harbour and sinking a major warship moored – supposedly safely – there.

The destroyers (often referred to as 'Torpedo Boats', but worlds away from what the Royal Navy meant by that term) of the German Navy were excellent vessels; large for their size and powerful compared with those of other nations. Ship for ship they were a match for any destroyer afloat. German destroyers mainly operated in the North Sea and English Channel, where they fought running battles with British light forces throughout the war. They also gave good account of themselves in the invasion of Norway and against the Arctic convoys to Russia. Fortunately for the Allies there were not very many of them.

The Kriegsmarine also had at its disposal several powerful cruisers. Some, like *Prinz Eugen*, were conventional designs; others were 'pocket battleships' mounting heavier guns than a ship of their disposal normally would, such as the *Graf Spee*. German cruiser forces operated mainly in the Baltic Sea, the North Sea and against the Atlantic convoys to Russia after the early months of the war, which saw the famous early cruises of the Pocket Battleships.

German capital ships caused relatively little direct damage. Even the most active capital ships, the battlecruisers *Scharnhorst* and *Gneisenau*, sank relatively little tonnage. However, the main effect of the big ships was as a threat. The *Tirpitz* tied down several British and American battleships that were needed elsewhere simply by the threat that she might sortie. The allies could not risk such a



*Grand Admiral Donitz*

mighty vessel getting loose among their convoys, and had to maintain sufficient forces to destroy her on station, even if she was doing nothing.

The mere rumour that *Tirpitz* might be about to leave port caused the British Admiralty to order



convoy PQ17 to scatter, allowing it to be carved up by aircraft and submarines at leisure. The famous Atlantic sortie of the *Bismarck* and *Prinz Eugen* resulted in a desperate scramble involving dozens of ships; the devastation that two such powerful vessels could wreak was too awful to contemplate.

German capital ships were built according to principles tried out in World War I; internal compartmentalisation and damage-control measures made them very difficult to sink, whilst their efficient powerplants ensured a good top speed – essential in a raider. Coupled with

excellent fire control – using radar and other means – and big guns to make use of it, these vessels were extremely potent weapons.

It has been said that Hitler never really understood naval warfare; be that as it may, the Kriegsmarine suffered from a lack of funding and materials, and from the internal politics of the Nazi leadership. Among its greatest detractors was Herman Goering, who connived constantly to ensure resources for ‘his’ Luftwaffe to the detriment of the navy. Major warship projects suffered from constant stops and starts as resources were allocated then redistributed to other projects.

Eventually, as the tide of war turned against Germany, Hitler gave up on his navy and transferred guns originally intended for ships to the coastal fortifications of the Atlantic Wall. The Kriegsmarine continued to fight on with dwindling resources. U-boats and destroyers were still a menace to allied shipping to the very end of the war.

It is interesting to speculate how the Kriegsmarine might have served a different master.

## Deutschland-class Pocket Battleship

**Ships of this class:** Admiral Graf Spee, Admiral Scheer, Lutzow

The launch of the Deutschland class of warships marked a turning point for the Kriegsmarine and Germany as a whole. While the rest of the world followed the dictates of the Washington Treaty, these vessels broke all rules imposed on Germany. Though still relatively small in size, they were well armoured and carried the type of armament traditionally seen on battleships. It quickly became apparent that only another battleship could successfully defeat one in open combat and so the term ‘pocket battleship’ was coined to describe this new breed of warship. Despite Germany’s protestations of the defensive role of these vessels, their size and armament were clearly designed to make them superb commerce raiders. Their fighting history was to become chequered. While the Admiral Scheer successfully plied the Atlantic and Indian Oceans, disrupting merchant shipping wherever it went, the Admiral Graf Spee was famously cornered during the Battle of the River Plate and scuttled herself soon after.

**Speed:** 5”  
**Turning:** 2  
**Target:** 4+  
**Armour:** 3+  
**Damage:** 17/5  
**Crew:** 37/12  
**Special Traits:** Aircraft 1  
**In Service:** 1931

**Length:** 610 ft.  
**Displacement:** 16,020 tons  
**Speed:** 26 kts.  
**Crew:** 926

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”	4	-	
Torpedoes	-	4	4	AP, Slow-Loading



## The Kriegsmarine Fleet List

The following forms the entire fleet list for the Kriegsmarine.

### Priority Level: Skirmish

Prinz Eugen-class heavy cruiser

### Priority Level: Raid

Deutschland-class pocket battleship

### Priority Level: Battle

Scharnhorst-class battlecruiser

### Priority Level: War

Tirpitz-class battleship



## Prinz Eugen-class Heavy Cruiser

### Ships of this class: Admiral Hipper, Blucher, Prinz Eugen, Seydlitz

The *Prinz Eugen* first came to notoriety as she escorted the *Bismarck* into the North Atlantic and engaged the Royal Navy in the encounter which saw the destruction of *HMS Hood*. After the battle, *Prinz Eugen* left the *Bismarck* to sail to Brest, where she remained inactive for several months. Later, she was deployed in Norwegian and then Finnish waters while the Eastern Front collapsed. After the war, the *Prinz Eugen* entered the US Navy, where she was used in nuclear bomb tests until her hull gave way.

**Speed:** 7"

**Turning:** 2

**Target:** 4+

**Armour:** 3+

**Damage:** 19/6

**Crew:** 64/21

**Special Traits:** Aircraft 4

**In Service:** 1937

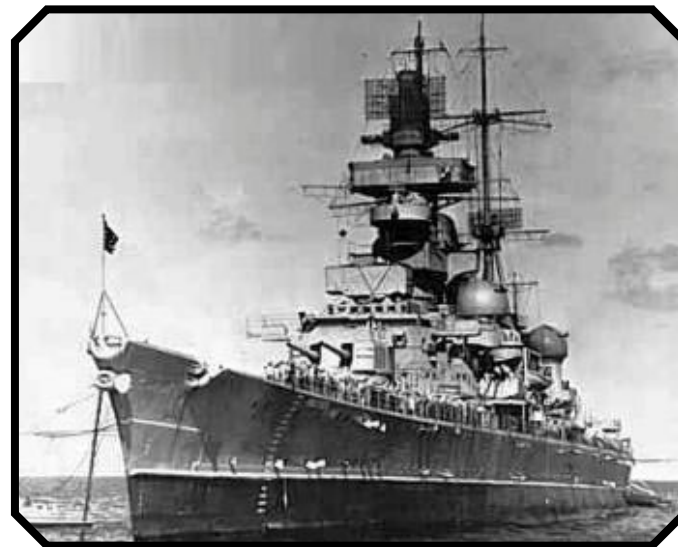
**Length:** 681ft.

**Displacement:** 18,750 tons

**Speed:** 32.5 kts.

**Crew:** 1,600

Weapon	Range	AD	DD	Special
A Turret (2 x 8 in)	12"	2	1	
B Turret (2 x 8 in)	12"	2	1	
X Turret (2 x 8 in)	12"	2	1	
Y Turret (2 x 8 in)	12"	2	1	
Secondary Armament	10"	3	1	
AAA	6"	4	-	
Torpedoes	-	6	4	AP, Slow-Loading



## Scharnhorst-class Battlecruiser

### Ships of this class: Gneisenau, Scharnhorst

While serving as commerce raiders, the *Scharnhorst* and *Gneisenau* were responsible for sinking over 105,000 tons of allied shipping in a single cruise. During the allied retreat from Norway, the *Scharnhorst* sank the aircraft carrier *HMS Glorious* and two destroyers, and though torpedoed and attack by aircraft from *HMS Ark Royal*, she returned safely to Kiel. In 1943, while intercepting a convoy, the *Scharnhorst* was attacked by the cruisers *HMS Norfolk*, *Belfast* and *Sheffield*, escorted by four destroyers. Hit several times before increasing range, the *Scharnhorst* was struck by a shell fired at a range of more than 18,000 yards (more than 10 miles), which plummeted into her boiler room, reducing speed. The Royal Navy destroyers were then able to close distance and torpedoed the *Scharnhorst* until she exploded and then sank.

<b>Speed:</b> 6"	<b>Length:</b> 770 ft.
<b>Turning:</b> 1	<b>Displacement:</b> 38,100 tons
<b>Target:</b> 3+	<b>Speed:</b> 31.5 kts.
<b>Armour:</b> 4+	<b>Crew:</b> 1,461
<b>Damage:</b> 39/13	
<b>Crew:</b> 58/19	
<b>Special Traits:</b> Aircraft 4	
<b>In Service:</b> 1936	

Weapon	Range	AD	DD	Special
A Turret (3 x 11 in)	15"	3	1	
B Turret (3 x 11 in)	15"	3	1	
Y Turret (3 x 11 in)	15"	3	1	
Secondary Armament	10"	6	1	
AAA	5"	3	-	



## Tirpitz-class Battleship

### Ships of this class: Bismarck, Deutschland, Tirpitz

One of the most renowned classes of ships to be launched, the *Bismarck* and *Tirpitz* have become legendary, though the *Deutschland* and a fourth hull were never completed. The *Bismarck* sank the *HMS Hood* in the North Atlantic, causing Winston Churchill to order her sunk at any cost. The Royal Navy set sail with no intention of letting her live and she was finally cornered after a lucky shot to the rudder by a Fairey Swordfish torpedo bomber stopped any chance of flight. The *Bismarck* was then sunk by combined fire from the *HMS King George V* and *Rodney*. The *Tirpitz*, now Germany's most powerful warship, was to spend the war in port where she was the target of increasingly obsessive attacks by the British, including runs with midget submarines. She was finally sunk in a raid by Lancaster bombers using Tallboy bombs.

<b>Speed:</b> 6"	<b>Length:</b> 823 ft.
<b>Turning:</b> 1	<b>Displacement:</b> 52,600 tons
<b>Target:</b> 2+	<b>Speed:</b> 30 kts.
<b>Armour:</b> 4+	<b>Crew:</b> 2,608
<b>Damage:</b> 53/17	
<b>Crew:</b> 104/34	
<b>Special Traits:</b> Aircraft 4	
<b>In Service:</b> 1939	

Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	28"	2	3	
B Turret (2 x 15 in)	28"	2	3	
X Turret (2 x 15 in)	28"	2	3	
Y Turret (2 x 15 in)	28"	2	3	
Secondary Armament	10"	7	1	
AAA	6"	3	-	
Torpedoes	-	4	4	AP, Slow-Loading



# VICTORY AT SEA COUNTERS

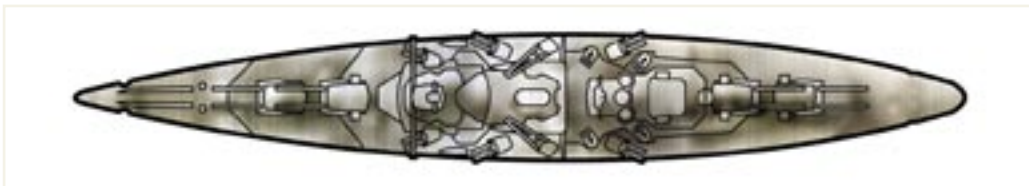
**Scharnhorst-class Battlecruiser**



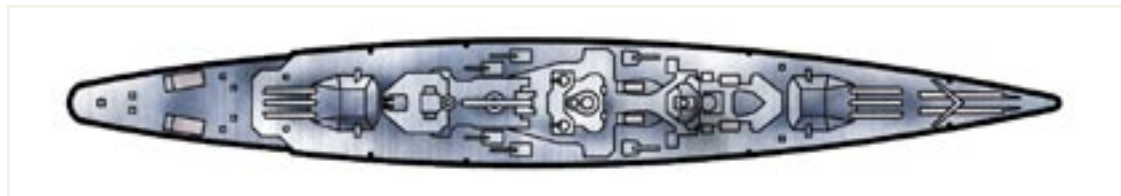
**Tirpitz-class Battleship**



**Prinz Eugen-class Heavy Cruiser**



**Deutschland-class Pocket Battleship**



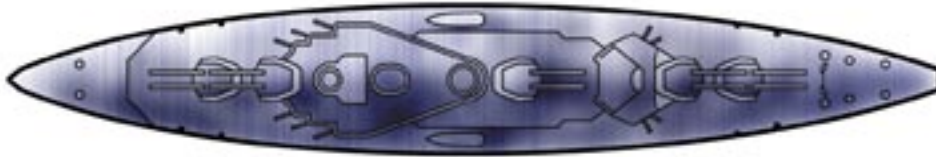
**Torpedo Counters**



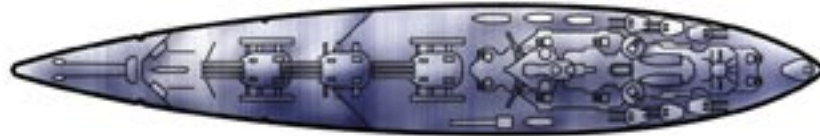
Hood-class Battlecruiser



King George V-class Battleship



Nelson-class Battleship



Leander-class Cruiser



Queen Elizabeth-class Battleship



Renown-class Battlecruiser



# If Wishes Were Horses

## A Games Designer's Wish List

Here at Mongoose, we love games. We love games based on fantasy and science fiction, we love Star Wars novels, Babylon 5 re-runs, and going to the cinema to watch King Kong. It is in our blood. As, I suspect, it is with many of you. It is why we do what we do.

You know what it is like when a cool new game comes out? That feeling of excitement, the tearing off of the wrapping, the certain knowledge that *this* is going to be the game of all games? It is kind of the same at Mongoose – however, because we are in the lucky position to actually create these games, we hunger for *could* be. All those games and licences that float around during discussions around the kettle, the constant search for the one perfect game that will hammer all others into submission. Or, at least, occupy our time until the Next Big Thing comes along.

What follows is my own personal Top Ten of miniatures games that I would dearly like to work on. . .

### Number Ten – Wipeout Fusion

An odd start to the list, especially as when it comes to computer racing games, I am more of a Gran Turismo man. However, Wipeout serves to add a touch of the futuristic to the racing scene and that is what we like on the tabletop.

What stops us? Well, during those rare quiet moments in the office, I can be found pushing models around, trying to work out new ways of doing things. And I have yet to find a 'cool' mechanic to handle racing vehicles, without it getting too comedic or random (actually, if racing games are bad, my quest for a decent three-dimensional aerial combat system is even more of an obsession).

Some time in the future, the design bell will ring, and we'll figure this little problem out – understand, it is not exactly a priority at the moment. However, once we have a workable set of rules, look for more than one racing game from us. . .

## Matthew Sprange

### Number Nine – Rorke's Drift

This one is not really a licence but films like Zulu and Zulu Dawn make it pretty damn close. For this one, I envisage a complete battle in a box with everything you need to refight the battle at the outpost. A hundred-odd 20 or 25mm miniatures for the British and a veritable bucketload for the Zulus.

However, it would not stop there. Oh no. I can also see in my mind's eye a fantastically well-detailed set of card terrain to create all the buildings and other features in perfect scale. Roofs come off to take the battle inside. The redoubt is present to start your volley fire behind. It would look absolutely fantastic on the table.

As for expansion, we would also do a limited range of metal miniatures and army lists would be included to expand the set out into the whole of the Zulu War. Awesome stuff.



## Number Eight – Starship Troopers

Hang on, don't we already have a Starship Troopers miniatures game? Well, yes, but let's not let that stop us! There are plenty of interesting things that could be going on in this particular universe.

First off, there is the rumoured Bug Central project, taking your 28mm troopers down into the depths of an Arachnid colony to root out Brains and Queens (sounds like suicide to me, but you can't stop a trooper having fun). Then there is the 6mm massed mass combat game where you will be able to field literally hundreds of warrior bugs, and plasma bugs will be in the right scale. And, of course, a space combat game – though we will have to populate the universe with aliens a little more first.

So, plenty to expect with Starship Troopers and, unlike some of the other entries in this list, these have a good chance of seeing the light of day. . .

## Number Seven – Aliens vs. Predator

Picture this. A game like Space Hulk always could have been (and that is saying something, I know), a three way battle with colonial marines trying to survive the Predators hunting them, all the while fearful of Aliens coming out of the walls. A pitched battle of technology against experience against raw viciousness. Blips on the motion trackers coalescing into multi-fanged horridness. Expansion packs bring new hunter types for the Predators, new weapons for the marines (for all the good it would do them) and bigger and nastier Alien species. Eek!



So, when will this glorious game come out? Never. Try never at all. You see, while the licence fees demanded by Fox are 'doable' for hobby games; they have an additional charge for '3D design'. Basically, anything that is a solid object – which includes miniatures. And this charge is... astronomical.

Actually, let me put that into perspective. It would be 'doable' if we were to take this idea and make it a full scale battle game. The trouble is, I think that would diminish the concept somewhat. Small-ish box, floorplans, a dozen miniatures or so, \$39.95. That's all it needs. . .

## Number Six – Battlestar Galactica

This is one of those ideas where the concept is probably better than the end result. Sure, you could have pretty miniatures of Cylons (especially the new models, phwoar) but there is not much of a game in fighting them on the tabletop. You have fighter combat in space but with the designs currently featured in the TV series, it would be inherently limited.

One destined for more thought.

## Number Five – World of Warcraft

Now, this is an obvious one and a possible counter to the all-ruling fantasy battle game currently out there. A *massive* potential customer base (a good angle for collectors within that market too), just distinct enough from regular fantasy to have its own flavour and yet retaining enough ties to the genre to make it comfortable to newcomers.

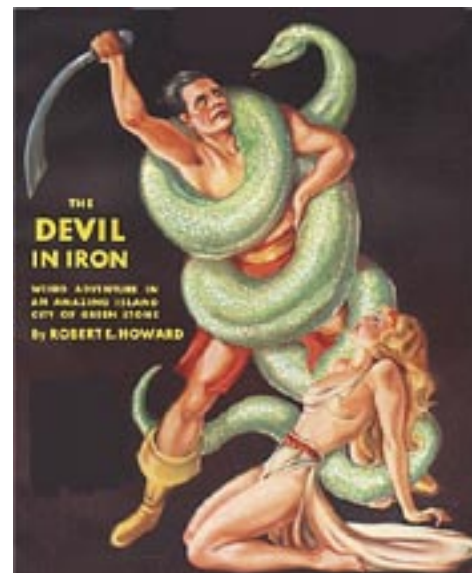
Trouble is, I am not convinced that the 'quick fix' MMORPG players have the patience for a more traditional style wargame.

## Number Four – Conan

Fantasy without the spell-slinging, without the dragon riding lords, without the wacky warmachines. So, what is left?

A whole plethora of *very* distinct nations and armies, *real* barbarians, campaign play that can see you as ruler of an entire nation in one week and a pauper the next – without shattering the continuity of the setting. In short, a fantasy wargame for the thinking man, the serious mind, the fanatic who thinks RE Howard is another name for God.

Expect to see this one in the future, though not until the new films have graced our cinemas.



### Number Three - Dune

Ooh, now should this be done in 28mm to focus on the exquisite uniforms of the various Houses and other factions in the Dune universe? Or do we go 6mm and have the big vehicles and Sand Worms?

There are various licence issues with Dune at the moment which could take a long, long time to sort out (let's just say that the TV series on the Sci-Fi channel upset the cart somewhat there and muddied the waters – if you will allow me to mix metaphors).

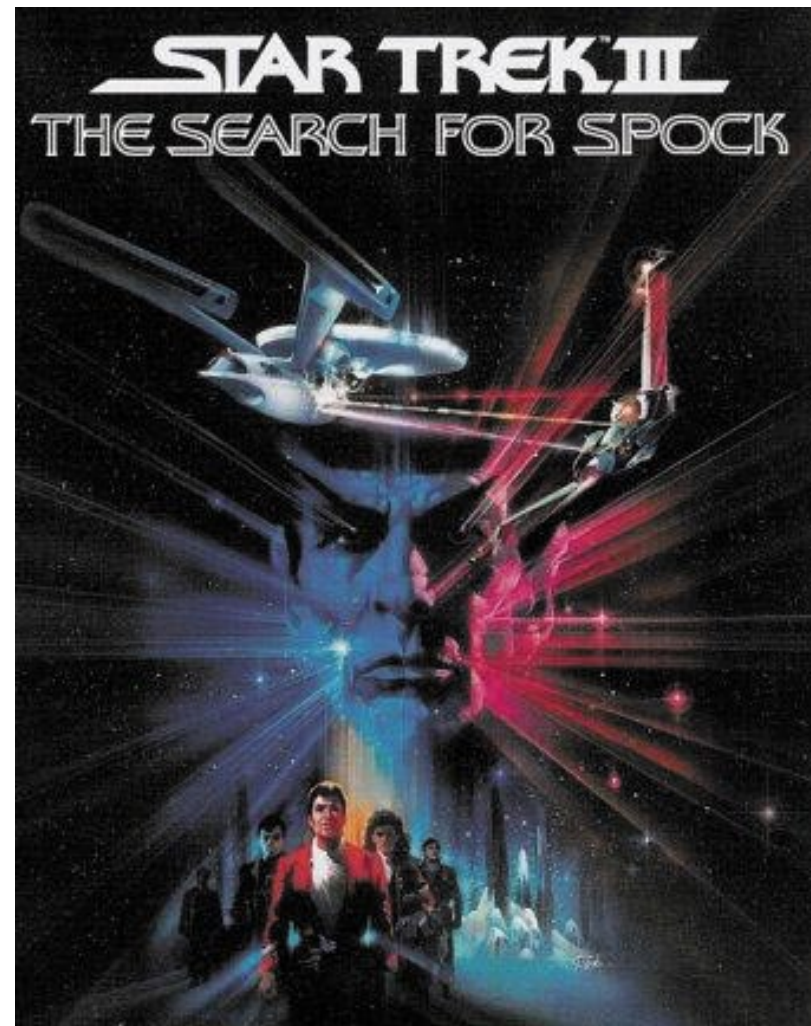
Still, this is one of the last truly cool sci-fi settings that *so* needs a miniatures game. The quest continues.



### Number Two - Star Trek

I'm not actually a huge Star Trek fan. I preferred Deep Space Nine to any of the others, simply because it dared to have a plot. Sometimes. And it was the closest to Babylon 5 in concept.

However, the ships themselves do tickle me, from the angular Klingons to the



sweeping lines of the new generation Federation ships. As for a rules set, perhaps a streamlined Call to Arms system, with some decent rules for shields (leaky, of course – with control panels that blow up and kill the bridge crew). Throw in some rules for famous Captains and I think you would be at least 80% there.

Bit of a licence wrangle going on with Star Trek at the moment caused, notably, by the black hole that Decipher may or may not be leaving. Consider this one in limbo...



## Number One – Star Wars

Well, what can I say here. We here at Mongoose cannot be described as mere fans of Star Wars. The Force flows through our veins, we pretend our cars are X-Wings and have watched each film, back to back, at least a thousand times. As far as we are concerned, Leia and Padme are goddesses. Even my dog is called Daisy Jar-Jar and I won't hear a word said against Episodes 1-3. As far as I am concerned, Episode Three was the greatest film of all time. You just did not understand it, see?

A long time ago, we had a vision. A full-blown Star Wars battle game – think of it. You go down to your local store and pick up a full squad of ten multi-part, multi-pose 28mm Imperial Stormtroopers. For, say, \$19.95. You go home and put them together in a variety of positions, with some appropriate weapon options. Then add them to your growing Imperial force, with soldiers, officers, AT-STs and TIE bombers. We started to figure out how to get lightsabres mounted on Jedi models to actually glow with their own light. We even have, somewhere tucked away in a file, some preliminary army lists based on the Starship Troopers rules.



Couldn't stop there, though, oh no. A 6mm game so you could field a dozen AT-ATs, to really give those Gungans a kicking. A space combat game to end them all. A multitude of spin offs from Jedi duelling to a Hoth battle set.

So, we set about getting the means to forge ahead with this grand plan. We consulted the licence Lucasfilm has with Hasbro, to see if there was room to manoeuvre. We created our pitch and sailed forth – only to hit one brick wall after another. No, we couldn't do a battle game, as it



*Star Wars Lego™ - kids today just don't know they're born...*

was too close to WotC's turf. No, we could not sub-licence. No, it did not matter if we called them model kits with rules, rather than a hobby game. Ah, space combat game? Very interesting! Send in a new proposal. Ah, no, actually. Too close to WotC's turf.

Aaaahhh!

We even tried, in some desperation, going with Lego Star Wars. And that is another tale, I can tell you.

So, unless WotC start selling their Stormtroopers in open packs of ten, this kind of game just ain't going to happen. Not for a few years. Still, I am kind of okay with that. After all, we have plenty of projects to be getting on with and it is not like Star Wars is going to drop in popularity in, well, my lifetime.

Well, there you are, a list of the games I would really like to get cracking on, for one reason or another. We have a place on our forums dedicated specifically for you to log on and let us know what you would like to see us publish, so swing on by and let us know your top ten of favourite games. . .



# THE SKINNIES ARE COMING!

## A SNEAK PEEK AT THE SHAPE OF THINGS TO COME FOR STARSHIP TROOPERS

MATTHEW SPRANCE

One of the most awaited releases for Starship Troopers arrives next month – the dreaded Skinnies!

So, what have we got planned for this force? How different will they be from the small-time Raiders and Militia of the main rulebook? Can they hope to stand up against the full weight of Mobile Infantry and Arachnids?

Well, the last part is easy – most certainly, yes! The Skinnies are a very different force than the raiding parties you have seen so far (though it is still possible to create such armies). Now the Hegemony has been mobilised to war, for reasons that will be made clear in the Army Book, the Federation (and you!) will get to see the full extent of their arsenal and awesome technologies.

The Skinnies differ in many ways to the forces of the Federation. They lack an equivalent of the Mighty Fleet and have no nukes. They have no uniform method of recruiting and training troops. And they lack the artificial intelligence of the CHAS unit.

That is not to say they are behind the Federation in terms of technology, though they often appear primitive and brutal to human eyes. They are merely different. The Skinnies have the developed the beginnings of shield technology, a development that has eluded SICON, and they often mix militia-level troops with veterans in the same army. They also have access to weapons of awesome might that appear impractical and even



Skinnie Raiders

impossible to engineer to the Federation – but they are extremely effective.

By the time you read this, the first miniatures of the Skinnies army will just be about to appear on our web site, so stay tuned! Here, we present some of the concept artwork developed for the Skinnies, along with some notes on how the units and models will function within the army.

### LEADERS

The core of a Skinnie army is its leader and there will be six to choose from initially. Because of their tribal nature, Skinnie forces are a reflection of the wishes, whims and personalities of their leaders. For example, the Warchief pictured here

is a charismatic leader who harkens back to the Old Ways, evoking the legends and appearance of ancient heroes in an effort to stir his troops to greatness. He rides a great Pecadon into battle, as many of those heroes did, wielding a shock lance that can skewer a tanker bug on a full charge.

The Warchief's army has a preponderance of Militia and Raiders, 'citizens' of the Hegemony that have received military training. Though they are not professional soldiers, the Warchief is capable of moulding them into an effective fighting force. Under his inspirational leadership, Raiders and Militia alike become more effective and the former can set up elaborate ambushes that can keep enemies off balance throughout an entire battle.

By choosing a different type of leader, you can change the way core units are recruited into your army. For example, the Skinny Lord is a privileged leader who has access to the best troops and latest technologies – though he can still use Militia and Raiders without limit (most leaders can), he may not use any Slave or Brute units. However, he is the only leader who has unlimited access to the elite Venerables, more of which later (they are worth waiting for, believe me!). This means he is suitable for players looking for a small but highly capable force.

In contrast, here is a concept picture of the Cabal who, as a group, form another type of leader.



**Skinny Cabal**

The Cabal are a type of Brutes, a very primitive form of Skinny found on the outskirts of the Hegemony on colonies which have been isolated for a long time. Brutes are very strong and

absolutely lethal in close combat. They do not have access to much technology, aside from that they are willing to trade with visitors from other parts of the Hegemony – seen here is a concept picture of a Brute with a Mass Driver, a huge weapon which only the Brutes are strong



**Skinny Brute with Mass Driver**

enough to carry into battle (other Skinnies may only use Mass Drivers if they are mounted on emplacements or vehicles).

The Brutes also have access to beast riders, carried into battle on the back of Tawns, smaller versions of the Warchief's Pecadon. However, it is the Cabal that truly defines this force. The only psychics the Skinnies possess, they grow into positions of power within Brute tribes and have the unique ability of being able to combine their talent to create almost impenetrable shields

or great bursts of psychic energy that can blast a Marauder apart.

## SKINNIE UNITS

As mentioned before, each leader has free access to one or more troop types but is restricted in others – this is part what makes him unique among other leaders. In effect, the Skinny army list is really six separate army lists and there is plenty of opportunity for you to add your own leaders, with their own unique abilities.

## RAIDERS AND MILITIA

These two units are really different sides of the same coin, in that they are formed from sections of the general population that have received military training, quite common in Skinny society. Raiders are better equipped and slightly better trained, with some capable of setting up ambushes. Both Raiders and Militia carry relatively light weaponry into battle, with some possessing nothing more than pistols. However, the most common weapon is the Constrictor Rifle, seen in the main rulebook. Though this weapon has only one dice for shooting, it is Infinite (and



thus never worries about ammunition) and its Piercing/2 trait can cause everything from Warrior Bugs to Troopers great concern.

## SOLDIERS

Above the Raiders and Militia, there are the Soldiers, the professional warriors of the Hegemony and the equivalent of the Mobile Infantry. They have the same Constrictor Rifle as the Raiders but possess a better range of weapon upgrades, including the Constrictor Cannon (a rapid firing weapon that is also Infinite) and the dreaded Neural Beamer that can roast the mind of almost any opponent. They can also include more Champions in each unit than Raiders can.

Champions form the core of leadership in the Skinnie army, making them far less regimented than the Mobile Infantry. Each Champion leads a unit and is capable of leading any leaderless Skinnies, regardless of type, in his command range. When you think that most Skinnie units can have anything up to four Champions within their ranks, you can see how incredibly resilient an army can be to command loss.

The trade off is that this flexibility gives the Skinnies nothing of the Mobile Infantry's well-trained abilities – they have no equivalent of

setting up a Retrieval Point, for example. The only benefits from 'high level' leadership are those abilities possessed by the individual leader, which may not always benefit the army as a whole.

## GUARD

These are the soldiers of particularly rich tribes, ones that have a history of military achievement. Equipped with jump packs and shock sticks, they are lethal in close combat but pack and long-ranged punch too – they are armed with Boneshard Rifles, an acidic based weapon that far outclasses the Morita. Imagine a rifle that rolls 2xD6+1, has Piercing/1 and Multihit!

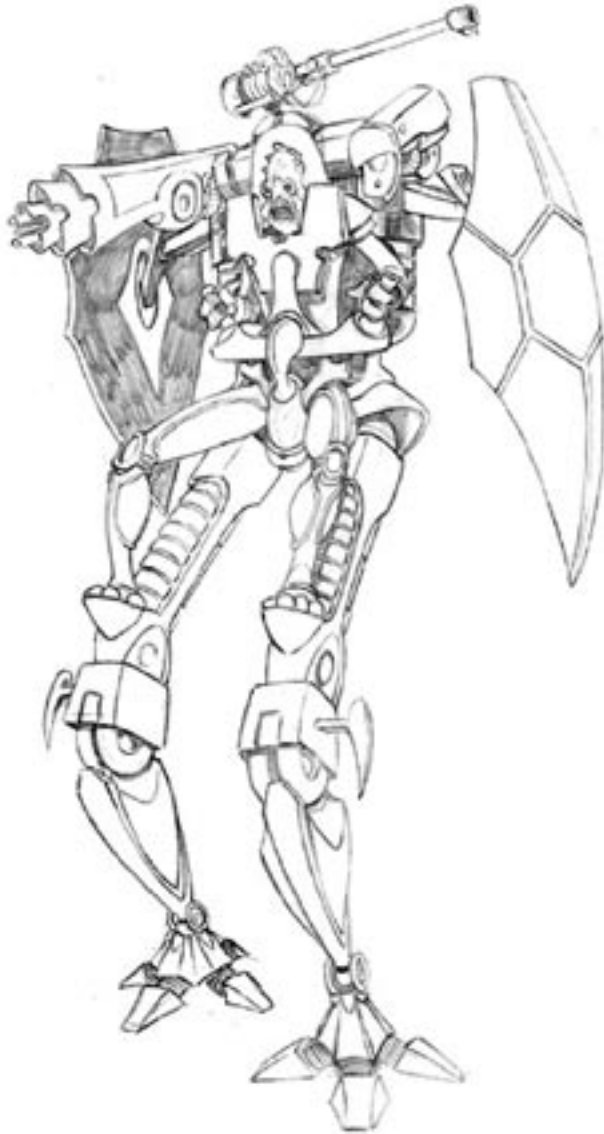
## VENERABLES

These have been, by far, the favourite in playtesting – but if you want a whole army of these guys, you'll pay through the nose for them!

### Skinnie Guard



Skinnie Soldiers



Venerable 'Marauder'

The Venerables are skilled warriors of a thousand battles and have probably served as Soldiers or Guard in the past. Usually led by a Skinnie Lord, they have the most advanced power suits of the Hegemony, together with some of the heaviest integrated weaponry. Even a basic Venerable has advanced targeting array, boneshard rifle, two disruptor gloves, a dual laser (or light rocket launcher) and light neural beamer. This combination makes them utterly lethal, be it in close combat or within a firefight. They also have access to large armoured walking machines, dubbed 'Marauders' by the Federation (all Skinnie names have been replaced with their Federation equivalent in the Army Book, allowing troopers to come to terms with what they are fighting that much quicker). These Marauders carry heavy weaponry and Harmonic Shields, devices usually reserved for some leaders that can fend off the effects of even a nuclear blast (well, in theory – I haven't seen it happen yet!!!)

## AND MORE TO COME

This is really just a whistle stop tour of the Skinnie army, highlighting some of their new units – if nothing else, it should convince you that the Skinnies are a varied and interesting

force that play very differently to the Arachnids or Mobile Infantry. More importantly, they have a degree of flexibility that the other two forces simply do not have. You can tailor your force, via its leader and the unit choices he makes, to be a full on 'shooty' army, a close combat monster or something in between. You can load up on cheap and inexpensive units to create a veritable horde, or concentrate on the 'good stuff' to field a force likely smaller than most Mobile Infantry forces!

There is, of course, a lot we have not covered yet. There is the Leader of Slaves, a captured human who has earned his freedom in gladiatorial combat and embraced Skinnie society. He has the ability to lead huge numbers of slaves safely, a unit which Skinnie leaders may sometimes have problems with. He can also rally scared units to his side, giving the Skinnies a form of Endless Tide.

Raiders often take to battle in speeder bikes or heavy speeders, giving them speed and heavy firepower. The Tyrant is a complete megalomaniac who seeks conquest above all else – an attractive leader for a professional soldier in the Hegemony. Meanwhile, there is the Skinnie General, a past member of the Guard, who attracts an elite bodyguard to his side whenever he fights.

The Skinnies are the first new army for Starship Troopers and go a long way to proving the ultimate flexibility of this game system. The full range of miniatures will be released throughout 2006 – but there are already whispers from within SICON Military Intelligence of another alien power stirring on the borders of Federation space...



# 'And now for something completely different'

Another way to paint your Arachnid armies

Darell C. Phillips

One fine day, two Brain Bugs were discussing various ways of combining forces for their next offensive. One of the Brains had recently 'interrogated' a human's memory. That memory revealed the human had worked in the past at what the bipeds called a 'fast food' facility. Humour was something new to the Arachnids, and they weren't too sure

just what they were getting into with this jumbled confusion of thought patterns gathered from these bipedal creatures. The one Brain telepathically



suggested to the other: 'Well, do you want that new army with or without 'fries?'

Well, enough of my 'Arachnid humour'. I'm not even sure

that *they* laughed at that one. Fellow bipeds, what we will visit on today is an alternate method of painting your Arachnid forces. There are about as many different techniques as there are paint brushes, and with different goals. One that everyone can agree on is that they want their army to 'look good' on a battlefield. While this is a universal



eh?) metallic paint kits that did just what I wanted. But instead of painting a motorcycle helmet or skateboard, I was painting a 'tabletop warrior' gaming piece.

When I did that project back in 2001, the only place

seen a very similar product available from Krylon (with the Mystique™ product name). I now use them both, because they each offer a different mix of colours (in trying to be fair to my mates here, I'll alternate a bit in spelling). The Mystique™ kits are offered in Blue/Purple, Silver/Green and Gold/Magenta, while the Mirage™ kits are available in Purple/Green, Gold/Magenta, Silver/Green (again) and Red/Blue. Actually, I believe the two companies are related because the instructions are identical on the can for both kits (interesting thought, was that). Personally, I chose Silver/Green for my Hoppers and Purple/Green for my Tankers. This article will show the application on a group of Arachnid

desire, there are many various amounts of patience that players are willing to spend on obtaining this goal. While it's not something I've seen done before I considered the idea we will use here, it is both easy to accomplish and provides an acceptable finished look.

I used this method once before for a gaming piece. I needed a 'special effect' paint job for an 'organic battle tank' miniature that was sent to me by the manufacturer. The idea that came to me was to use a paint that already had a unique effect as a feature. Dupli-Color™ (obviously a U.S. company, with the spelling of 'color') offers a selection of color-changing (obviously a U.S. author,

I could find those spray paint kits was in a specialty paint store. I've noticed that the paint kits are now available in a lot more locations, like general craft and merchandise stores. I have also





Fireflies using a kit of Krylon Mystique™ Silver/Green.

After inspecting the individual pewter miniature parts for flash, assembly was the next step. I was very pleased that there was so little that was necessary for preparation of the parts, as it seemed they had been pre-cleaned at the factory (a rare treat when dealing with metal miniatures). For my own choice of adhesive, I prefer Pacer Technology's Zap-A-Gap CA+. It is a gap-filling cyanoacrylate, and has been my personal choice for many years. By the way, I use Pacer's Zip-Kicker super-glue accelerator to help in moving along quickly with the joining of the parts. In reviewing the pieces, there is no 'wrong way' to put these together, as I see it. Assembly is

discussed here for some of your miniatures, you will notice that these kits consist of three cans- primer, color-coat (it's the U.S.'s turn for spelling...) and sealer.

straightforward and simple (as long as you keep your fingers free of that excellent glue, that is).

Having finished assembly of the 'Bugs', it was time to prime the pieces for painting. If you use the method

I applied two light coats of the primer coat, making sure to get coverage to the miniatures from all sides, including the underneath.

After allowing time for the primer coat to dry, it was time to add the colour-coat. The real secret to getting the proper best effect for the colour-change feature is... Well, are you *ready* for the secret? - is to read the instructions on the can (!). It says to apply 'several thin coats rather than one heavy coat. Apply 3-6 coats, or until desired colour has been achieved. The more coats applied, the greater the change'. I applied eight light coats because, well, it's what I *desired*.







sprayed effect look by painting a diluted green wash over the 'spine' and legs, with the same wash over the 'tail'.

Allowing time for drying, I used the third can

brown artist's ink, making sure that it was diluted sufficiently and did not hide the paint work already applied. I simply like to refer to this step as 'antiquing'; it's a kind of reversal of the dry brush method of applying paint. As many of you know, dry brushing refers to a method of starting with a dark undercoat, and then using partial brush applications (partially pre-wiped off the brush, thus the term 'dry brushing') of lighter colour tints to highlight raised features of plastic and metal miniatures.

While dry brushing is a very popular and successful method of painting gaming miniatures, I have learned to also like antiquing. This is as I mentioned

At this stage of the project, I had run out of fingers on my two hands to count layers of primer and paint with, so I took a break to rest my mind. I suspended reading the instructions printed on the can in order to do some 'special effects' of my own, outside of what Krylon intended (of that I'm quite sure). So as part of my process, I used my previously button-pressing spray-can fingers to hold a brush for a bit. Obviously, the Fireflies had to have red eyes (not so quick rolling your own eyes there, the Tankers get green ones; that's the rule you know...). I used an 'ivory' colour to colour the 'tusks' and 'spike' with. A darker tan was picked out for the 'teeth'. I wanted to vary the

in the kit, as it had the acrylic sealer included with the system. After this step was allowed drying time, I gave the entire miniature a wash of diluted water-based





previously, a bit of a reverse method to dry brushing. By base painting a miniature with several *lighter* colours and tints (even by using the dry brush method as well for this), use of various diluted dark colours of artist's inks can give a varied appearance. What obviously happens here is that as the water content evaporates, the pigment automatically pulls back and retreats into the recesses and texture and colours the deeper areas darker than the 'higher' ridges. Here's the part I really like. It's a lot faster and less tedious than dry brushing and while giving a somewhat recognisably different look than dry brushing does; it's a great deal faster. Experimenting on some old miniatures will give you a 'feel' for what

until you get the level of antique you desire.

After this step has dried completely, apply another coat of sealer (there is plenty of primer and sealer in the kit, as all the cans are the same size). I decided to

pigment dilution to use, but remember if it's too dark, you can wash it off under the sink faucet, as long as it hasn't dried yet. Either that, or perhaps try several applications of fairly diluted ink,

leave this last coat of sealer as the final finish coat, even though this gives a gloss finish to the miniature. This keeps the process as close to the kit's intent as possible, and leaves the colour change at its maximum. You could overcoat using flat acrylic sealer, but you might sacrifice some of that new special-effect finish.

I'll say a bit about the cost of these kits here. I've seen them range from \$12.00 US to around \$15.00 US. I consider this to be a reasonable cost because you can cover several packages of miniatures with one kit. For example, I completed painting ten Firefries (consisting of two packages), and had paint left over to do others.





To show vastly different ways to use this spray paint finish, reference the included photos of the Tanker Bugs. The real bright, shiny Tankers are using the kit method, ending with a glossy finish coat of sealer. I dry brushed acrylic 'wood gray' (yup, another American company, or it would have been spelled 'grey', heh) onto the Tankers to show that they had been recently playing underground, and it greatly reduced the special paint effects, but was still an effective finish. Now due to the ease of this 'dirt' rubbing off during gaming use, I applied a flat sealer overall, and this further reduced the special changing-changing effect (you'll notice the

three final appearances of my Tankers, but it does display the possibilities that are available using this painting system.

For those that want a beetle-shell metallic look, this painting method is one

Tankers were painted with a Purple/Green kit). Each level gave a different final 'look' to the miniature. I would have been happy with any of the

way to go. I probably wouldn't suggest it for a way to finish your Mobile Infantry figures, unless you want to show off your 'Sandhurst's Sequins' squad. No, probably not. It might work for Skinnies, as they have a very metallic theme to their uniforms. But if you think about it, these kits were made for one army only, and that's the *Arachnid Empire* of the 'Starship Troopers Miniatures Game'.



# His Majesty's Navy

## Ships of the Royal Navy in World War II for Victory At Sea

Matthew Sprange

The Royal Navy of Great Britain was the world's greatest navy at the outbreak of World War II, as might be expected from an island power with a far-flung empire. As a result of the Treaty of Washington, which restricted the size and numbers of new-built capital ships, Britain went to war with mainly World War I-vintage vessels, plus those built in the post-war naval race subsequently curtailed by the Washington Treaty.

With interests in every part of the world, Britain needed large numbers of ships to cover her trade routes and her foreign territories. One reason for the Washington treaty was to curb the increasing spending on naval assets that would eventually lead to ruin. In the wake of the treaty there was little money for new ships.

Since the Royal Navy already possessed many powerful units, construction of the most modern designs was very limited, and upgrades were not possible for all those vessels required to soldier on. Among other things this meant that at the outbreak of World War II Britain had far more battleships than most other nations, but they generally had smaller guns than those built to the most recent design. Many ships were also somewhat slow.

These old and slow ships were not up to combat against a first-line modern naval force, but they did perform sterling service in some areas. For example, old battleships were sometimes

included in the escort force for Atlantic convoys. Since German surface raiders had standing orders not to engage any convoy including a vessel that could seriously harm them, such as a battleship, the presence of these aging warriors may have saved many convoys from an otherwise devastating attack.

Despite budget restrictions the Royal Navy had, where possible, updated its ships to eliminate weaknesses discovered during the First World War and to incorporate advances in propulsion and communications technology. Anti-Aircraft armament was somewhat lacking at the outbreak of hostilities, and British ships lacked fire control radar. These deficiencies were steadily eliminated as the years went by.

In addition to the battleship forces, the Royal Navy maintained a handful of fast battlecruisers – some of them quite old – and aircraft carriers. These were backed up by a strong cruiser force and light forces including destroyers, motor torpedo boats (MTBs) and motor gunboats (MGBs).

British submarine forces were fairly strong, and were deployed with some success, mainly against naval targets rather than in commerce raiding. Despite the experiences of the First World War and the expectation that British submarines would perform sterling service in the Second, anti-submarine forces were inadequate at the start of the war.



*First Sea Lord Sir Andrew Cunningham*

Not counting Commonwealth units, the Royal Navy deployed over 3,300 ships of all types during World War Two. The main battle force was kept concentrated in home waters, mainly at Scapa Flow and Rosyth; with lighter forces further south and strong destroyer and MTB/MGB flotillas on the English Channel. Task forces were assigned to many distant areas, often in response to raids or a crisis in the region, but the Royal Navy could not be strong everywhere. Lone cruisers and small destroyer squadrons, or Commonwealth forces, were all that was available to cover many areas.

Although badly stretched, the Royal Navy lived up to its traditional 'can do!' ethos, fighting hard in all theatres. Many actions were critical but less than glorious, such as the endless antisubmarine operations of the convoy routes. These were affairs for corvettes, escort carriers and even armed trawlers, and are not the stuff of glorious legend – yet it was here that the Second World War might well have been lost.

As the war went on, aircraft carriers became increasingly important, and air defences were steadily improved on all ships. Yet the big guns of the battleships and cruisers played a vital role in many theatres of war.

British capital ships saw action in the Arctic and the Atlantic against German commerce raiders, in the Mediterranean against Italian forces, and ventured into the Pacific in an ill-fated attempt to stem the Japanese advance. Cruisers and destroyer forces fought worldwide, mainly against submarines and aircraft but also in surface actions against their own kind and larger vessels.

The great fleet actions planned for and desired by the architects of the Royal Navy did not materialise during World War Two, but the Royal Navy adapted well to the war it was destined to fight, and emerged with great honour.

## The Royal Navy Fleet List

The following forms the fleet list for the Royal Navy.

### Priority Level: Skirmish

Leander-class cruiser  
York-class cruiser

### Priority Level: Raid

Queen Elizabeth-class battleship  
Renown-class battlecruiser

### Priority Level: Battle

Hood-class battlecruiser

### Priority Level: War

King George V-class battleship  
Nelson-class battleship

## Hood-class Battlecruiser

### Ships of this class: Hood

At one time, the *HMS Hood* was possibly the most famous ship in the entire world. It was certainly the largest afloat and represented supreme British seapower. With 15-inch main guns, she also remained one of the fastest warships on the sea though, like all battlecruisers, this came at the expense of armour. During the Second World War the *Hood* remained attached to the Home Fleet and also took part in the sinking of the French fleet at Oran. She was sunk by the *Bismarck* in May 1941 during one of the more controversial naval engagements of the war. Accurate shelling from the German ship caused a massive explosion on the *Hood*, which sank within minutes, leaving only three survivors. Theories continue to be explored as to why this happened but many believe a high-trajectory shot from the *Bismarck* pierced the thin deck armour of the *Hood* to explode its magazines. In any event, it was certainly one of the more spectacular deaths of any capital ship.

**Speed:** 6"

**Turning:** 1

**Target:** 2+

**Armour:** 4+

**Damage:** 47/15

**Crew:** 59/19

**Special Traits:** None

**In Service:** 1920

**Length:** 860 ft.

**Displacement:** 46,200 tons

**Speed:** 31 kts.

**Crew:** 1,477

Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	28"	2	3	
B Turret (2 x 15 in)	28"	2	3	
X Turret (2 x 15 in)	28"	2	3	
Y Turret (2 x 15 in)	28"	2	3	
Secondary Armament	10"	3	1	
AAA	5"	7	-	
Torpedoes	-	2	4	AP, Slow-Loading



## King George V-class Battleship

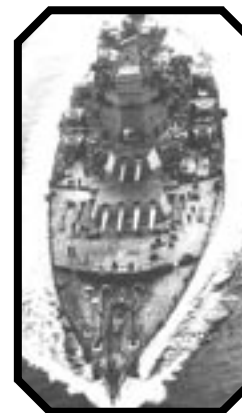
### Ships of this class: Anson, Duke of York, Howe, King George V, Prince of Wales

Built to defend Britain in the war that was clearly coming, the King George V-class of battleships compromised only with their main armaments that were reduced to 14-inch guns to fulfil treaty obligations. However, by mounting ten of them, the *King George V* could pack a fearsome punch. It was also very fast for such a well-armoured ship. The *King George V* served successfully in many campaigns, including the invasions of Sicily and Italy and finished the war in the Pacific fleet. The *Prince of Wales* was deployed with the *Repulse* along the Malayan Coast where it was sunk by Japanese aircraft in what has widely become known as one of the heights of Imperial British arrogance.

**Speed:** 5"  
**Turning:** 1  
**Target:** 3+  
**Armour:** 6+  
**Damage:** 45/15  
**Crew:** 62/20  
**Special Traits:** Aircraft 2  
**In Service:** 1939

**Length:** 745 ft.  
**Displacement:** 44,650 tons  
**Speed:** 27.5 kts.  
**Crew:** 1,558

Weapon	Range	AD	DD	Special
A Turret (4 x 14 in)	24"	4	2	
B Turret (2 x 14 in)	24"	2	2	
Y Turret (4 x 14 in)	24"	4	2	
Secondary Armament	10"	4	1	
AAA	5"	5	-	



## Leander-class Cruiser

### Ships of this class: Achilles, Ajax, Leander, Neptune, Orion

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. Perhaps the most famous examples of this class were the *Ajax* and *Achilles* which, together with another cruiser, out-maneuvred the *Admiral Graf Spee* during the Battle of the River Plate. Despite it being a victory won more by bluff and guile rather than effective gunnery, the scuttled *Graf Spee* was welcome news at a time when Britain was in the depths of its darkest hour.

**Speed:** 7"  
**Turning:** 2  
**Target:** 5+  
**Armour:** 3+  
**Damage:** 10/3  
**Crew:** 22/7  
**Special Traits:** Agile, Aircraft 1  
**In Service:** 1931

**Length:** 554 ft.  
**Displacement:** 9,144 tons  
**Speed:** 32.5 kts.  
**Crew:** 570

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	-	
Torpedoes	-	4	4	AP, Slow-Loading



## Nelson-class Battleship

### Ships of this class: Nelson, Rodney

An oddity among other capital ships of the Royal navy, the Nelson-class had a triple configuration of turrets to its fore in front of the bridge structure and no rearward facing main guns. It was also the only British battleship to be armed with 16-inch guns and though it could not fire to its aft, having nine of these massive weapons to the fore negated any tactical disadvantage. A more painful disadvantage was the ship's slow speed and though the 16-inch guns of the *Rodney* played a part in the final destruction of the *Bismarck*, this was only possible because the German ship had lost its speed. Both ships survived the Second World War and though they always seemed ungainly in appearance, they proved to be solid warships.

<b>Speed:</b> 5"	<b>Length:</b> 710 ft.
<b>Turning:</b> 1	<b>Displacement:</b> 38,000 tons
<b>Target:</b> 3+	<b>Speed:</b> 23 kts.
<b>Armour:</b> 5+	<b>Crew:</b> 1,361
<b>Damage:</b> 38/12	
<b>Crew:</b> 54/18	
<b>Special Traits:</b> None	
<b>In Service:</b> 1925	

Weapon	Range	AD	DD	Special
A Turret (3 x 16 in)	36"	3	4	
B Turret (3 x 16 in)	36"	3	4	
Q Turret (3 x 16 in)	36"	3	4	
Secondary Armament	10"	6	1	
AAA	5"	5	-	
Torpedoes	-	1	5	Slow-Loading, Super AP



## Queen Elizabeth-class Battleship

### Ships of this class: Barham, Malaya, Queen Elizabeth, Valiant, Warspite

Designed for battle in the First World War, the Queen Elizabeth class of battleships were described as 'the most perfect example of the naval constructor's art put afloat'. They were the first fast battleships to mount 15-inch guns and, at the time, were among the most advanced warships in the world. Despite numerous refits, the remaining ships were beginning to show their age in the Second World War but still they achieved distinguished service. Perhaps the most famous was *HMS Warspite*, which saw action during the battle of Jutland and was deployed in the Mediterranean against the Italian fleet, where she gained the record for the longest ranged hit against a moving target – over ten miles! The *Warspite* was hit by German fighter-bombers during the evacuation of Crete and, after repairs, was seriously damaged by radio-controlled bombs during the allied landings at Salerno in Italy. Limping home, the *Warspite* was repaired once more and served in the Normandy landings though she hit a mine soon afterwards. Within two months, she was back in action. It is possible a ship was never better named, as the *Warspite* was sold out of the Royal Navy after the war with fourteen battle honours to her name but, refusing to go to the breakers, she ran herself aground off Cornwall.

<b>Speed:</b> 5"	<b>Length:</b> 645 ft.
<b>Turning:</b> 1	<b>Displacement:</b> 37,000 tons
<b>Target:</b> 4+	<b>Speed:</b> 24 kts.
<b>Armour:</b> 5+	<b>Crew:</b> 1,120
<b>Damage:</b> 37/12	
<b>Crew:</b> 45/15	
<b>Special Traits:</b> None	
<b>In Service:</b> 1915	

Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	28"	2	3	
B Turret (2 x 15 in)	28"	2	3	
X Turret (2 x 15 in)	28"	2	3	
Y Turret (2 x 15 in)	28"	2	3	
Secondary Armament	10"	6	1	
AAA	5"	4	-	



## Renown-class Battlecruiser

### Ships of this class: Renown, Repulse

These ships joined the Royal Navy after the Battle of Jutland in 1916 and were completely re-modernised for combat to serve again in time for the Second World War. Radar and additional anti-aircraft weaponry were added and, uncommon among capital ships, the torpedo ships were retained. In 1940, the *Renown* fought an engagement with the *Scharnhorst* and *Gneisenau* but battle was inconclusive as the two German battlecruisers were able to pull away, despite accurate fire on the part of the Royal Navy. The *Renown* later saw action in the Mediterranean and the Far East before being scrapped in 1948.

**Speed:** 7"  
**Turning:** 1  
**Target:** 3+  
**Armour:** 4+  
**Damage:** 37/12  
**Crew:** 48/16  
**Special Traits:** Aircraft 4  
**In Service:** 1916

**Length:** 794 ft.  
**Displacement:** 37,000 tons  
**Speed:** 32.6 kts.  
**Crew:** 1,205



Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	28"	2	3	
B Turret (2 x 15 in)	28"	2	3	
Y Turret (2 x 15 in)	28"	2	3	
Secondary Armament	8"	5	1	
AAA	4"	3	-	
Torpedoes	-	1	3	AP, Slow-Loading

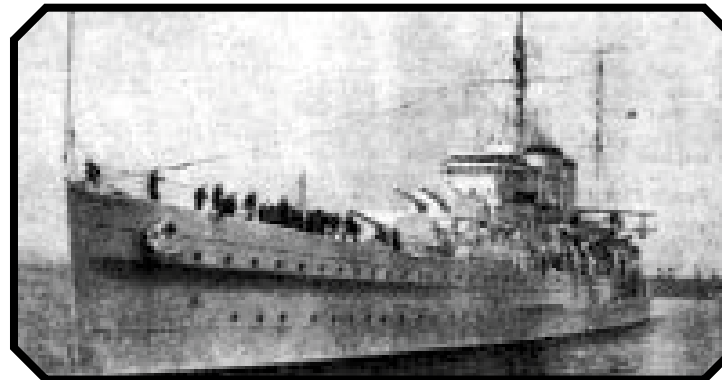
## York-class Cruiser

### Ships of this class: Exeter, York

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 that stretched across the globe. The York took part in the Norwegian campaign but was later sunk by Italian motor boats in the Mediterranean. The Exeter, famously, took part in the Battle of the River Plate but was seriously damaged in the engagement. It was later repaired and took part in the Battle of the Java Sea but was soon sunk after by Japanese gunfire and torpedoes.

**Speed:** 6"  
**Turning:** 2  
**Target:** 5+  
**Armour:** 3+  
**Damage:** 11/3  
**Crew:** 25/8  
**Special Traits:** Agile  
**In Service:** 1928

**Length:** 575 ft.  
**Displacement:** 10,490 tons  
**Speed:** 32 kts.  
**Crew:** 630



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"	1	-	
Torpedoes	-	3	4	AP, Slow-Loading



# Monty's Offer of the Month

## The Justice Department

This month Monty has picked Gangs of Mega-City One as his Offer of the Month. Especially for Ted Chang who thinks he's The Law anyway, we have all four blisters of Judges for just \$30/£20 post free! Just print out the coupon and send it in!



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# VETERAN SQUADS

## HARDENED TROOPERS FOR YOUR STARSHIP

MATTHEW SPRANGE

### TROOPERS PLATOONS

Throughout the vast Mobile Infantry, there are many squads who have taken part in several campaigns and have faced many of the Federation's enemies. They have seen it all and are a vital component of the platoons they are within, passing their knowledge on to new recruits and aiding them in battle.

The Roughnecks are, perhaps, the most famous example of a veteran squad but, in truth, these famous troopers have counterparts across the entire Mobile Infantry. In conjunction with the recently released Veteran Squad for the Starship Troopers miniatures game, we here present rules for you to try out, allowing you to create your own version of the Roughnecks or any other veteran squad.

A note on the 'officialness' of these rules. Like many articles in Signs & Portents, these rules are intended for you to try out, tinker and experiment with. They have not been 'tuned' for use in, say tournaments and other competitive games and so should be restricted to 'friendly' matches or games at your local club/store. However, do let us know what you think of these rules and how you got on (the forums on our web site are great for this, as they allow others to comment on what you find, plus we get to ask questions back). If

they prove popular, we may well write them in as 'official' rules, and may even provide rules for entire veteran platoons!

This squad is an addition to the Mobile Infantry Army Book and should only be used in conjunction with the Power Suit Platoon listed in that supplement.



### VETERAN POWER SUIT SQUAD

**230 points**

*Your Power Suit Platoon may include up to one Veteran Power Suit Squad. This squad will take*

*the place of one normal Power Suit Squad in terms of total number of squads permitted in the platoon.*

**Unit Size:** A Veteran Power Suit squad consists of four Veteran Troopers and a Veteran Sergeant.

### VETERAN POWER SUIT SQUAD

TYPE	VALUE	SIZE	MOVE	CLOSE COMBAT	TARGET	SAVE	KILL	TRAITS
Veteran Trooper	30	1	4"	D6	4+	4+/6+	7+	Jump/12"
Veteran Corporal	60	1	4"	D6+1	4+	4+/6+	7+	Jump/12"
Veteran Sergeant	110	1	4"	D6+1	4+	4+/5+	7+	Jump/12"



**Weapons/Equipment:** Each squad member is equipped Morita Assault Rifle with underslung G/L and a Lizard Line.

### OPTIONS

Veteran Power Suit squads may purchase the following options.

**Veterans:** Every squad member may be bought heroic traits up to a total value of +25 points each. The squad sergeant may be bought heroic traits up to a total value of +50 points. The cost of all heroic traits bought for this unit are halved but no trait may originally cost more than 50 points.

**Unit Options:** One Veteran Trooper may be promoted to corporal for +25 points.

**Weapon Options:** A Veteran Power Suit Squad can be equipped with any of the weapons listed below:

- Shock Sticks for +5 points per model
- Frag grenades for +5 points per model

Up to four models may replace their Morita Assault Rifle with underslung G/L with one of the weapon choices below:

- Morita Sniper Rifle with underslung G/L for +5 points
- Hel Infantry Flamer for +10 points
- Triple Thud Grenade Launcher for +20 points
- Javelin Missile Launcher for +40 points
- M8 Marauder suit (see Army Book for options)
- M9 Marauder suit (see Army Book for options)



The squad may also include a single micro-support platform, carried by one model in the squad. The Micro-support platform may be armed with one of the following weapons at the cost shown. The platform itself is free.

- Derringer +20 points
- Spitball Rocket Launcher +10 points
- Scythe Laser Cannon +75 points

**Equipment Options:** An entire Veteran Power Suit Squad can be equipped with WASP packs or Drop Capsules for +10 points per model.



# Battle of the Undercity of the Apes!

## A Gangs of Mega-City One Battle Report

Ted Chang and  
Nick Robinson

### Ape Gang (Legendary Ted Chang)

A Gangs of Mega City One battle against new boy Nick using the new Ape gang is going to be a real challenge, since he probably has fought more in the blocks and plazas of the Mega City than anyone else in the office. The Apes of Wrath would have to be a tough bunch to gain victory.

First up the Top Dog (maybe that should be Top Banana...?) – Don Kong. A ferocious gorilla if ever there was one, Don would be well equipped with a shell jacket, the ever reliable spit gun, and a las cleaver for the inevitable times when he gets involved in hand to hand combat. His traits will include Inspire Loyalty, to partially make up for the poor WtF statistics that Apes generally have. The Improved Leadership trait is very useful indeed and one to be recommended for any gang leader. The ability to bring more models into the action on every turn is possibly the most useful tactical option to have in a game of Gangs. With the Tough, trait Don should be able to avoid the worst of injuries when he does get hurt, and an Improved Agility is great in any fight. Never under estimate the usefulness of being able to shoot straight.

For a lieutenant, I chose the Orang Utan miniature. Clyde would have the ability to stay back a bit and blast models with a nice shiny laser rifle. With -1 Agility, and the Sniper and Sharpshooter traits he should be able to pick off distant models if he can get into a good position.



A las knife to protect him if the enemy gets close and a shell jacket to improve his survivability and the gang's lieutenant was complete.

A couple of powerful gorilla punks to add some real menace to the gang were needed, and Mister Ape and Miss Daisy filled that need perfectly. Mister Ape was a close combat specialist with

an additional close combat die and Improved Resilience. Hopefully he would be able to batter his way through any opponents that got too close. A shell jacket for protection and he would be armed with a laser pistol and a club.

Miss Daisy would be less well equipped, with a spit pistol and a pad armour. The always useful

## The Apes of Wrath

Name	Type	Speed	Agility	Resilience	CC	Hits	WTF	Equipment/Traits/Injuries	Rep
Don Kong	Top Dog, Gorilla	4"	3+	6 (8)	4D	2	3+	Tough (-2 injury), Improved Leader, Inspire Loyalty, -1 Ag Shell Jacket, Spit Gun, Las Cleaver, Boxing Promoter	8
Clyde the Librarian	Lieutenant, Orang Utan	5"	4+	6 (8)	2D	1	3+	Shell Jacket, Laser Rifle, -1 Ag, Lieutenant, Sniper, Sharpshooter, Las Knife	5
Mister Ape	Punk, Gorilla	4"	5+	7 (9)	4D	2	4+	Shell Jacket, +1 Res, +1CC Laser Pistol, Club	3
Miss Daisy	Punk, Gorilla	4"	5+	6 (7)	3D	2	3+	Pad Armour, Ambush Tactics, -1 WTF Spit Pistol	3
Bonzo	Punk, Chimp	7"	5+	5 (6)	2D	1	4+	Sprint, Padded Jacket +1 Spd Spit Pistol	3
Cheetah	Juve, Chimp	7"	5+	4	1D	1	5+	Hand Gun, Flame Pistol	1
Figs	Juve, Chimp	7"	5+	4	1D	1	5+	Hand Gun	
Fast Bananas	Ape Mobster	5"	5+	7	3D	2	3+	Spit Gun, Club, Tough	10
Total Gang Reputation									63

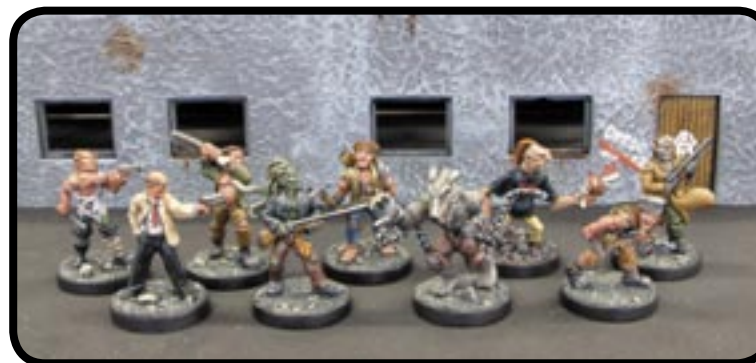
Turf	Type	Rep	Credits
John Steinbeck Block	City Block		1500
Mike Tyson Memorial Hall	Ruined Block	1	1D3x1000
Chew-Chew McChew	Umpty Factory	2	2D3x1000
Edgar R Burroughs Block	City Block		1500
Maureen O'Sullivan Block	City Block		1500



## Funky Groovey Gang

Name	Type	Speed	Agility	Resilience	CC	Hits	WTF	Equipment/Traits/Injuries	Rep
Iggy Warnerdon	Mutant Top Dog	5"	3+	7 (9)	3D	2	2+	Scaley Skin (+1 Res), Spit Gun, Judge Killers, Cleaver, Shell Jacket, Hardened Criminal, -1 Ag, +1 Hits, Natural Leader, Armour Penetration, Duck & Weave	9
Worm	Troggie Lieutenant	5"	4+	6 (8)	2D	1	3+	Spit Gun, Cleaver, Shell Jacket, -1WTF, Thundering Charge, -1 Ag	5
Punchy	Mutant Punk	5"	4+	7 (8)	3D	1	4+	Three Arms (+1 CC), Laser Pistol, Padded Jacket, -1 Ag, Laz Knife, Scout, Thick Skin, Tough	5
East Clintwood	Mutant Punk	5"	5+	6 (7)	2D	1	3+	Regeneration (Tough), Stump Gun, Pad Armour	1
Fido Lupus	Werewolf Punk	7"	3+	7	4D	2	3+	Claws & Teeth (Cleaver), +1 CC, +1 Res, +1 Hits	4
Mr Handsome	Mutant Juve	5"	4+	6 (7)	1D	1	4+	Keen Senses, Spit Pistol, Padded Jacket, -1 Ag	1
Grubb	Troggie Juve	5"	5+	6 (7)	1D	1	5+	Cleaver, Handgun, Padded Jacket, Armour Piercing	
Maggott	Troggie Juve	5"	5+	6 (7)	1D	1	5+	Hand Gun, Armour Piercing, Knife, Padded Jacket	
Rimpule	Gutter Lawyer	5"	5+	6	1D	1	4+	Handgun, Luck of Grud, Slippery, Sly, Smart	5
Joan Graces	Futsie	5"	4+	7	4D	2	4+	Handgun, Luck of Grud, Laz Knife	5
<b>Total Gang Reputation</b>									<b>57</b>

Name	Type	Rep	Credits
David Naughton Block	City Block		1,500
Drew Barrymore Centre for the Youthfully Wayward	Juve Centre	1	1,000
Nick Leeson Spend Spend Mall	Shop Mall		1,500
Sean Pertwee Block	City Block		1,500
John Landis Block	City Block		1,500



Ambush Tactics trait would be of some assistance, allowing her to get extra shots in on Nick's turns. An improved Will to Fight stat would also help make her stay around for the fight. Apes have a very nasty ability to break and run at critical moments because of this being too low.

The three Chimps would be Bonzo, a punk, Cheetah and Figs, a pair of juves. Bonzo would have Improved Speed ability with the Sprint trait, allowing him to quickly get involved in any fight as needed. Equipped with pad armour and spit pistol he would be far better equipped than the two juves. Cheetah and Figs both would have handguns, with a flame pistol for the former to make him very nasty if allowed to get up close to an opponent.

The last member of the gang would be the specialist Ape Mobster, Fast Bananas. Another gorilla, he would be tough both in close combat and from range with his spit gun.

Now completed the Apes of Wrath were now ready to take on anything the big-Meg could throw at them.

## Undercity Gang (New Boy Nick Robinson)

With an instruction to create a strong Undercity gang for a battle report against Ted, I went off to look at the superb models available in the Mongoose cabinets. All told I grabbed the entire Undercity gang set, the mutant specialist miniature, the gutter lawyer and the futsie, and I would base my gang around these miniatures.

I decided to make the top dog the scaly mutant miniature. This character, who I named Iggy, was to be as tough as possible to avoid him getting knocked out of the fight early on, something that has happened to me on too many occasions in the past. First up was the mutation – Scaly Skin to

allow an additional point of Resilience is always helpful. Then I beefed up the characteristics with an additional Hit and a point of Improved Agility. Now that he was a good shot and difficult to kill, the addition of the Duck & Weave trait would enable for the use of terrain, and Armour Penetration to make him more deadly with his weapons. Equipment-wise, I tooled up Iggy with some nice tools of the trade, the Spit Gun, Shell Jacket and Cleaver should be on every top dog's Christmas list. The shell jacket combined with his Resilience of 7 would make it very hard to harm Iggy; the Spit gun with his high agility makes him a real asset in a firefight, and a cleaver to keep the other gang at bay. Giving him Judge Killer ammunition could be seen as excessive... but not by me.

The lieutenant will be called Worm, a troggie. Again I went for my favoured Spit Gun, Shell Jacket and Cleaver combination of equipment. A Thundering Charge trait to help take out any enemy model that strays too close in melee is a nice trait to have, complementing the cleaver very well. Improving Agility and Will to Fight is a good idea with a troggie (since they are not the best bravest or best of shots out there).

Next a couple more mutants, I made both of these punks. First up was Punchy, a three armed mutie with a laser pistol and las knife. Again I gave him -1Agility to help with the firepower. The Thick Skin and Tough traits then boost his staying power. The Scout trait can be very useful in getting a model forward in a good position, especially if there is some nice cover available outside the normal deployment zone.

The other mutant punk was one East Clintwood. No doubt a tough hombre. I gave him pad armour and the Regeneration mutation to increase his staying power, and the old standard, the stump gun, to blast away at the enemy.



My next choice was the ultimate in the Undercity gang – a Werewolf. Fido again showed my twin obsessions of being able to soak up damage and added combat ability, with an addition Close Combat dice, extra Resilience and a second Hit he would be able to cut down almost any model in hand to hand combat.

A trio of juves rounded out the bulk of the gang, a mutant and two troggies. I hoped I would not have to rely on these to win the game, but they might come in useful if I suffer some losses.

The two characters I chose because the Futsie is just a fun model to be able to rely on to stay the course. On a bad day the futsie might just go berserk and lose a game for you by attacking other members of your gang, but the ability not to have to make WTF rolls combined with incredible damage resistance make this an excellent specialist with which to tie down your enemies!

The gutter lawyer, on the other hand, is incredibly useful to Undercity and robot gangs. Neither of these gangs should be without one. The lawyer should not to be used in any combat role, if possible, but to help prevent losses at the hands of the judges. The ability to free a single gang member after every fight via the Legal Trickery rule is vital if you want to keep a mutant or werewolf (or rogue robot) in your gang for as long as possible. A fight with the judges is always bad news but to the Undercity and robot gangs it can leave the gang in a pitiful state with so many gang members automatically lost to the gang upon arrest. The lawyer really helps by minimising the effect of arrests.

## The Fight

The game starts with the Funky Groovy Gang moving into the Apes of Wrath territory and challenging them for a turf fight. As they are doing the challenging they decide to use the cover of low light conditions to have an edge in combat.



## Turn One

### The Apes of Wrath

Don Kong, Fast Bananas, Bonzo and Cheetah are all activated.

Don Kong moves forward, taking up a good position near the steps up to the roofs of the two larger buildings. Here he has a good field of fire and some cover. Fast Bananas then moves forward and into range of the three armed mutant, Punchy. He takes aim and misses badly with a feat of Marksmanship that Blind Pew would be ashamed of.



### The Funky Groovy Gang

Iggy Warnedon, Fido, Worm and Punchy are all activated.

The two chimps rush forward with double moves to hide behind the red skip, hoping to be in a good position next turn to start blasting at the mutants whilst having some good protection due to the cover provided by the skip. The Ape gang has now finished and are setting themselves up to be able to blast away at any approaching enemies.

First of all Iggy moves up behind the large building, Fido moving up behind him. Neither can be seen in their current position by any of the Apes and they should be in a great position to attack on subsequent turns.

Worm now moves forward and is in range of Cheetah, who is just visible behind the skip. A good hit, followed by a wound and a failed cover save. Rolling for damage Worm manages to inflict a crippling wound to the body, well and truly knocking the unfortunate monkey from the battle. This is a bit of a blow to the Apes as not only have they lost one ganger, Bonzo proceeds to flunk his Will to Fight roll and makes a rapid exit from the battle. One shot and two less enemies, the kind of dice rolling I really enjoy, although the expression on Ted's face pretty much sums up his feelings on the way our game has started.



## Turn Two

### The Apes of Wrath

Great, a truly wonderful start, with just one turn gone I am two gangers down, admittedly only a pair of chimps but even so it is hardly a dream start for the Apes of Wrath. Don Kong, Daisy, Clyde, Ape and Fast Bananas are all activated on this turn.

Don Kong moves forward and gets in a good position to shoot at Maggott. And misses. This is repeated by Fast Bananas, with a move, shoot and miss.

Daisy then moves forward twice to close in on the mutants. Clyde moves just once and is in range of Maggott. He shoots and manages to inflict a minor injury on the troggie. The nearby futsie does not need to make a Will to Fight roll and stays in the fight. Revenge for losing two gang members on the first turn! Ape is the last model to go, and he rapidly moves forward.



### The Funky Groovy Gang

Losing a troggie for two chimps seems more than fair. A small advantage at this stage but I hoped to be able to capitalise on it. Iggy, Worm, Mr Handsome and Fido are all activated.

Iggy sneaks up to the corner of the building he is behind, and peeks around it so that he can get a shot off at Miss Daisy whilst staying in cover. He misses, though.

Worm is in range of Miss Daisy already and so does not move, instead blazing away with his spit gun with both actions. He hits and manages to inflict a single injury, but Daisy makes her Will to Fight for being wounded and stays in the combat as she has two Hits. Mr Handsome moves forward twice, trying to get in range.

Fido is last to move, he charges forward into combat with Fast Bananas, although the fight is a draw this time Fido is certainly the better melee fighter and has now tying down one of the better members of the ape's gang.



## Turn Three

### The Apes of Wrath

Another wound inflicted, but fortunately Miss Daisy can soak up the damage and passed her Will to Fight. Now I intended to get rid of that werewolf quickly before moving on to the rest of the enemy gang. Don Kong, Ape, Fast Bananas, Daisy and Clyde all are activated.

Don Kong charged into combat with Fido, but the werewolf won the combat and inflicted a wound. Fortunately Don Kong stays in the fight with a successful Will to Fight roll - losing him would have been a real disaster. This swirling melee is joined by Fast Bananas, but neither he nor Ape can win a melee and the werewolf has survived a massed attack by gorillas. I needed to get rid of him quickly but the whole plan has gone awry. The number of low dice rolls is a little disheartening.

Daisy then moves forward, shooting and hitting Mr Handsome, but a poor to wound roll means the mutant is still in the fight. Meanwhile Clyde blasts away at Worm on both his actions, managing to fail to wound him despite getting a single good hit.

### The Funky Groovy Gang

Things are looking up, with Fido holding back the gorillas I should be able to take out some other members of Ted's gang. I activate Fido, Mr Handsome, Iggy and Worm.

Fido and the gorillas continue their merry little fight, with no wounds inflicted on either side. This is incredibly important as I can now concentrate on getting rid of other members of the ape gang with the rest of my gang members.

My other gangers take turns to blast away at the exposed Miss Daisy. Mr Handsome misses, whilst Worm gets a hit but fails to wound. Iggy shows why he is the top dog though, hitting and inflicting a major injury, a blown apart result on Miss Daisy's arm. The only gorilla not in combat with Fido is now out of the game. Things are looking bleak for Ted.



## Turn Four

### The Apes of Wrath

The remains of the gang are now activated, with the gorillas still trying to put Fido down and the remaining two gangers hoping to get some shots in to even the odds.

The swirling melee remains deadlocked, with neither side getting an advantage or inflicting a wound. This is now getting close to being a disaster, as the inability to finish off Fido is leaving the rest of the gang exposed. The number of dice rolls is getting to be a tad annoying.

Then, Clyde shoots and manages to jam his gun; his second action is spent clearing it. Great, with Figs only able to run forward to a better position the situation is getting more desperate.

### The Funky Groovy Gang

With Fido taking on the gorillas it looks as though I am in a position to finish the apes off pretty quickly. Iggy, Fido, Mr Handsome and Worm are all activated.

Worm fires at Clyde... unfortunately a series of bad dice rolling causes his gun to explode. Great, the Minor Injury knocks him from the fight. What is worse the nearby East Clintward sees Worm goes down and promptly fails his Will to Fight. Wonderful, suddenly the game is close again.



Just to prove that it was not a fluke Mr Handsome fires at Clyde also, resulting in another series of bad dice rolls - and another exploding gun! The small smile flickered on Ted's face shows just how bad this is, fortunately Mr Handsome does not get hurt, but is now reduced to using just his melee weapon.

Now it is Iggy's turn. Following the Keystone Cops-like effort from his gangers he lines up to shoot Figs, rolls a few dice and the end result - a blown apart injury on the Chimp's body. Rest in Pieces! At the sight of this Fast Bananas realises things are getting a little grim and runs from the fight with a failed Will to Fight roll. In a short space of time Iggy has restored my advantage and then some, and wiped that smirk off of Ted's face. Result!

Meanwhile Fido is able to continue the impasse in the melee, with just three members of the Ape gang left victory is within my grasp.

## Turn Five

### The Apes of Wrath

Well... things look really bad for the apes, but if the werewolf could be defeated there is still a slim chance victory can be with the simians. A few dice rolls later and Fido is still there, with the remaining gorillas unable to do him any harm. The number of low dice rolls has now become maddening!

Clyde takes a couple of shots at the Futsie, hits twice, wounds twice. Goodbye Futsie with a minor injury, the nearby mutant Punchy makes his roll and stays in the game.

### The Funky Groovy Gang

Time to finish off the apes. The first model used after activation is Iggy, who proceeds to shoot Clyde with a hurting result on the body. Some more miserable dice rolling by the apes leaves Don Kong chasing after the rest of his gang and the Funky Groovy Gang in control of the battlefield. Victory is ours. Groovy Daddy-O!

## It's a wrap

A solid victory for the Funky Groovy Gang, with the apes being soundly thrashed. The only time I felt things could go the way of Ted was on my fourth turn when two fumbles left Worm, my lieutenant knocked out of the game, East Clintwood running away and Mr Handsome being disarmed. However Iggy saved the honour of his gang by killing Figs, causing Fast Bananas to run, without this the outcome would have been in real doubt. Over the course of the game there were a number of major reasons that led to the win.



First of all the attack in low light conditions really favoured the troggies. The accuracy of fire from the Apes was badly affected and when combined with the terrible die rolling by Ted it meant that in a shootout I was always going to win.

As if the advantage I had in shooting was not enough, Fido showed what a huge asset a

werewolf is if used correctly. Normally gorillas are to be feared, especially if they get up close into melee against normal gang members. With three (!) Gorillas being tied down in combat, Ted was denied the use of some of his best models allowing the rest of my gang to whittle down the ape numbers. The fact that Fido was able to stay unharmed in the fight until the very end of the game was vital.

The ability of Ted to continually fail to roll the numbers he needed, especially on Wound rolls, was the biggest contributor to his defeat. He suffered from continuous bad luck, on another day the mutants and troggies could well have been beaten. It was great fun to be able to use the new miniatures and I look forward to future outings of these great miniatures on the Streets of Mega City One.

## From Bad to Worse to Worst

Well that hardly went to plan. The Apes of Wrath were uniformly pathetic, with Nick's mutants and troggies doing more damage to themselves with weapon misfires than the Apes managed. The sneaky use of low light conditions severely hampered the Apes, but even so they were scoring enough hits to have been able to win the battle, but for their continual failure to do any damage when they did hit.

To make matters worse the Gorillas, normally the masters of close combat in gang versus gang fights, were totally outclassed by the werewolf. Even though I won enough of the combats my continual poor rolls in trying to wound the beast were consistently bad.

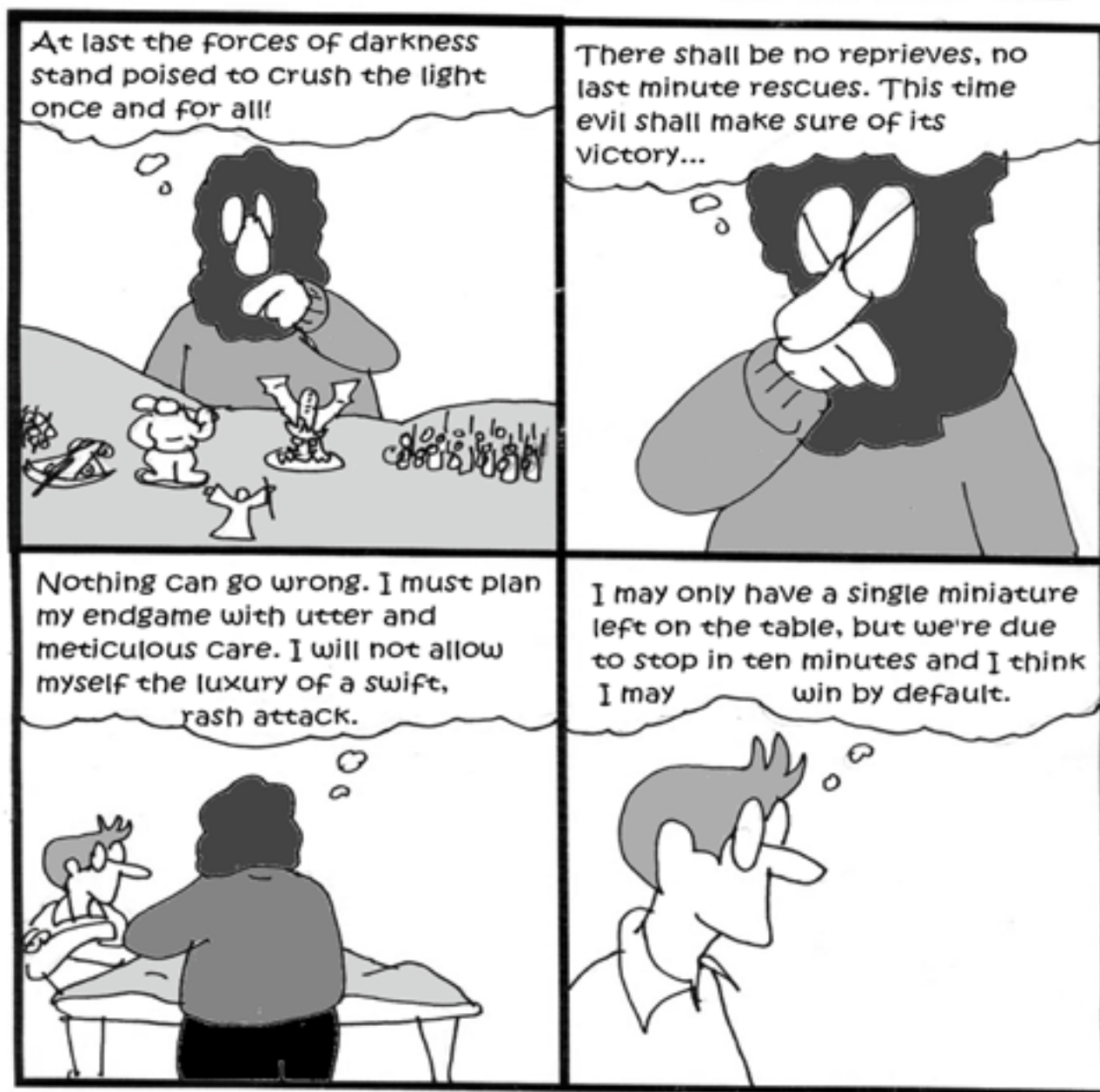
Having said that Nick's tactics were very solid. He deliberately used the werewolf to tie down one of my gorillas and was quite happy for it to remain in melee even after I rushed over more gorillas to try and finish it off quickly. By concentrating on the weaker members of my gang he was able to force multiple Will to Fight rolls and these eventually caused the tougher gang members to flee.

Safe to say, next time I fight these repulsive underground types I will try and avoid the big bad wolf and pick off a few of those troggies and muties, perhaps they will prove a lot easier to kill...



## Design and Conquer

by Adrian Czajkowski



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