

MONGOOSE PUBLISHING PRESENTS

# Signs & Portents

31

## WARGAMER

### Block War!

*Starship Troopers Meets GOMC-1 In  
This Fantastic Article*

### War Without End

*Land Battles in Babylon 5? You'd Better Believe It!*

### Mighty Missions

*All New Missions And Objectives For Mighty Armies*

*Plus... Starship Troopers Scenario, Monty's Modification Module,  
A Call to Arms Battle Report, and lots, lots more!*

S&P Wargamer 31

March 2006

MGP 5531W

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

Hello there!

Welcome to Signs & Portents Wargamer, Mongoose Publishing's monthly free on-line gaming magazine. Packed within these pages you'll find all sorts of articles, scenarios and previews for all of Mongoose Publishing's miniature games as well as modelling and painting tips.

We've got a new article this month – Monty's Modification Module is dedicated to providing a stage-by-stage guide to creating conversions of Mongoose miniatures, from the simple to the elaborate. Of course, just like everything else contained within these pages, the Module is dependant on receiving contributions from *you*, so if you've created any totally unique miniatures and want to share your methods with the world, S&P want to hear from you – see the 'Write for the Mongoose' article on page 36 for more details. We're also interested in any other articles and scanrios any of you might come up with, so get writing!

See you next month,

**Matt**

**Editor:**

Matt Sharp

**Managing Editor:**

Ian Barstow

**Editorial Director:**

Matthew Sprange

**Production Director:**

Alexander Fennell

**Mongoose Staff:**

Ian Barstow, Ian Belcher, Richard Ford, Adrian Walters and Nick Robinson

**Cover Art:** Carlos Ezquerro

**Artists:** Carlos Ezquerro, Mike McMahon and Simon Fraser.

**Contributors:** Matthew Sprange, Alan Oliver, Carl Walmsley, Josh J. Hutchins, Matt Sharp, Dan Kelly, Darell C. Phillips, Vincent Paul Cooper, Andreas Cross and Greg Smith

**ADVERTISING:** All ads are subject to approval by Mongoose Publishing, which reserves the right to reject any ad for any reason. Advertisers and/or agencies of advertisers agree not to hold Mongoose Publishing liable for any loss or expense from alleged wrongdoing that may arise out of the publication of such advertisements.

Copyright © 2006 Warner Bros. Entertainment Inc.  
BABYLON 5, characters, names and all related indicia are trademarks of and © Warner Bros. Entertainment Inc.  
WB SHIELD: TM and © Warner Bros. Entertainment Inc.  
(s05)



**Designation of Open Content**

All rules mechanics, tables and other material derivative of Open Game Content and the System Reference Document are considered Open Game Content. All other text and artwork is closed content.  
All Babylon 5 material, with the exception of open game content designated above is copyright 2006 Warner Brothers. Babylon 5 created by J. Michael Straczynski  
All Judge Dredd material, with the exception of open game content designated above is copyright Rebellion A/S

All Conan material, with the exception of open game content designated above is copyright Conan Properties International.  
All Lone Wolf material, with the exception of open game content designated above is copyright Joe Dever.  
All WARS material, with the exception of open game content designated above is copyright Decipher, Inc.  
All Starship Troopers material, with the exception of open game content designated above is copyright Tristar Pictures, Inc.

# Signs & Portents Wargamer Contents

## Features

### 8 Block War!

Tensions are always high in a place like Mega-City One. Sometimes, only a single spark is needed to ignite a massive conflict between City Blocks - BLOCK WAR! This article provides all you'll need to stage one of these massive conflicts, by using the *Starship Troopers Miniatures Game* system with *Gangs of Mega-City One* miniatures!

### 21 Basic Tactical Manual

Having trouble overcoming enemy fleets in *A Call to Arms*? What you need is tactical advice! This new series of articles offers a wide array of tactical options for all the major races, starting with the fleets of the Narn Regime.

### 28 Quake

A massive planetquake rips through a battle ground, meaning that bug tunnels appear and disappear at random on the battlefield. How will the Mobile Infantry cope in this new scenario for the *Starship Troopers Miniatures Game*?

### 30 Monty's Modification Module

Monty the Mongoose was so impressed with the Endgame Dreadnought conversion that appeared in issue 28 that he demanded more modified miniatures! Without further ado, we present a stage-by-stage guide to creating your own Punk with Heavy Sonic Blaster or a rather strange Robodoc!

### 34 I Am The Law!

A street in Mega-City One. Judge Dredd investigates a report of criminal activity in nearby gang territory. No backup is available, but he's more than capable of taking on an entire street gang single handedly! A special scenario designed to pit Judge Dredd against all comers for *Gangs of Mega-City One*.

### 37 Alpha Strike

September 2005 saw the first official Starship Troopers Miniatures Game tournament at Mongoose Towers. The ultimate winner, S&P regular Carl Walmsley, gives a few hints on the tactics he used to win the day.

### 42 War Without End

June sees the release of a new wargame based in the Babylon 5 universe - *War Without End*. Matthew Sprange provides a sneak peek at the new system, as well as a few of the miniatures!

### 47 Scenic Mayhem

Darell Phillips joins in with the 'mixing it' theme this month as he offers tips on building a magnificent industrial building that can be used in either the *Starship Troopers Miniatures Game* or *Gangs of Mega-City One*.

### 56 Mighty Missions

Spice up your games of *Mighty Armies* with this selection of missions and objectives – maybe you need to hold your position while your opponent has to exterminate your general.

### 60 Clash of the Titans

This month's *A Call to Arms* Battle Report takes place between the winner of the Mongoose Towers 'Wheel of Fire' championship and the runner up...

## Regulars

Eye on Mongoose 4

Write for the Mongoose 36

Special Offer! 55

Design & Conquer 67

Wargames and Miniatures

Product List 68

Mail Order Form 72

# EYE ON MONGOOSE

*Coming This Month*



Abbai Lakara Cruiser



Abbai Shyarie Jammer Frigate



Drazi Sky Serpent Fighters





Dilgar Kahtrik Assault Ship



Dilgar Omelos Light Cruiser



Dilgar Mankhat Dreadnought



Dilgar Garasoch Heavy Carrier

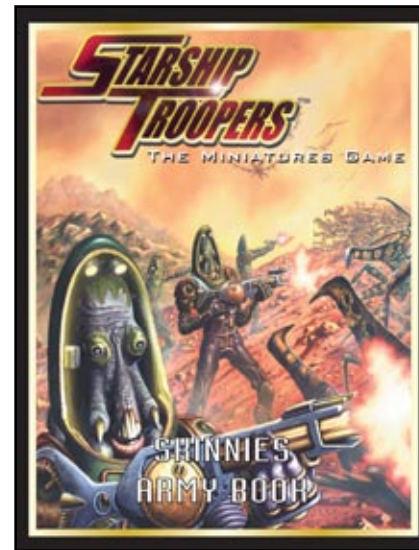
**STARSHIP  
TROOPERS™**  
THE MINIATURES GAME



Arachnid Spider Bugs



Skinnie Raiders



The Skinnies have raided the borders of the federation for years but the Mobile Infantry has concentrated its military might on the far more dangerous Arachnids. Now, the Skinnies have declared outright war on humanity and no amount of diplomacy or politicking seems likely to stop them.

The Skinnies Army Book reveals this mysterious race - their culture, their technology. . . and their motives.

**Also coming this month:  
Babylon 5 Narn Warriors,  
Skinnie Militia, Skinnie  
War Chief and the  
Arachnid King Tanker!**



Arachnid King Tanker

SALUTE MOVES TO ITS FABULOUS NEW LONDON VENUE

FREE COLLECTORS SET\*

ARTHUR & MORDRED

FOR THE FIRST 5000  
THROUGH THE DOOR

\*SEE WEBSITE  
FOR DETAILS

# SALUTE

z e r o s i x



APRIL 22 at EXCEL

WWW.SALUTE.CO.UK FOR ADVANCE ENTRY & INFO

**SALUTE:** THE GREATEST GAMING SHOW IN EUROPE!

WIN  
**£500\***  
AT SALUTE

# Block War!

## Bringing Starship Troopers to Mega-City One

Matthew Sprange

**S**o, there I was, sitting at my desk here at Mongoose Towers, wondering about our growing range of miniatures. With so many on release now, I thought, what options would we have for mixing and matching models from one game with the rules of another? Could we see Citi-Def in Starship Troopers, or Troubleshooters in Gangs of Mega-City One? Why, such a set of rules would be perfect for an article in Signs & Portents! Then it hit me.

Block Wars! Take a bunch of Judges, set them against a bigger bunch of citizens/perps, and you would have something pretty funky at the end of it. It would certainly be a sight to behold! Why, all I needed would be a new set of army lists and a couple of new weapons, right?

As so often happens in games design, things are rarely quite that simple. Still, in the interests of trying something new, we now present to you Block War, using Gangs miniatures with Starship Troopers rules!

## Playing Block War

Games of Block War need not be as large as the average game of Starship Troopers – but they could be! In fact, they can be a great deal larger...



*'You creeps are in serious trouble!'*

Unless otherwise stated, all the normal rules for Starship Troopers are used in Block War. Simply replace the army lists and other items with the contents of this article and you should be well on your way.

As for terrain on your tabletop, Block Wars do not usually take place in the green fields of Kent (or the standard green grass wargaming table) though, potentially, you could assume this was in fact a Block Park. If you have enough urban terrain, however, your games will look ten times better as an irate mob comes pouring down a street towards a thin line of judges!



**Bugs!**

Yes, it is true. These army lists have indeed been balanced to the other armies in Starship Troopers, so if you wish to have an Arachnid invasion of Mega-City One, or have a bunch of maddened colonists charge into the guns of the MI, you are more than welcome. No, we won't be making these lists tournament legal!

**The Justice Department Army List**

All armies constructed using the Justice Department army list are assumed to be Priority Level 2. The following special rules apply to all members of the Justice Department.

**Chain of Command**

Judges are trained to understand and respect the chain of command as if their lives depend on it, from the streets of the Big Meg all the way to the Cursed Earth. The following special command rules apply to members of the Justice Department.

**Justice Department Unit Leaders**

Every unit of judges in a block war has a designated unit leader, usually a senior judge. They command the unit until they are removed as a casualty. It is quite possible for a squad to contain more than one senior judge if they are bought as upgrades. In this case, the first senior judge is the unit leader – but should he die, another immediately steps up and becomes unit leader. A Justice Department unit that loses its senior judge and has no others to command them falls into Alert Status until a senior or other high-ranking judge takes command or a new unit leader is promoted by a Sector Chief.

The Justice Department has four ranks of note – judge, senior judge, veteran judge and Sector Chief.

- Senior Judges are unit leaders.
- Veteran judges and Sector Chiefs can be unit leaders in certain circumstances (see the main rulebook for details)

**Justice Department Command Range**

Command range is the standard 6" *unless* all

veteran judges and Sector Chiefs in the force have been killed, in which case it becomes 3".

**Higher Command**

On the battlefield the steady presence of a trusted Sector Chief can keep judges in the fight for longer or make them give up hope if he falls. Sector Chiefs have the power to maintain the chain of command, keeping judges moving and fighting when they become scattered or senior judges are lost. Sector Chiefs have access to the special Ready actions of Promote and Retrieval Point.

**Promote (special Justice Department Ready action – Sector Chief only)**

This action must be undertaken by a Sector Chief model. The Sector Chief can nominate a single out of command model in his force to be 'promoted' to become a unit leader. The new unit leader can take control of any out of command models within its command range (6") and form



them into a new unit. If the new unit leader was within the Sector Chief's command range when appointed, the promotion lasts for the rest of the game. If the promoted unit leader was outside the Sector Chief's command range when appointed, the promotion lasts for the duration of the player turn only.

### Regroup (special Justice Department Ready action – Sector Chief only)

This action must be undertaken by a Sector Chief model. The Justice Department player places a marker anywhere on the tabletop representing the area to regroup. The marker counts as a unit leader with a command range affecting the whole tabletop. Any out of command Justice Department model on the tabletop is allowed to act as if the marker were its unit leader, so long as any actions or reactions made are Move actions directly towards the marker. Models already under control of a unit leader ignore this rule.



### Justice Department Alert Status Reactions

Justice Department models on Alert Status can use the Fall Back reaction in addition to the default Shoot reaction.

### Fall Back (special Justice Department Move reaction)

Any Justice Department model on Alert Status can take a single Move reaction when an enemy unit completes an action within 10". Turn the model around after moving to signify that it cannot make any further reactions for the rest of the player turn. Models that are readied can use a special movement mode when making a Fall Back reaction if desired.



the rest of the player turn. Models that are readied can use a special movement mode when making a Fall Back reaction if desired.

### Squad Upgrades

A small number of judges show special aptitudes during their long training, and are funnelled into special education programmes where their talents can reach their full potential. The most famous of these are the

telepathic Psi-Judges, though those with medical or technical training are far more common. Each squad of Street Judges can be upgraded to contain one Med-Judge and one Tek-Judge.

**Med-Judge:** With specialised equipment and training, a Med-Judge can provide a squad of Street Judges with the best medical care outside a Justice Department hospital. Once per turn, a Med-Judge can be moved next to another Judge who has just been killed, up to a maximum distance of 6" away. The Med-Judge may not move for the rest of the turn. At the end of the turn, roll a D6. On a 5 or more, the Med-Judge has successfully saved the Judge – the model is returned upright to the table and may continue to fight normally.

**Tek-Judge:** A squad accompanied by a Tek-Judge can be sure its weapons and equipment are kept in the finest condition. The squad can ignore the Ammo rules.

## Justice Department Forces

A Justice Department Force contains two or more Street Judge squads and a commanding Veteran Judge, though it can swell to include four more Veteran Judges, a Sector Chief and a further ten Street Judge squads.

### Sector Chief

0-1 per Force

95 points

*You may include up to one Sector Chief.*

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Sector Chief	95	1	4"	2xD6+1	4+	5+/6+	7+	Independent Parry/1

**Unit Size:** A Sector Chief is an independent model.

**Weapons/Equipment:** A Sector Chief is equipped with a Lawgiver.

#### Options

A Sector Chief may purchase the following options.

**Hero:** A Sector Chief may be bought heroic traits up to a total value of +100 points.

**Equipment Options:** A Sector Chief can be equipped with a Lawmaster for +50 points, and a Daystick for +5 points.



### Veteran Judge

1-5 per Force

75 points

*You must include one Veteran Judge. You may choose to include up to four additional Veteran Judges but must have at least two Street Judge squads for every Veteran Judge in the force.*

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Veteran Judge	75	1	4"	2xD6+1	4+	5+/6+	7+	Independent

**Unit Size:** A Veteran Judge is an independent model.

**Weapons/Equipment:** A Veteran Judge is equipped with a Lawgiver.

#### Options

A Veteran Judge may purchase the following options.

**Hero:** A Veteran Judge may be bought heroic traits up to a total value of +50 points. A Veteran Judge who takes Talents is called a Psi-Judge instead.

**Equipment Options:** A Veteran Judge can be equipped with a Lawmaster for +50 points, and a Daystick for +5 points.



## Street Judge Squad

**2-10 per Force****125 points**

You must include two Street Judge squads. You may choose to include up to eight additional Street Judge squads.

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Street Judge	20	1	4"	2xD6	4+	5+	7+	
Senior Judge	45	1	4"	2xD6+1	4+	5+/6+	7+	

**Unit Size:** A Street Judge squad consists of four Street Judges and a Senior Judge.

**Weapons/Equipment:** Each squad member is equipped with a Lawgiver.

### Options

Street Judge squads may purchase the following options.

**Hero:** Senior Judges may be bought heroic traits up to a total value of +25 points.

**Unit Options:** Up to five extra Street Judges may be purchased for +20 points each. Up to two Street Judges may be promoted to Senior Judge for +25 points. The entire squad may be promoted to Riot Judges for +15 points per model.

**Weapon Options:** A Street Judge squad can be equipped with Daysticks for +5 points per model.

**Equipment Options:** An entire Street Judge squad can be equipped with Lawmasters for +50 points per model.

**Specialist Options:** One Street Judge may train to be a Med-Judge for +25 points. One Street Judge may train to be a Tek-Judge for +50 points.



## Riot Judge Squad

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Riot Judge	35	1	4"	2xD6	4+	5+	7+	
Senior Riot Judge	60	1	4"	2xD6+1	4+	5+/6+	7+	

**Unit Size:** A Street Judge squad consists of four Riot Judges and a Senior Riot Judge.

**Weapons/Equipment:** Each squad member is equipped with a Lawgiver. Each squad member also has either Riot Foam or a Daystick and Riot Shield.



## Rioting Citizens Army List

All armies constructed using the Rioting Citizens army list have a random Priority Level. Roll D3 to determine the Priority Level of a Rioting Citizens force at the start of every battle. The following special rules apply to all Rioting Citizens.

### Chain of Command

Rioting Citizens form a mob, following only a herd mentality. However, when geared up for a full-scale block war, this can make them nearly unstoppable, a tidal wave of humanity which will engulf any Judges unlucky enough to be in the way.

### Rioting Citizen Unit Leaders

The Rioting Citizens player is free to designate which model acts as unit leader each time a Rioting Citizen unit takes an action. This means command range is seldom an issue for Rioting Citizen units unless forced to spread out by terrain or Justice Department fire.

### Rioting Citizens Command Range

Command range is the standard 6".

### Rioting Citizen Alert Status Reactions

Rioting Citizen models on Alert Status can use the Get 'im or Over Here reactions instead of shooting.

### Get 'im (special Rioting Citizen Charge reaction)

Any Rioting Citizen model on Alert Status can use a Charge reaction when enemy models complete an action within 10" of them. Get 'im reactions are dealt with in exactly the same manner as normal Charge actions.



### Over Here (special Rioting Citizen Ready reaction)

Any Rioting Citizen model on Alert Status can use a Ready reaction to warn other Rioting Citizens if enemy models complete an action within 10". Over Here enables any Rioting Citizen models

within 6" of the model to count it as their unit leader and make an immediate Move action. The Rioting Citizen making this reaction may join in with this Move action freely.

### Mobs

Rioting Citizens are formidable when they are massed together in mobs; the whole mob will act as a single unit and can overrun even the most heavily defended position. Mobs are resolved in the following manner.

1. A mob is formed at the start of an action when the Rioting Citizens player declares his unit leader. Any Rioting Citizen model within point blank range of that model can join the mob, even if they are originally from different units. Every model within point blank range of any model within the mob may also join the mob (up to a maximum of 30 models in a single mob), effectively forming a 'chain' back to the unit leader.
2. Models in the mob are considered to be a single unit, ignoring the normal

command range rules, for the duration of the action. There is nothing to prevent a mob operating as one body in the next action or even for the entire game if the Rioting Citizens player wishes but its constituent models are still considered a part of their starting units.

## Rioting Citizens Forces

A Rioting Citizens Force contains two or more Rioting Citizen units, though it can swell to include an unlimited number of Rioting Citizen units and a number of specialised characters and units.



### Assassin

You may include up to one Assassin.

0-1 per Force

120 points

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Assassin	120	1	4"	D6	4+	-/6+	7+	Independent

**Unit Size:** An Assassin is an independent model.

**Weapons/Equipment:** An Assassin is equipped with a Laser Rifle.

### Special Rules

An Assassin is subject to the following special rules.

**Hide:** An Assassin gains an additional +1 bonus to its armour save when in cover.



### Bat Burglar

You may include up to one Bat Burglar.

0-1 per Force

50 points

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Bat Burglar	50	1	4"	D6	4+	-/4+	7+	Hover/12" Independent

**Unit Size:** A Bat Burglar is an independent model.

**Weapons/Equipment:** A Bat Burglar is equipped with a Zip Gun.



**Blitzer****0-1 per Force****150 points***You may include up to one Blitzer.*

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Blitzer	150	1	4"	2xD6+1	5+	5+/6+	8+	Hits/3 Independent

**Unit Size:** A Blitzer is an independent model.**Weapons/Equipment:** A Blitzer is equipped with a Spit Gun.**Special Rules**

A Blitzer is subject to the following special rules.

**Combat Fury:** Once per game, the Blitzer may take an additional action in his turn, for a total of three actions.**Fattie****0-1 per Force****150 points***You may include up to one Fattie.*

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Fattie	75	3	4"	D6	5+	4+	8+	Hits/4 Independent

**Unit Size:** A Fattie is an independent model.**Weapons/Equipment:** A Fattie is equipped with a great deal of mass.**Special Rules**

A Fattie is subject to the following special rules.

**Belli-wheel Charge:** If the Fattie takes a Charge action, he may only move in a straight line (he may turn before he starts moving). However, he may move up to 8" and his Close Combat score will change to 3xD10.

**Rioting Citizens Unit****2+ per Force****50 points**

*You must include two Rioting Citizens units. You may choose to include as many more as you wish.*

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Rioting Citizen	5	1	4"	D6	3+	6+	6+	

**Unit Size:** A Rioting Citizens unit consists of ten Rioting Citizens.

**Weapons/Equipment:** A Rioting Citizens unit is armed with a variety of bats, pots and pans (included in the profile).

**Options**

Rioting Citizens units may purchase the following options.

**Unit Options:** Up to ten extra Rioting Citizens may be purchased for +5 points each.

**Weapon Options:** Any model can be equipped with one of the following weapons.

- Additional Close Combat Weapon for +5 points
- Handgun for +5 points
- Spit Gun for +15 points
- Zip Gun for +10 points

One model can be equipped with one of the following weapons.

- Heavy Spit Gun for +30 points
- Laser Lance for +50 points





**Citi-Def Unit**

You may include up to two Citi-Def units.

**0-2 per Force****75 points**

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Citi-Def Soldiers	15	1	4"	D6	4+	5+	6+	

**Unit Size:** A Citi-Def unit consists of five Citi-Def Soldiers.

**Weapons/Equipment:** Each unit member is armed with a handgun.

**Options**

Citi-Def units may purchase the following options.

**Unit Options:** Up to five extra Citi-Def Soldiers may be purchased for +15 points each.

**Weapon Options:** Any model can be equipped with a Spit Gun for +10 points.

**I Dropped My Freezy-Whip!**

Now you have your forces, ready to kick off an almighty block war, it is time to set up the battlefield. You can use the Engagements chapter of the Starship Troopers rulebook for this. You will already know the Priority Level of your force, and will be free to pick tactics. However, Rioting Citizens forces may only choose Defend or Attack tactics – they are not very subtle!

**Expanding Your Games**

By taking the miniatures of Gangs of Mega-City One and using the Starship Troopers rules set, we have created something that could potentially expand forever – it is the nature of the beast! There are plenty of Specialists we have not covered, of course. Or perhaps the TAC UAV

could make for a small Justice Department H-Wagon. Maybe a Reliant with Inferno flamer could stand in well for a remote riot foam dispenser. What about Narks among the citizens' units? These rules are crying out for a whole unit of Fatties. You could really personalise your own force in Block War, be it Judge or Rioting Citizen.

The possibilities are endless. But I am not going to explore them!

Block War was something of an experiment for me and, sadly, other projects call for my attention. However, if you chaps would like to run with it, be my guest! If you come up with new rules, new units or new scenarios, please send them in to Signs & Portents and we'll see about making Block War a semi-regular set of rules in this magazine. This really can be your game!

Otherwise, don't let the Law get you down – they'll have their day...

## Weapons and Equipment

The following weapons and equipment are used in Block War.

Name	Range	Damage	Type	Traits
Additional Close Combat Weapon	Close Combat	2x As User	-	
Daystick	Close Combat	As User	-	Parry/1
Handgun	10"	D6	Squad	
Heavy Spit Gun	20"	4xD6	Pack	Auto Piercing/1
Laser Lance	40"	D10+2	Pack	LZ (Stream) Piercing/2 Ready
Laser Rifle	60"	D10+1	Pack	Accurate Piercing/2 Ready
Lawgiver	—	—	—	—
~ Standard Execution Round	15"	2D6	Squad	Auto
~ Armour Piercing Round	15"	D6	Squad	Piercing/2 Ready
~ High-Explosive Round	15"	D6+2	Squad	Piercing/1 Ready
~ Ricochet Round	15"	6D6-1	Squad	Ready
~ Incendiary Round	15"	D6	Squad	Persistent Ready
~ Heatseeker Round	15"	D6	Squad	Accurate Ready
Riot Foam	8"	4xD10	Pack	Auto
Spit Gun	15"	3xD6	Squad	Auto
Street Cannon	20"	4xD6+2	Squad	Auto Piercing/2
Zip Gun	10"	2xD6	Squad	Auto

**Lawmaster:** The ultimate street machine for the Justice Department. A Judge equipped with a Lawmaster changes his profile as shown below. It is also armed with Street Cannon for repelling large mobs of rioting citizens (its powerful Cyclops Laser is never employed during Block Wars).

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Lawmaster	As rider +50	2	4"	As rider +1	5+	As rider/5+	8+	Wheels/18"



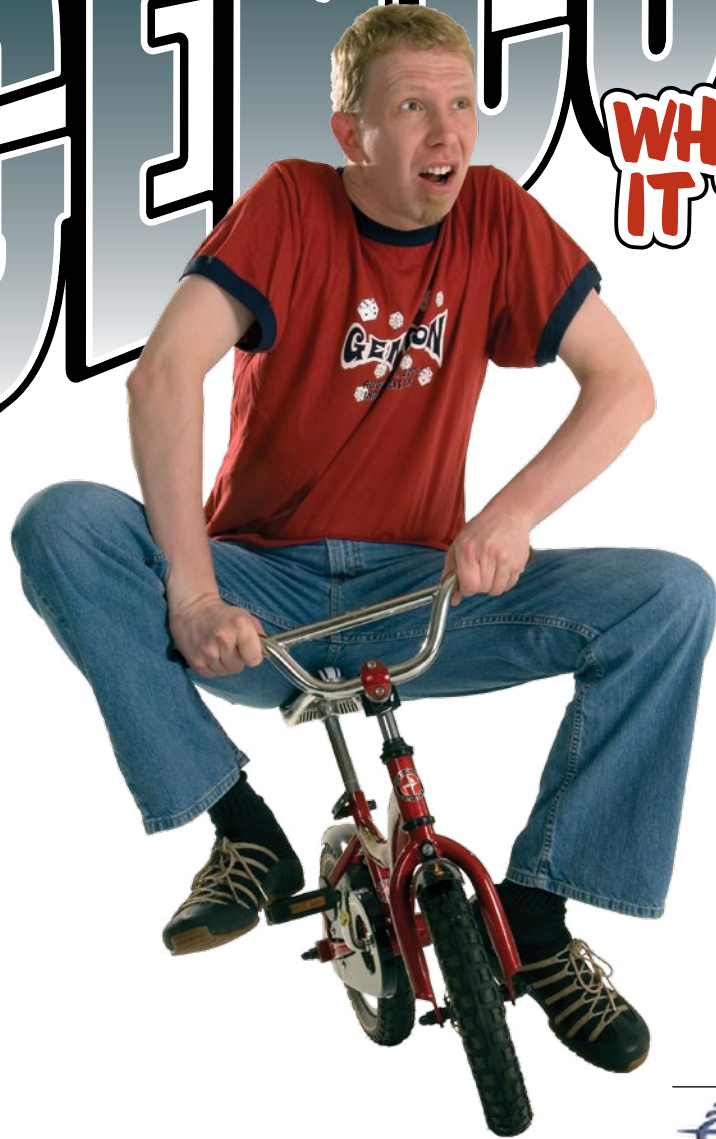
**Riot Foam:** The foam used by this weapon hardens almost instantly when it is contacted by air, locking its target into an immobile prison, effectively taking them out of the fight. It may only be used on targets of Size 2 or smaller.

**Riot Shield:** A Riot Shield grants its user Parry/1 and increases his armour Save by +1.



# GENCON

WHATEVER  
IT TAKES!



INDY  
**GEN CON**  
THE BEST FOUR DAYS IN GAMING!

August 10-13, 2006 | Indiana Convention Center | Indianapolis, IN

Getting to Gen Con Indy can be an adventure in itself. Start planning early. Like now. Because you wouldn't miss it for the world. You know why. The best four days of gaming. Anywhere. Repeat, anywhere. RPGs, TCGs, miniatures, and every which game. 1000's of events and tournaments. Hundreds of exhibitors. Anime. eGame Arena. Party in the Plaza. True Dungeon. And more. Oh yes, much more.

So get it in gear. Visit our website for more info, and pre-register online until June 23<sup>rd</sup> to save \$10 on a 4-day badge.

**GEN CON OR BUST! | WWW.GENCON.COM**

DISCLAIMER: Riding a child's bicycle to Gen Con Indy can result in knee injury, back pain, neck trauma, foot cramps, pelvic discomfort, severe hemorrhoids, and painful embarrassment. Always wear a helmet, kids.

CO-SPONSORS



# Basic Tactical Manual

## Battle Tactics for A Call to Arms

Alan Oliver

### Introduction

Tactics is the answer to your buddy who always rolls better dice than you. The start to tactics is knowledge of your own force and that of your enemy. Then it is a matter of applying your strengths to their weaknesses, while protecting your own weaknesses.

In general, ships are either line warships or specialist ships. Line warships are intended to get into the thick of battle and mix things up, while the actions of specialist ships are dictated by specific roles they have to perform.

### Common tactics and basic concepts

Most of this section is going to be obvious to any experienced wargamer, but it never hurts to cover the basics.

Damage is omni-directional but weapons are specific to a direction. Therefore movement is about maximising the weapons that you can fire on the enemy while avoiding the arcs of their best weapons. Boresight weapons may seem near impossible to line up; however, by moving after an enemy ship it can be achieved.

Concentration of fire onto a single ship is going to be more effective than spreading damage out over



many ships, as a ship crippled or destroyed greatly reduces the enemy's available firepower, therefore reducing damage to your ships. If the damage is spread out over several ships it will generally not reduce his firepower at all, apart from the occasional lucky critical. This means that precise weapons are more worthwhile to spread their fire about, as they are more likely to get those lucky criticals.

Know your ships and know your enemy. There is nothing worse than spending half the game trying to line up an enemy ship for your main boresight weapon, only to notice that it is actually a forward arc weapon just as the ship is destroyed. Knowledge of your enemy's capabilities

is important as it enables you to predict what his actions will be. For example, he has five ships in reserve in hyperspace. An entry jump point opens and you want to know whether to bring in your own reserves. If you know that only one of his ships in hyperspace has the jump point trait, then he will be bringing all his reserves on through that entry point. Otherwise the ships that he leaves behind will be out of action for five or six turns.

When selecting which ships to move first, look at the ships that either have few options as to what they do, or that you already know what you will be doing with them, and move them first. Unless of course you are about to pull off a stunning plan, in which case move those ships last so that your opponent has less chance to react.



Small, low priority ships should not seek to engage higher priority ships head on as ships even one priority larger will have the firepower to cripple or destroy you in a single volley if they can bring their main weapons into play. Instead they should seek smaller prey, support their own high priority ships or hunt in packs where weight of numbers can be brought into play.

### Rescue operations

Rescue operations are a tactic usable by all fleets, it involves keeping two ships with the jump point ability in hyperspace to provide a ready means of escape to the other ships of the fleet. One opens a jump gate into real space and both ships enter. The other ship then opens another jump point for them and the rest of the fleet to escape into hyperspace. Rescue operations are useful if using a fleet with few jump point ships or after taking heavy damage that has prevented a jump point being opened. This is most useful for fleets that have low priority ships with the jump point trait, as it will involve less of the force being kept out of the battle.

jump point capability this is reduced by a turn as the second ship can start opening the escape point on the turn it arrives in real space.

However rescue operations are only going to play a role where the survival of damage ships is more important than the current battle, such as campaign games where replacing ships is difficult. Otherwise it involves sacrificing some of the fleet's available forces for little gain.

### Jump points

Ships with advanced jump points can attack their enemies while they are vulnerable. This assumes that both forces have ships in hyperspace waiting to enter real space. After the enemy deploy their jump point to enter real space, deploy your advanced jump point close enough to be within arc and weapons range of the enemy jump point. Next turn the enemy ships that enter real space will not be able to fire, and their slow movement will be easily predictable. Your own ships however will be fully functional and this will give you a salvo at close range. This might not be enough to destroy them, however it should do some serious damage.

It still takes four turns for the escape jump point to open and be ready for use, so the timing of this tactic can be difficult. On the first turn the first ship opens the jump point. Second turn both ships enter real space. Third turn the second ship opens the escape point and it is available on the fourth turn. If the ships have advanced

When entering real space, unless you have advanced jump point capability of course, you do not want to be too close to the enemy because of the limitations of entering real space. Open the jump point a distance away from the main enemy fleet of one and a half times your speed plus the range of your main weapons. This should ensure that you take little or no damage on the turn of your arrival, but by the time your weapons are online you should be within weapon range.

For ships that carry a number of wings of fighters, but are not carriers and can therefore only launch one a turn, it can be useful to launch the fighters in hyperspace. This assumes that you are keeping the ship in hyperspace as a reserve. By doing this the fighters will be available immediately rather than one at a time. Be aware that they have to enter real space on the turn before the ship generating the jump point due to the order of movement. This means that the jump point will have to be held open for at least two active turns.

### Boresight decoys

If your enemy has boresight weapons that probably means that they are very potent and you do not want him to hit with them. However, there are times when it is unavoidable. On those occasions you want to make sure that he fires these weapons at the ships you choose. To do this, move the ship that you want him to shoot at first. He will want to ensure that his bore sight weapons can hit something so is likely to jump at the chance to target the ship that you offer up. As to what ship you use for this, it will either be the most expendable or the most durable. If you use a large, powerful ship the enemy is more likely to take the bait, but it is more likely to survive the encounter.

## The Tactics of The Narn Regime

### Fleet Strengths

Tough ships, within each priority the hull ratings of ships are all at or near the top end and the damage rating of Narn ships is equal to or higher than those of other fleets. This makes Narn ships difficult for other fleets to destroy.

Energy mines are unique in being the only weapon that can cover an entire area of space in hostile fire. These weapons are invaluable in defending the Narn fleet from fighters and force enemies to spread their ships out to limit the damage that the energy mines can inflict. Against fighters, only a couple of mines are enough to wipe out entire squadrons. I recently had a dozen starfuries destroyed by a single volley from a G'Quan heavy cruiser as they exited a jump point. Against larger ships the mines are less of a threat, but can continue to inflict damage consistently throughout the battle.

Frazi fighters have many attack dice so can do significant damage against ships; however, they are not good dogfighters so do not make a good screen against enemy fighters. If you can get three or four flights onto a ship without anti-fighter weapons they will gradually wear down the target.

Massive firepower, banks of particle arrays and pulse cannon provide heavy firepower in all directions, typically with many more attack dice than the opposition can bring to bear. Of course, the more dice you roll the more chance you have of scoring critical damage.

### Fleet Weaknesses

The Narn fleet has weak fighter defences, having no anti fighter weapons in their fleet. In addition, the Frazi fighters are not good dogfighters so

cannot engage enemy fighters to stop them. Instead, the Narn must try and take out the hostile fighters with firepower, using their high attack dice. Unfortunately, against the dodge ability of fighters this is difficult. The only effective weapon against fighters are the energy mines carried on the larger ships of the fleet.

As a young race, the Narn Regime has many ships that lack advanced technology. For a start, only around half the Narn fleet has jump point capability, typically the larger ships. Lower priority ships must often rely upon the larger ships to provide this capability. This lack of technology is common across the fleet with a general lack of advanced systems. For example the only defences that Narn ships have is their tough hull and high damage capacity, as they lack interceptors, stealth or any other form of advanced defence. This also applies to their weapons; the main beam weapons in the Narn fleet are laser cannon, which are boresight weapons. They loose out when compared with the battle lasers of the Centauri fleet, which have the range advantage and wider firing arcs.

The Narn fleet is not typically fast or agile, so you are likely to be outmanoeuvred on a ship-to-ship basis. The best counter to this is to keep your fleet together and support one ship with another. Make sure that if a ship gets caught out, another ship is there to cover it. This is not a fleet for lone gunmen.



*The late, great Andreas Katsulas as the Narn leader G'Kar*

The Narn fleet often has a shorter range than the ships of other fleets. Other than the main weapons on some of the ships, and the energy mines of course, you will find the enemy has the range advantage over you. This will force you to move directly towards the enemy, almost certainly taking a few lumps as you close. If you can, make sure that you set up your ships pointing directly at the enemy so that you can put all power to engines and close the range as quickly as possible. Again, close ranks, keep together and charge in there, it is the Narn way.

The Narn fleet lacks a dedicated fighter carrier; although many of the fleet do carry fighters, they still lack the advanced capabilities of a true fleet carrier. This is linked to the Frazi fighters themselves being less useful than other fighters, so therefore a dedicated carrier is less useful. Within the Narn fleet the fighters are definitely a secondary system rather than a main weapon, so not wasting resources on a fleet carrier makes sense from a Narn point of view.

## Patrol Priority Options

There are not a lot of options at this priority level, you are either going for three flights of Frazi fighters or the Sho’Kos police cutter. Now, the Frazi has its good and points. It is good against ships if it can get past the anti fighter defences, but not so hot against other fighters. In a low priority battle they will make a good choice over the Sho’Kos as they pack significantly more firepower. However, bear in mind the enemy and its anti-fighter defences. Against certain races they will have to face too much hostile fire, they will not be much use against Minbari fusion cannon or Centauri Sentri. In these situations the Sho’Kos will be a better option. Tougher and more difficult to kill, and mounting a small but effective beam weapon, if it can close with the enemy quick enough it can do some damage.



## Skirmish Priority Options

There are ore options at this priority level. Starting with the only scout in the Narn fleet, the Sho’Kar light scout cruiser. Do not let the name fool you, this is a skirmish ship and is not up to taking on anything too big. At a low priority level the Sho’Kar will make a good command ship, as it provides jump

point capability for the other ships and mounts one useful weapon with the burst beams.

The other three ships are all line warships. The Ka’Toc battle destroyer is the fastest of the three, but the least nimble. The G’Karith patrol cruiser has a weaker hull than the other two, making it the most vulnerable of the three, but it does have the highest damage capacity along with the Thentus frigate. Unlike the other two the Thentus lacks fighters. The G’Karith is the only one of the three that has jump point capability, making it a useful choice even if it is vulnerable, particularly as it also mounts pulsar mines, the little brother to the energy mines. Both of the other two ships mount a couple of useful beam weapons, and Ka’Toc battle destroyers have proved themselves in several engagements.

Of the three the G’Karith is very useful in lower priority battles as it provides jump point and energy mine capabilities that are not otherwise available. In larger battles, however, you will be better off with the other two ships as they are dedicated combat ships. The Ka’Toc and the Thentus are fairly evenly balanced, with the edge probably going to the Ka’Toc battle destroyer because of the mag gun and the Frazi fighter flight.

## Raid Priority Options

There are three unusual options at this priority. The most important of these is the Dag’Kar missile frigate, the smallest of the three. This ship is not to be missed as it carries four energy mines. It is a very specialist ship and needs to be kept away from the heart of the fighting as it cannot take the heat, but its weapons have the range to do this. One or two of these ships are practically essential at Raid or higher priority, as they can typically clear the skies of all enemy fighters; even the dreaded Minbari Nial will vanish with satisfying ease.

The most normal of the three ships is the Rongoth Destroyer. In fact this ship is very, very normal as it has no special features at all. No jump point, no special weapons, nothing. All it has, in fact, is a massive number of attack dice, assuming you survive long enough to bring them into range. A Rongoth in among your other ships will do wonders for burning out the interceptors on enemy ships when the range closes. Unfortunately, it lacks the main weapons to kill ships so as a centrepiece for a low priority fleet, it is sorely lacking. It also has the joint best hull rating for a skirmish ship, making it a good choice against beam weapon heavy fleets like the Minbari.

The T’loth cruiser is the only ship at this priority with jump point capability, and is also the toughest ship available to any fleet at this priority with an impressive damage score and a humungous crew score. In fact, its crew score is comparable to that of the larger war priority ships and higher than *any* lower priority ship.

So you have the Dag’Kar for energy mines, the Rongoth for solid defence and burning out interceptors and the T’loth for jump point capability and absorbing large amounts of fire. Look at who you are fighting and what you’ll need, and choose accordingly.

## Battle Priority Options

Now at this priority you get a couple of very nice ships. The G’Quan heavy cruiser is the classic Narn ship; with good reason. It has the jump point capability you would expect of this priority level. Its damage rating is as good as the best in the other fleets, and like most Narn ships it has an excellent crew rating. Its main weapons are unfortunately bore sight laser cannon, but these are backed up by its own energy mines, obviously useful. These are further backed up by banks of secondary weapons that will cause serious damage to anything that gets close. Weak points are a lack of advanced defences, and its relatively slow speed.





The second ship is the Var'Nic long-range destroyer. Now this ship has the weaponry to hunt big prey, the speed and manoeuvrability to catch them and the hull to shrug off most enemy fire. Its weakness is the relatively low damage and crew ratings, at least in comparison to other Narn ships. It is still a match for many ships of other races though. Its one other weakness is the complete lack of weaponry to port or starboard, which makes it fighter bait if not protected. The one Frazi flight it carries is definitely there to protect it against other fighters.

Your best bet is probably a ratio of three G'Quan heavy cruisers to two Var'Nic long-range destroyers. Both of these ships are very good, and while they operate differently there is little to choose between them.

### War Priority Options

You do not have any choice at this priority, you only have the Bin'Tak Dreadnought available. Fortunately this is a very powerful ship and is not one to be turned down. It has the normal strengths of a Narn ship, toughness, excellent hull value, massive amounts of firepower and multiple different weapon systems. It has its own energy mines, and only the heavy laser cannon are boresight weapons, its other heavy weapons are

full forward arc. It does have command facilities but these are less impressive than those of other fleets. It does have fighters, but less than War priority ships of other races and, of course, they are Frazi.

## Enemies of the Narn Regime

Given the temperament of the typical Narn, they are likely to get involved in fighting against any enemy, so best to think hard about how to defeat anyone.

### The Centauri Republic

The natural enemies of the Narn Regime, you will definitely have to know how to fight them. You have three main problems fighting the fan-heads; the interceptors, the Sentri fighters and the agility of the Centauri fleet. To counter the interceptors there are two things you can do. Firstly, make use of ships with beam weapons and energy mines which will bypass the interceptors; second, when you do have to engage with other weapons do so in mass numbers to overwhelm the interceptors with the secondary weapons so your main guns can do their thing.

The Sentri fighters will out dogfight your own Frazi, preventing them from attacking the Centauri ships, which is what they are best at. There is only one Centauri ship with anti-fighter weapons which makes Frazi attack runs that much more advantageous. So use the energy mines to clear the skies of Sentri ahead of your Frazi.

An alternative is to gather the Frazi together into a tight formation which forces the Sentri into a bad choice. They can either attack the Frazi in small groups and get overwhelmed by superior numbers, or they can gather together to match the Frazi and become energy mine bait.

As for the agility of the Centauri fleet, in order to make the most of this they will have to close the range so that they can escape your firing arcs, especially your forward and boresight arcs. Fortunately you have impressive secondary firepower at short ranges. To further protect your ships keep them together for mutual support, ensuring that a ship getting onto the flank of a ship at the centre of your formation is under the forward guns of another ship.





## The Earth Alliance

Not regular enemies, but with the Narn all it would take is an unfortunate comment about curry and it will all drop in the fire. You have two problems with the humans, but both should be manageable. Firstly, they make extensive use of interceptors; and second they also have effective fighters. This makes a battle against EarthForce ships similar to fighting the Centauri. Again you will need ships with energy mines and beam weapons, as well as ships with massed firepower for burning out interceptors.

EarthForce fighters are more dangerous than Sentri flights, the starfuries can still out dogfight your Frazi, and are tougher than the Sentri, while the Thunderbolts are even tougher and carry more firepower, making them a threat to your ships as the Narn lack anti-fighter weapons. Your first defence will of course be energy mines, especially if the human fleet is kind enough to gather their fighters together for a mass attack. Beyond that, you will have to use your Frazi to kill those EarthForce fighters that get past the energy mines, but this is not so bad as you cannot use the Frazi against the ships because of their strong anti-fighter defences anyway. Gather the Frazi flights into groups of four and send them after enemy flights that get through the barrage.

In high priority engagements another tactic presents itself. EarthForce has very few long-range weapons other than missiles and bore-sight heavy laser cannon, while the Narn fleet have Ion torpedoes and energy mines. Set up your fleet at over 30" range and only move forward enough to bring these weapons into range. Then slow or even stop and force the EarthForce fleet to cross the open space towards your fleet,

all the while taking Ion cannon and energy mine damage. This will not be enough to cripple or kill any of his fleet, but the massed fire should soften up his ships, which are already weaker than yours. If he keeps his smaller ships with his capital ships they will take more damage, but he might split his force and send the faster ships ahead to bring their weapons to bear. When they come into range the rest of your fleet can be brought to bear, and faster ships tend to be lighter ships, which would not survive for long under this firepower.

One last thing to watch for with the EarthForce fleet is a missile squadron lurking on the fringes of the battle, possibly with an Oracle scout as escort. Such a squadron has little secondary firepower so can be hunted down by a lighter squadron of say a couple of Ka'Toc battle destroyers and a G'Karith patrol cruiser to provide energy mine capability.

## The League of Non-Aligned Worlds

Things will be at their worst if facing a fleet taken from all the races of the league and under a good commander. They will have the best ships of each fleet and

the different ships will be working together to compliment each other's strengths and cover each other's weaknesses. Make it difficult, get as close as possible to mix things up and where the fight will degenerate into a melee; if all goes according to plan the League player will be unable to maintain his specialist fleet formations and ships will have to fight on their own merits.

The Drazi ships are very small and will have to charge directly towards you to bring their weapons to bear. For their size they are a threat, especially in numbers, but to do this they must group together, meaning that their small hulls will be vulnerable to energy mines. Once things get up close they will have to work to bring their weapons to bear each turn. Drazi ships do have anti-fighter weapons but only in the forward arc, this makes Frazi attack runs on the flanks or rear of Drazi ships very effective, assuming there is no Vree around to cover them.

Keep the Frazi flights close to your fleet to support your ships with attack runs. This will force the Vree saucers, which are the league's best fighter killers, to close on your ships where their light construction will make them vulnerable to destruction. The Vree ships are quite possibly the best fighter killers in *any* fleet, not just the League of Non-Aligned Worlds, so try and keep your Frazi out of range of them whenever possible. Unless



of course you are using your Frazi to lure the Vree saucer close to your fleet for destruction. The loss of a few flights in return for destroying a couple of Vree saucers is definitely a good trade.

The Brakiri ships are large and tough, and do have a few impressive weapons. However, overall they are lacking in firepower for their size; some of that firepower is slow loading, making them even less of a threat. Remember also that they all carry turret mounted anti-fighter weapons, so independent Frazi attack runs are not advisable.

The Abbai ships lack anti-fighter weapons, but do have large batteries of firepower and heavy interceptors. This means that they are not as vulnerable to fighters as the Drazi, but can be taken by fighters.

The first priority target as the fleets close will be the Drazi ships, simply because they will be easy and quick kills that otherwise could hurt your ships. From then you should start firing upon the Brakiri ships to start weakening them, changing to target the Vree ships if they close in on your fleet to get at your fighters. Any Abbai ships in the fleet should be regarded as the least important targets in general.

## The Minbari

The Minbari are definitely the toughest of the younger races, some would say tougher even than the ancients, and you will have three main problems with them. Stealth, fighters and superior weaponry.

Stealth, the first of these, is the real killer and your fleet will have to be built around bypassing it. You do have energy mines for a start, and even at low priority there are the G'Karith and Dag'Kar designs which provide long-range bombardment to weaken the Minbari. Other than the bombardment ships the rest of your fleet

needs to make best speed towards the Minbari to negate the range bonus to stealth. Once up close you can use both your cheap scouts and fighters to attempt to lower the stealth on the ship or ships that you are targeting this turn, and then pour on the fire. Fortunately once the stealth is passed Minbari ships are relatively weak, so some damage can be racked up quickly. To counter the stealth then you need several G'Karith or Dag'Kar for bombardment. Several Sho'Kar to reduce stealth, and the rest of your ships should be hull five or six close combat ships that can get in amidst the enemy and dish out the damage as quickly as possible.

Another aspect of the stealth is that ship explosions ignore it. This means that if one of your ships is crippled try and get it into the heart of the Minbari fleet, you were heading that way anyway after all. If he does blow it up, with neutron lasers it is quite likely, he will also damage his own ships. Also if a Minbari ship is nearly destroyed, concentrate your fire on it and try to blow it up. At the very least it may take some Nial flights with it, and may even damage other Minbari ships.

Nial fighters, the second problem, are the best fighters in the game without any doubt. Your fighters cannot look to dogfight them unless outnumbering them four to one. They are also much more difficult to kill at range due to the mix of stealth and dodge. You are better placed against them than any other fleet, having energy mines which bypass the stealth and allow no dodge. Your early volleys of energy mines should then be used to remove as many Nial flights as possible. This means your fighters will not be going out fighter hunting. Instead keep them close to the ships where they can perform two functions. Firstly is by reducing the targets' stealth protection. Secondly the Minbari anti fighter weapon is also their secondary weapon. So if he

has both your Frazi and your ship in the same arc he is faced with the choice of using the fusion cannon against your Frazi or your ship. If he chooses the former, remember the pilots' sacrifice in song and make him pay for ignoring your ship. If he targets your ship make the most of the Frazi firepower and let fly.

The Neutron laser is again one of the most powerful weapons out there. It will be doing a great deal of damage and it is difficult to avoid, covering the entire forward arc. What is worse is that many of the Minbari ships also mount aft arc neutron lasers as well. There is little that you can do about this, but what you can do is ensure that your ships that are attacking the Minbari head on are hull six if possible, as this will reduce the damage to some extent. The Rongoth is ideal for this as it has a tough hull, and plenty of damage capacity for a raid priority ship. So ram these ships straight down the Minbari throat and draw them into firing on them rather than your Sho'Kar or Dag'Kar lurking behind them.

So while the Minbari are always a scary opponent, you do have the weapons to take them on with some chance of success. As has been mentioned elsewhere the Minbari do poorly at low priority levels, so if it is possible keep the engagement small. A battle of four points at patrol will leave him with 4 Nial flights, or two Torotha frigates. You can match these with two G'Karith against the Nials or two Ka'Toc against the Torotha frigates, which would be a fight you can win.



# QUAKE

## A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

CARL WALMSLEY

**A**lready isolated and facing constant attacks from arachnid forces; an MI outpost is further endangered when an earthquake strikes the region. Unable to safely evacuate until the aftershocks have receded, the MI must dig in and resist whatever the bugs throw at them until help arrives.

### MOBILE INFANTRY BRIEFING

The terrain on which your outpost is located is extremely unstable. The quake has resulted in a number of fissures and each new tremor threatens to open more. These breaches provide tunnel entrances for the arachnid forces attacking the outpost.

- You must spend at least 30% of your points total on Emplacement assets
- You must include at least one Bunker in your Emplacement Assets
- You must choose the Defend tactic
- You may not choose any Fleet Assets

### ARACHNID BRIEFING

The earthquake and subsequent tremors have destabilised your tunnel network but also opened a number of new entrances. Using these, you should be able to overrun the MI outpost.

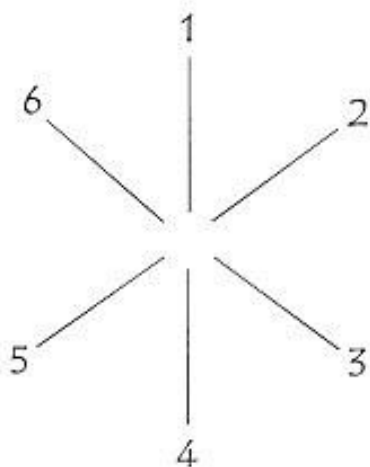
- Camouflaged tunnel entrances, nest entrances and bug central are not used in this game
- You may choose a maximum of two tunnel entrances
- You must choose the Attack tactic

### SPECIAL RULES

If the Arachnid player chooses any tunnel entrances (maximum of two), these may be placed as normal before the game begins or kept for later use. All unused tunnel entrances are placed into a separate pool called the *Quake Pool*.



At the start of each turn – so long as there are tunnel entrances left in the Quake pool - an aftershock opens a new tunnel entrance. This new entrance will effectively 'scatter' a certain distance from the centre of the board. To determine the direction of the scatter, the Arachnid player should roll D6 and consult the Aftershock Scatter Diagram. Once the direction is determined, he should roll 3D6 to see how many inches away from the centre of the board the tunnel entrance appears.



*Aftershock Scatter Diagram*

### MISSION LENGTH

5-7 Turns

### VICTORY CONDITIONS

The Arachnid player uses the Annihilate mission rules to determine his mission points.

The MI player uses the Delay mission rules to determine his mission points.



# Monty's Modification Module

## Converting Miniatures the Mongoose Way

### Gangs of Mega-City One Punk with Heavy Sonic Blaster

Matt Sharp

This is a relatively straightforward conversion to create a heavy sonic blaster, as detailed in issue 27 of Signs & Portents Wargamer (still available and still free, folks!) Of course, weapons from the Judge Dredd comic strips will vary enormously depending on the needs of the story and the whims of the artist, so no two heavy sonic blasters will look alike! This allows tremendous scope for converting your miniatures.

This particular conversion is based on the punk with the sonic lance. The design I'm basing the

final look of the weapon on is inspired by the version with the large, blunderbuss-like barrel that appeared in the 'Jack Point: Raptaur' storyline illustrated by Frazer Irving.

What you need to do first is remove the actual laser lance barrel from the miniature. You can, of course, simply snip the end of the weapon off with a pair of flat-nosed clippers, but this tends to need a lot of filing and cleaning up afterwards and on this occasion *both* cuts need to be pretty flat so I carefully cut the barrel from the stock using a razor saw. Make sure that the cut is where the



*The Heavy Sonic Blaster as it appeared in the Raptaur storyline*



*Keen to test his new Heavy Sonic Blaster, punk Jimmy Savaloy accompanies Captain Noel Juan and Private Weirzbowski!-Weirzbowski! of the League of Extraordinary Violence into the Undercity territory of the renegade robot gang the Children of the Revolution. Scrapper and Doctor Robot Nick (Hi, Doctor Robot Nick!) guard the Children's vital oil reserves.*



*'Up and at 'em, chaps!'*

widest part of the barrel meets the stock. Both ends of the cut were carefully filed and tidied up to remove any rough edges.

Now, take the laser lance barrel and a pair of clippers. The barrel needs to be cut in two, so carefully snip the front centimetre off – it's the wider, rearmost bit that you want to use in the miniature so be careful to keep that end as flat as possible. You won't need the thin end of the barrel in this conversion, so throw it into your bits box – I daresay that you'll be able to find a use for it some day!

Now it's just a matter of attaching the barrel to the rest of the stock. Make sure that both ends are flat so that the final weapon doesn't have a wonky barrel – some filing may be required. You can simply attach the two parts with super glue (remember, of course, that the flared end of the barrel points outwards!) but a stronger join will be required for a miniature that's going to be used in a game of Gangs of Mega-City One. This means pinning the two pieces together.

Pinning is straightforward but can be fiddly. You'll need a pin drill (these are available in most model shops and hardware stores) and a paperclip. Take your blaster barrel and turn it upside down, so that the wider end rests on the table and the thin end points upwards. You might want to hold it steady with a pair of pliers. Now, very carefully take your drill and bore a hole approximately 3mm deep into the dead centre of the thin end of the barrel. Take a paperclip and straighten it. Put a tiny spot of super glue onto the end of the paperclip and then insert it into the hole you've just made in the barrel. Leave it there until the glue sets, then snip off almost all of the paperclip so that there is about 3mm remaining poking out of the rear.

Take your miniature and drill a 3mm deep hole in the dead centre of the stock where the two parts are to be joined – this is where it tends to go a bit wrong, so triple check that the hole is in exactly the right place! Check that the pin fits properly into the hole (you might need to clip a bit more off the pin, or drill the hole a bit deeper) and then apply super glue to the pin. Insert the pin into the hole and that's pretty much it! The two parts should fit together smoothly, but you might need to fill in any gaps with modelling putty or gap filler.



*The superior armour penetrative power of the heavy sonic blaster makes quick work of the slow moving but normally invulnerable Scarpper....*



*Emboldened by his victory, Jimmy advances further into the Undercity, little realising that Doctor Robot Nick is ready to operate!*

Now all you need to do with the miniature is paint it!

## Doctor Robot Nick, Renegade Robodoc

This is a slightly more complicated conversion, incorporating parts from a couple of different miniatures in order to create a totally new and unique model. The basic body is a Docbot mini from the Paranoia Bots Box Set combined with lots of arms from a Gangs of Mega-City One Robodoc mini (these separate bits were ordered from the Components service of the Mongoose Publishing).

As usual, the docbot mini is cleaned of flash and mould lines using a sharp modelling scalpel. The arms were then snipped off using a pair of cutters, making sure that the remaining stumps were left relatively flat. The stumps were then filed flat using a needle file. The base connector was sawn off of the bottom of the miniature using a razor saw and again filed flat. Then came the most



*While Jimmy Savaloy dispatches Scrapper, Doctor Robot Nick 'cures' the Citi-Def'squad...*

difficult bit of cutting – the tracks were removed, again using the razor saw.

Unfortunately, one side ended up a bit wonky as you can see, but Mega-City robots tend to look a bit haphazard in appearance anyway (sometimes even changing shape between episodes!) so I think I can just about get away with it...

The body is put aside for a while as the arms and legs are assembled.

Each arm is carefully snipped from its mounting with using clippers. The cuts are then filed flat. For the legs, Robodoc arms were also used but the medical tools at the end of each limb were also snipped off. The resulting tiny bits were kept in my bits box – they've subsequently been very useful in other conversions. Ten legs and six arms are required.



*'Hi ever'body! Doctor Robot Nick says it's time for your operation!'*

Now comes the REALLY fiddly part. Unless you want your renegade robodoc's arms to fall off repeatedly, you need to pin the arms and legs to the body. Unfortunately, the arms are extremely narrow so my usual 'paperclip pin' is too large. I have a very fine wire in my bits box that I use in these circumstances. However, I can't remember where it came from – I think it was some sort of electrical cable at some point, though.



Using a very small drill bit in your pin drill, drill a hole approximately 2mm deep into the very centre of each arm and leg where they are to connect to the body. Place the wire as detailed in the Heavy Sonic Blaster detailed earlier – so that 2mm of wire sticks out of the end. Now drill equally tiny holes into the docbot body in the positions where you want the arms to go. Attach each arm to each hole using superglue. You can add extra arms or use less legs if you want to – it's your conversion! The final touch was to add one of the cut off syringes to the stump on the top of the docbot's head – admittedly, this could have been fitted better on my conversion. I recommend filing each end flat and test fitting them first. The legs are then superglued to a CHAS base and voila – the conversion is complete!



*Iron Will, Doctor Robot Nick and Scrapper*



*Doctor Robot Nick finishes off Jimmy Savaloy before he can bring his lethal sonic blaster into play, but hasn't realised that McHammer the Robot Smasher lies in ambush - 'Bzzzt! Danger! Danger Doctor Robot Nick!*

The miniature was painted by drybrushing it with metallic colours over a black undercoat before each joint was washed with a dark brown ink, to give the impression of rust and filth covering the metal body. I wanted to give the impression that Doctor Robot Nick had originally been white and most of his paintwork had been scrapped off, so I added a few white and coloured areas to his body chassis – unfortunately, this didn't quite work. Mongoose

painting guru Adrian Walters suggests I should have started the painted areas with a much darker grey before layering on the colours, leaving just a tiny edge of grey. This is the method I used in Scrapper (the heavy robot) and it works much more effectively (although it doesn't disguise the fact that I don't know how to shade yellow properly!)

**Have YOU got some miniature conversions you want to share with Monty?**



# I Am The Law!

A Scenario for Gangs of Mega-City One

Dan Kelly

**W**ith crime rates soaring in Mega-City One, it is not surprising that the Justice Department's resources are stretched thin. As a result, when judges call for backup it is not always there for them when they need it. For most judges, this can be a problem, but to seasoned veterans like Judge Dredd, it is just another day on the streets.

After following a line of enquiry to a gang's hideout, Judge Dredd notices the perps are loading up on weaponry and getting ready to move out, probably to commit another crime. Calling for backup, he gets the usual story... that none is available at this time. The lawbreakers must be stopped now or he might lose some of them. Charging into the camp, he screams, 'I am the Law. Throw down your weapons, you are all under arrest!' Seconds later, he dives under cover as bullets come flying towards him from all angles...

## 'I am the LAW' scenario

In a standard game, two or more gangs are pitted against each other, but the Justice Department only gets involved when a gang makes too big a name for itself, and the other local gangs decide the big boys need to be downsized.

This scenario is intended as a one-off game allowing a player to take on the role of Judge Dredd himself, as he attempts to take down an entire gang single-handed.

## Set-Up

Once the two players have set up their forces (see special rules below), the gang player selects one edge of the table to be the only exit from the area. This is the edge on which the Justice Department player will enter the game, and the gang player will start on the opposite edge. The gang player places all the models in his gang on the table first, all within 10" of his table edge. The Justice Department player then places his single model within 10" of his table edge and takes the first turn of the game. If the Justice Department player begins with a Lawmaster, he must begin the game riding it.

## Victory Conditions

The gang player wins if he manages to defeat Judge Dredd (reducing him to zero Hits or less) or by his Top Dog escaping from the play





area via the exit edge. Although the Top Dog escaping is an option, it should be used as a last resort as it is not a victory to brag about. The Justice Department player wins if he arrests or defeats the gang's Top Dog (reducing him to zero Hits or less).

## Special Rules

Due to this scenario being designed specifically to pit Judge Dredd, alone, against an entire gang, special rules apply to the preparation for the game:

### The Justice Department

The first thing that must be decided is whether the Justice Department player will be using Judge Dredd on foot, or if he will be riding a Lawmaster. This decision directly affects the size of the gang he will be up against. Once this decision has been made, the gang player should be informed. While

waiting for the gang player to assemble his gang, this would be a great time to review the rules for Judge Dredd (found in the *Death on the Streets* supplement). Please note, only Judge Dredd and a Lawmaster may be selected for the Justice Department player. All other forms of backup are unavailable for the duration of this scenario.

### The Gang

The gang player will need to create a new gang for this special scenario, or use an existing gang that does not exceed the reputation allowed. If the Justice Department player has chosen to play as Judge Dredd on foot, his justice points (JP) will be 20, but if he is riding a Lawmaster, then his JP will be 25. The gang player now gets to create a new gang with a reputation no higher than the JP for this scenario. To do this, he will have 1,000 credits to spend for each JP. Therefore, if the gang player is up against Judge Dredd on foot, he will have 20,000 credits to spend on a gang with a rep equal to or below 20. Any type of gang can be used (human, ape, Undercity, robot, and so on.) and any specialists and weaponry may be purchased but normal rules apply for the requirements.

## After the Fight

If the gang player survives the scenario, he may choose to keep what is left of his gang to use another day. If he does so, the steps he goes through after the fight are slightly different from those detailed for fighting Judges as detailed on page 89 of the *Gangs of Mega-City One* rulebook. Injuries, Traits, Turf, Credit Collection, Recruiting, Making Purchases and New Challenges are identical, but the gang gains +1 Reputation for surviving a confrontation with Judge Dredd in addition to the +1 Reputation for fighting Judges.

## Expanding the Scenario

It is not uncommon for two fighting gangs to put aside their differences in order to take out a greater foe, before getting back to the regular business of beating each other senseless. This scenario can easily be expanded to allow three players by simply splitting the allowed gang rep (rounded up) and initial funds between two gangs.



# Write for the Mongoose

**W**ant to write for your favourite gaming publisher? Want to get paid for it? Got a great idea for an article? If the answers to these questions are 'yes', then Signs & Portents Wargamer wants to hear from you.

## Where to Start...

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.

## Things to Remember

Provide your full details, including name, address and email address if available.

Supply articles via email or on disc. We can read most formats, although MS Word is always a safe bet.

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

## Subject Matter

First and foremost, the article has to be based on one of our product lines. That is not as limiting as it sounds, however. With Starship Troopers, A Call to Arms, Gangs of Mega-City One and Mighty Armies all well established, you already have plenty of options. Do not 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.

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

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

## Editing

It is a painful fact that whatever you write, it will get edited. That is why editors exist, after all. Even this passage will have been edited. If you can get over this hurdle you are well on your way to attaining the mentality needed to be a writer. It will help if you can handle criticism as well. Take it from us – writing is a tough business. Just ask any author doing the rounds looking for a friendly publisher.

We have various house styles that we use and you do not need to know them. As long as your submission is literate and tidy, we will do the rest.

## Little Details

If you are not sure how long your article is, assume around 800 words fit on one page. Do not use the word processor's page counter as a guide. By the time it has been edited, laid out and had artwork added, it will look nothing like that screen of text in front of you.

Remember to run the article through a spell checker before you send it in. It will still get proofread, but it shows willing. Anything not spell checked will be rejected straight away.

## Legal Requirements

Be aware that to work for Mongoose Publishing, you will have to sign a contract with us. There will also be a commissioning form for each specific story. Any work which you then generate specifically for Mongoose Publishing under the terms of that agreement will belong to Mongoose Publishing, together with all the publishing rights.

## Who do I write to?

Signs & Portents  
Mongoose Publishing  
52-54 Cricklade Road  
Swindon  
Wiltshire  
SN2 8AF  
UK  
email: [ibarstow@mongoosepublishing.com](mailto:ibarstow@mongoosepublishing.com)

# ALPHA STRIKE

*September 2005 saw the first official Starship Troopers Tournament. Fought within the bug-filled tunnels of Mongoose Towers, arachnids of every shape and size did battle with the stalwarts of the MI. The fate of the species lay in the balance.*

**Carl Walmsley**

*Tournament winner, Signs & Portents regular Carl Walmsley, takes a look at the army and tactics he used on the day.*

Not knowing what you are going to be up against is, for me, the most exciting part of competing in a tournament. Every player there will have put together an army that they hope can out-gun, out-manoeuve or out-chew his opponents. The use of cunning tactics and original strategies can make for some the most memorable games you will ever play.

With SST Alpha Strike this was definitely the case. One of the great aspects of the game is that it invites players to assemble different types of armies. There is no single shape to a bug or MI force, but rather a multitude of possibilities. With the release of each new unit, these choices expand, allowing for new combinations and the development of fresh tactics. Preparing for a tournament, these choices can be daunting but are also great fun!

Bearing in mind this element of the unknown, I knew that I would have to design an army that was able to deal with a variety of opponents. Versatility would be the order of the day. I would have to be careful, however, not to select a force that was simply a jack-of-all-trades but a master of none. To some extent, you have to disregard what your opponent might do and ensure that you have a plan of your own: decide how your army will operate and make sure it is good at what it does.

I also figured I would need a few surprises up my sleeve. The Arachnids tend to have these by default – camouflaged tunnel entrances and the uncertainty of tunnel markers will always keep an MI player on his toes. Choosing a few Heroic Traits would accomplish this for me.



The M9 chickenhawks in this army were a must-have as far as I was concerned. The firepower that they bring to a battle is invaluable. I was well aware that I might end up facing as many as three tankers in a single battle and I had already seen enough of these armour-plated monsters to make me figure them into my battle plan.

With 2,000 points to spend, I went for the following force:

Unit	Special	Cost
Lieutenant (in M8 Ape Suit)	True Grit	275
NCO (in M9 Chickenhawk)	Blizzard Missile Pack Inferno Support Flamer Stay Frosty	285
NCO (in M9 Chickenhawk)	Blizzard Missile Pack Twin .50 Autocannon/utility Claws Stay Frosty	285
2 Chas Units		350
Power Suit Squad (6 troopers)	Sniper rifle Hel Infantry Flamer	265
Power Suit Squad (5 troopers)	Javelin Missile Launcher	260
Power Suit Squad (6 troopers)	Sniper rifle Triple Thud GL	275
Total Cost		1995

Placing an NCO inside each of the chickenhawks would give me a great deal of versatility when it came to deployment. The M9s could operate independently but would also have the option of taking command of a power suit squad should the need arise. I was also hoping to use the flanks to position my forces so that I could catch enemy units in a crossfire – again, chickenhawks are perfect for this.

I assigned each NCO the Stay Frosty trait. This increased their reaction range to 12", a potentially nasty surprise for any charging Arachnids. This is a great way to really maximise a chickenhawk's firepower potential.

An M8 Ape Suit seemed the obvious choice for my Lieutenant. These mechanical titans are great in Close Combat and can really take a pounding before they go down. The Special Trait True Grit made my Lieutenant an even more formidable unit, and came in extremely handy when he found himself on the receiving end of a tanker bug's plasma spit! It proved the difference between life and death in that confrontation.





For 800 points I was able to select three power suit squads with a selection of special weapons. I am a huge fan of the Morita Sniper Rifle; they are great value at +5 points and can help you take out some of the bigger units in the game. Javelin Missile Launchers are also a good investment, though only if



you are playing on a big enough gaming table. I knew that all of the battles would take place on the six-foot by four-foot tables at Mongoose HQ; with this kind of space to play on, the Javelins really came into their own.

I had learned from past encounters not to overstretch my power suit platoons. Used sensibly against the weaker units in the game, they are very effective. Reaction fire from massed Moritas can chew up onrushing warriors without too much difficulty. Hit and run, fire and move – that's the MI way. However, these units need to back each other up and really benefit from support from M8s or M9s whether advancing or retreating.

I decided to keep my power suit platoons on the bounce, take full advantage of any available cover and to avoid leaving them stranded. As it turned out, this worked very well: when facing an M8 or M9 and a power suit platoon, many players concentrated on the larger unit. This allowed more of the troopers to survive and to choose their battles wisely.

In many ways the CHAS combines the strengths of all the other units I had selected, though it also has some advantages and disadvantages of its own. Its speed around the battlefield is prodigious. A CHAS can match a power suit squad jump for jump, but is much faster across the ground. With its high Move characteristic, it can cover 16" in a single turn. I used this more than once to get into an opponent's deployment area just before the end of the battle.

When it comes to firepower, the CHAS is almost as impressive as a chickenhawk. At close range, its Alpha Strike ability is lethal. However, I knew that I did not want to get my CHAS units too close to the enemy: they are hard to hit, but once they do start taking damage they can go down pretty quickly. I chose instead to hit and run, complementing the attacks of my power suit squads, using the terrain to deliver precise strikes on the enemy before ducking back into cover. In essence, my CHAS units were long-range assassins. Over the four battles, using them in this way, I only lost a single CHAS, whilst they always claimed a healthy number of kills.



The army selection I made for the Tournament very much reflected my desire to go in with a Priority Level 2 force. There are now some fantastic models available to bug players, both in terms of their capabilities on the battlefield and the way that they look. It is quite intimidating the first time you see a tanker or

plasma bug ranged against you. The impact of such a large unit has a real psychological effect, and I guessed that most players with Arachnid armies would find it hard to resist using their 'big guns'. I was anticipating plenty of Priority Level 3 opponents.

This was important, as SST is more than just a fight to the death. Demolishing your opponent's forces is great fun, but the 3X3 Mission Generator gives each player a set of goals that adds a level of strategic depth to every game. If I could force my opponent to play the Overrun Mission, whilst I myself played Delay, it would give me a distinct advantage. As it turned out, this strategy worked very well, right up until the final battle when my opponent unveiled a Priority Level 1 force! My army was, on the whole, fast enough to get into his deployment zone by the end of the game but this was far and away the hardest battle I fought at Alpha Strike. It is important to make sure that a higher Priority Level really justifies the change of mission it will introduce.

When it came to deciding upon tactics for each game, I used Probing throughout. I intended to place a small, mobile holding force at the centre of each battlefield – enough to delay any advancing force but, if necessary, expendable in terms of the overall game. My real goal was to control the flanks. Whether deploying first or second, I got to see enough opposing units in place to then make a move for one, if not both, edges of the board by bringing on reserve units during turn one. Bringing them at this time meant that I did not waste any opportunities to shoot at the bugs. With every game I fought, this meant I was able to either advance into the opponent's deployment area and surround him or fall back whilst maintaining a field of fire over large areas of the battlefield.

The games I participated in at Alpha Strike 2005 were – above all – great fun. I found myself up against an entirely subterranean army – *what the hell do I shoot at?* – as well as those three tankers I was dreading, leading more than eighty warriors into battle! I even got a chance to fight other MI. On the great tables at Mongoose Tower, these games looked fantastic. There were times when we would just stop and stare at the game boards because they looked so damn cool!

I was lucky enough on the day to win, but I have lost my fair share of battles at other times. SST is one of those games that is great fun to play, win or lose. There are also no 'best strategies' to play that will always get you a victory. That is a real strength of the game. It is all about trying new things out and seeing what others have come up with.







Glorantha - HeroQuest - RuneQuest  
Call of Cthulhu - Pendragon - Stormbringer

Beaumont Hall, Leicester, 28th - 31st July 2006

***Interested in RuneQuest? Want to know more about Glorantha?  
Continuum 2006 is the place to be this summer***

Celebrating Glorantha and the games supporting it, Continuum is a weekend-long convention noted for its friendly atmosphere and first-rate games. Held at Beaumont Hall, a leafy, peaceful university hall of residence in Leicester, UK, Continuum welcomes new gamers and old-hands alike.

Featured games and systems

- HeroQuest (Moon Design & Issaries)
- RuneQuest (Mongoose)
- Pendragon (White Wolf)
- Call of Cthulhu (Chaosium)
- Stormbringer (Chaosium)

Special Guests Include

- Greg Stafford—Glorantha and Pendragon
- Sandy Petersen—Call of Cthulhu, Doom
- Charlie Krank—Call of Cthulhu, Chaosium CEO
- Mark Galeotti—HeroQuest, Mythic Russia

Events

Roleplaying demo games and tournaments

Car Wars and Frag Tournaments

Large-scale Freeforms

Guest Panels and Seminars

Games refereed by Continuum's Special Guests

Games Auction

***For more information and registration, visit [www.continuum.uk.net](http://www.continuum.uk.net)  
or call 01438 234837***



# War Without End

A Sneak Peek at Ground Combat in  
the Universe of Babylon 5

Matthew Sprange

**C**ome June, you will be able to conduct warfare in the Babylon 5 universe on a whole new scale – 10mm, to be precise! We will be loading up shuttles and landing craft to descend from orbit, and taking the battles of the galaxy to the surface of planets. Ground combat in Babylon 5 has arrived!

War Without End is the new game system to help you do this. With this stunning 96 page hardback, you will be able to lead forces of the Earth Alliance, Minbari Federation, Narn Regime or Centauri Republic against each other to claim entire worlds for your governments. In this article, we will look at the game itself and what we have planned for fans of Babylon 5.

## A Question of Scale

When design on a new game system begins, we always start off by answering a few fundamental questions, such as who the game is aimed at, how many models are expected to be on the table at any one time, how long each game should take, and so on. We also take a look at existing game systems (both ours and those produced by other companies) to get a bearing on what is possible and what works – and, of course, what doesn't.

We wanted War Without End to have a similar complexity level to A Call to Arms, mainly because that game is very popular and its players will also be those primarily interested in exploring ground combat in the Babylon 5 universe. This meant that the game system would have to be very simple at



*Earth Alliance forces take on the Minbari*

its core and yet provide enough depth in terms of tactics and options to keep players going for a long time.

Traditionally, we have accomplished this by constructing a game system that is intrinsically very simple, to the extent that it takes just ten minutes to learn (we have proved this in convention environments with A Call to Arms), layering complexity on top by giving units various traits. Advanced rules can then be placed on top of this layer to handle more unusual functions and circumstances. So, for War Without End, we started by listing all the characteristics a unit would need, then boiling them down to their simplest form. A unit in the game ends up looking something like this:

## Thor Main Battle Tank

<b>Movement:</b> Tracked 6				<b>Armour:</b> 9
<b>Special Traits:</b> Resilient				<b>Points per Model:</b> 100
Weapon	Range	Arcs	Damage	Special
135mm BilPro Cannon	Long	T	2D10	Accurate, Super AP
CPPG	Short	T	1D6	AA, Anti-Infantry, Firefight

The Thor is one of the Earth Alliance's main combat vehicles, and a tough one it is too. However, let us look at the actual list of characteristics, or 'stat block' as it is often called.

### Movement

I like the movement rules of A Call to Arms a great deal. After all, there is much to like about a system so simple that they fit on just one page (and can be summed up with just a few lines). A wargame based on

destroy unless you use the right sort of weaponry, while Hover vehicles can ignore most types of terrain.

### Armour

When construction of a new games system begins, it is often the stat block that is built first (as it defines the units), along with related rules, such as how you roll to hit enemy units, how they are damaged and so forth. For War Without End, we began by assuming that combatants were experienced enough to generally hit whatever they aimed a weapon at (we use the same idea in A Call to Arms and Starship Troopers). However, when it came to simulating vehicle combat, we found units were dying far too quickly unless we emasculated weapons to such a degree that they became completely unrealistic. So, we started with an arbitrary 4+ needed on a D6 to hit a target with any weapon – and it pretty much stuck throughout development (though, as you will see, various factors can alter this). Once you hit a target, you roll your weapon's damage and try to beat its Armour in order to destroy it. Armour 9 in this game is pretty strong.



*EarthForce armoured vehicles launch an offensive against Narn infantry*

## Special Traits

Together with weapons, you already have pretty much everything you need to describe a unit in War Without End. However, detail is always appreciated in a wargame and so we can now begin layering traits on top of basic vehicle stat blocks in order to make them a little more unique. The Thor is listed as being Resilient, which means that when it is destroyed by incoming fire, it has a 50% chance of merely being immobilised (which, incidentally, nicely models armoured vehicles becoming disabled but still being able to fire). There are, of course, many traits in this game, such as Transport, Countermeasures, Reactive Armour and more.



*A battle group of Narn infantry and armoured vehicles fight a desperate battle against the Minbari*

## Reactive Armour?

Do they actually have that in Babylon 5? Well, there is certainly no canon reference for it! Indeed, this trait may not make it into the final version of War Without End. However, we have been developing a modern combat system alongside War Without End and they share many of the same game systems - if you can play one, you can play the other without much difficulty. When will this modern game appear? Well, maybe never, but it didn't seem to hurt in developing it at the same time, given that we were building the rules system anyway...

How do we decide on points values? Well, sometimes a formula is used but they tend to have very limited applications in many miniatures games, usually breaking down at the very high and low ends of the scale. The other method is to pick one or more 'base line' units, assign an arbitrary value, and then base the points values of other units around that through continual playtesting. In A Call to Arms, the Hyperion was the baseline model. In War Without End, it is the Thor, which has an arbitrary value of 100 points attached to it. So, if we construct, say, a Minbari tank that is twice as good, it will be assigned a value of 200 points, while a lightly armoured attack vehicle that is half as good will be 50 points. All of this, of course, is backed up by repeated playtesting.

## Points per Model

Unlike A Call to Arms, we are using a straight points-based system for War Without End, though individual vehicles and infantry bases are bought as companies and supporting squadrons rather than as singles.

## Weapons

We boiled weapon stat blocks to just four areas. Range was the first that was streamlined, with a series of set 'brackets' being introduced - after all, we might say that an Earth cannon has a range of 20",

while a Minbari version is 22". However, in the course of actual game play, this difference becomes marginal at best and the whole game 'experience' is improved (and speeded up) by simply assuming that both have the same effective range. This becomes especially noticeable for weapons such as hand-held rifles and other small arms. At 10mm scale, we simply do not need to model the differences in range.

Arc of fire is fairly obvious, being where the weapon is allowed to shoot in relation to the attacking model, while Damage has been covered under the explanation for Armour - you will notice the Thor has a very powerful main gun, as befits a main battle tank. You will also notice that we use a mixture of D6's and D10's, a system we borrowed from Starship Troopers. In the main, you will use D6's but when the 'big guns' are brought to bear, you get to use the larger dice!



*Even the fierce Narn can only take so much!*

After that, you have Traits which, as in A Call to Arms, can greatly modify the effect of a weapon in the game. The Thor's main cannon, for example, is noted as being Accurate and Super AP. The latter will be familiar to A Call to Arms players, as it effectively lowers a target's armour (no need to change terminology from one game to another if the effect is the same, especially when they are set in the same universe). Accurate means the Thor just needs a 3 or more to hit on a D6 when attacking a target - this gun rarely misses.



*Having regrouped, the Narn take their chances against the Minbari Infantry*

The CPPG (the auxiliary weapon) is noted as being AA, Anti-Infantry and Firefight. AA means that it can attack air units (only AA weapons can), while Anti-Infantry means it can attack Infantry units normally. Other weapons are still able to target Infantry but they are usually very bad at the task. This is because we are modelling a squad of Infantry



*An Earth Alliance convoy advances...*

by a base, rather than an individual, so while the main cannon of the Thor may vaporise a man if it connects, it will rarely kill an entire squad. The Firefight trait means the weapon can be used to repel assaults by Infantry, which are normally crippling to armoured vehicles (because of explosive charges, special anti-tank weapons and so on).

### **Other Rules**

By now, you know all the basic principles of War Without End. However, there are plenty more rules to grab your interest in this game. There are limited ways to react to enemy movements, for example, allowing you to attack a closing enemy, retreat from incoming fire or, if you have Infantry, simply hide in cover. A complete set of air unit rules have been integrated into the game, allowing Starfury Thunderbolts, Sentries and all manner of lighter attack craft to sweep across the battlefield on bombing and strafing runs. You can call down artillery, conduct scouting missions and, oh, lots of other things! Behind all this is a fully-fledged campaign system, allowing you to decide the fate of an entire world...



*A couple of GROPOS aircraft encounter a Minbari vehicle*



*A force of Minbari armour advances*

### **Miniatures**

War Without End will be backed up with a full range of miniatures, some of which you see on these pages. Released either as blister packs for \$14.95/£10 or as part of large Army Boxes (\$99.95/£55), you will be able to rapidly build up your forces. Fans of Agents of Gaming's GROPOS game will recognise a few of these units but many new ones are on their way (such as the aforementioned Starfury Thunderbolt). League and other alien players need not worry either, as we have already got several new armies planned, starting with the pugnacious Drazi!

### **War Without End**

Intended for an On Sale date of June 12<sup>th</sup>, War Without End brings a whole new scale to battle in the Babylon 5 universe. It will be just as expandable and easy to play as A Call to Arms, but with all the blood and guts of Starship Troopers! Keep an eye out for more previews in Signs & Portents, along with new rules and expansions once the game has been released.



# Scenic Mayhem

## A Breath of Fresh Atmosphere

Constructing a 'Terraform Facility' for Starship Troopers (or perhaps a Pollution-Control Building for Gangs of Mega City One)

Darell C.  
Phillips

**A**lthough Terraforming isn't mentioned in Starship Troopers canon, there is only 'one degree of separation' from Starship Troopers' author, Robert A. Heinlein to him being credited with the first use in history of terraforming as the background for an entire book (*Farmer in the Sky*, 1950). The way I've considered the justification for use is to think that the Mobile Infantry doesn't want to wear those sealed helmets outside all the time (would *you?*). As for the Arachnids, they have a different solution to the problem. Arachnids can bio-form *themselves* to fit the planetary conditions and environment. It would seem that the United Citizen's Federation would make use of technology to expand the territory won from the Arachnids and make it available for colonisation (albeit without the helmets). This would not happen on airless moons, necessarily (way too much work to terraforming them I would think, so Glass 'em!). It would seem logical that a planetary atmosphere close to Earth-normal but not hospitable as-is could be adapted for humans with the use of atmospheric conditioning technology (yes, I did say 'planetary air conditioners', but with only a small bit of tongue-inserted-in-cheek). For Gangs of Mega-City One, this category of facility seems very compatible



if it were thought of as a pollution control plant. Really, they are the same thing. It's just a matter of degree of scale as to the efficiency of such a plant. In either case, these facilities would be of extreme strategic value on a table top for gaming purposes. For Gangs of Mega-City One, a street gang could hold an entire city hostage if they were in control of such a facility. 'Pay me so you can keep breathing clean air, Man' is a very good career move, but only if the Justice Department can't succeed in a hostile takeover.

An intermediate way to represent this on a smaller scale would be to use environment domes for Starship Troopers or in Gangs of Mega-City One just call them 'greenhouses'. I've thought of building some, but as yet haven't found the time. On the Mongoose on-line forums a loyal player has done a great job and already built several out of clear kitchen bowls (with the green salad included!). I see the United Citizens' Federation using the full spectrum of its technology on each world on an as-needed basis in order to bring a piece of home to other places. Some worlds may be modified and 'greened up' for shore leave purposes, only to have the Arachnids pay a visit and crash the MI's party with lots of those Firefries (which just happen to work very well in an oxygen atmosphere). Sometimes you just can't win...

For this project, I decided to create a large industrial structure in order to represent an operational terraforming facility, complete with expansive exhaust vents. These would theoretically be spewing capacious amounts of a



mixture of gases consisting of 78% nitrogen, 21% oxygen and 1% of things I don't need to mention here (but mostly it is argon, heh).

To create the structure, first I needed to have a core shape from which to base the look of a large industrial building for the gaming table top. Since I work with computers for a living, I had some Styrofoam packaging materials left over from a project that had protected an empty computer chassis. I thought it would be better to recycle this for gaming purposes than to give away for recycling purposes, for this particular usage. I wanted an imposing appearance (from the perspective of a 28mm figure), and chose to use both identical pieces of Styrofoam and fit the 'clamshell' halves flat side to flat side. This would give the building an imposing height.

This determined the basic shape of the structure. Next I had to figure out a way to give it the look of a heavy industrial facility that was obviously in the business of blowing lots of air. A visit to my local building supply store supplied me with what I needed. An assortment of two inch, three inch and four inch plastic PVC plumbing fittings seemed like the thing to buy, and I did. I even found a less expensive assortment of fittings than normal PVC for some of the pieces. They were described as made of styrene material. Yes, the same as styrene model kits. I found some three inch shower floor drains that I felt would make great exhaust vents. As far as cost, some fittings were as cheap as 69 cents (US), with the three-inch drains costing \$1.49 (US).



The larger fittings were a higher cost, but I didn't need a lot of them. By combining coupling pieces with pipe adapter fittings, various shapes were possible. I spent some time looking at the various combinations for these pieces, and decided on the shapes to use.

One bit of serendipity was discovering that the larger pipe couplings fit nicely inside of the holes in the Styrofoam shells. This allowed me to project the couplings out of the top of the structure from inside the hollow area of the shells. If looking down on the top of the building, it gave the appearance of the centre of the structure being filled with piping outputs. There were three of these gaps, so the personality of the structure began to form with the addition of a row of three of these cylinders. Next, I placed a shower drain into the ends of the couplings. Well, not precisely three. I actually used six. By using a pair of drains on each vertical coupling, and using electrical vinyl tape to bind the seams of each pair, they let me lock the next three pieces into the structure without permanently gluing them. I then used a three-inch to four-inch coupling adapter fitted over the protruding upper drain piece. This had the effect of having three exhaust vents, with the four-inch opening to the top.

Next, I wanted a series of somewhat matching rows of vents along the sides of the building. I had purchased six 45-degree three inch elbows (each costing about \$2.49 US), and placed three of them on each side, pointing outward.



I filled the openings with three inch shower drain pieces in order to fill in the holes. Also in a further bit of serendipity, I found that placing two-inch fittings laterally between each elbow neatly filled that space as well. For these, I used six two-inch 90-degree elbows fitted into vertical two-inch couplings to add to the thought that there was more of the facility underground than was seen above the ground.

Now that I had formed the basic appearance of the building, I wanted to see it painted in an industrial colour (those 'Mongoose' (hmm, could that be *Mongees?*) (*it's mongooses, although a group of mongooses is called a 'mob' (honestly) – ye editor*) are corrupting my Yankee spelling, to be sure, heh). There is a caution with painting Styrofoam, as I've mentioned in previous ramblings (uh, Signs & Portents *articles*). Most aerosols will have Styro 'for lunch', so unless you want your structure to look post-Chernobyl, I only recommend latex-based spray paints. Krylon makes a great brand called 'H<sub>2</sub>O' that works safely on Styro. For plastic, I usually use what Krylon calls 'Fusion' because it's formulated to work well on plastic materials. I wanted the colour of the Styro to match the pipe fittings, and I was able to cross match the paint. I could have gone with a grey colour, but decided upon 'industrial red' for a change. The H<sub>2</sub>O version is called #2600 Red Sea, with the Fusion brand being #2328 Red Pepper / Safety Red. I've discovered the Fusion brand paint will slightly etch Styro, which is the reason for the attention to detail and proper usage.

Due to the raised ribs on one side of the Styro packaging, I decided to cut one surface flush to the table, when one of the pieces was going to serve as the building foundation. If I had wanted a shorter structure, I could have used the flush side of one of the pieces as it was. With both of the flat sides forming a higher structure, I needed to have a flat appearance on the 'ground'. For a carving tool, I had a wire cutter, although I could have used a loose hacksaw blade if I had been without the carving tool (I've done useful work with just a loose blade, but it does make a bit of 'snow' which can make a mess). I did use a small amount of light paper clay as a filler and sanded the bottom imperfections to a flat edge.

With the basic structure formed, I needed to begin to 'embellish' it with details or as I like to call them, 'fiddly bits'. Any good building or structure for a gaming table has to have some neat 'fiddly bits' or it just isn't worth the effort, you know. To start that part of the project, I needed the smaller plumbing pieces arranged down the long sides of the building. I alternated the smaller two inch pieces with the three inch 45-degree elbows. For a more functional appearance, I fitted a two inch by three-quarter inch adapter on top of a one and a half inch PVC end cap. On that, I glued two more pieces. First, I glued a half inch adapter and at the top glued a half inch PVC ninety-degree fitting. This fitting looked as if it went inside the main building, and gave a functional look to the assembly. What it does, no one really knows. I could tell you, but then I'd of course have to kill you... (Snickers).



Once the major plumbing was placed, I now had to add smaller 'fiddly bits', of course. You have got to love those fiddly bits (something I have in common with Slartybartfast, I suppose).

For added detail, I decided to add two things to the top of the working structure. For one, I wanted a network of plumbing that made it look as if there was a lot 'going on' inside the facility. Second, I wanted a pathway of catwalks for workers (and snipers!) to be able to access the network of plumbing, for we all know this stuff needs regular maintenance (and sniping from!) What with the nasty stuff they pump about in looping circles to make this building do what it was made to do (oh that's right, I can't tell you that or I'd have to kill you- silly me). To make a network of piping that looks busy (doing whatever it does) there is a kit that came out last year that fills the need in a spectacular fashion (are you excited?). It is called (guess what?), a 'Chemical Plant' and is distributed in the U.S. by Pegasus Hobbies (IMEX) and in the U.K. by Urban Mammoth / I-Kore. I would ask that you request your FLGS to source it for you, but it is available on-line I suppose. The pieces of piping took some patience to cut off the sprue tree, but were worth the added look it gave to the structure.

Tehnolog (which is the manufacturer of the kits in Russia) also makes another kit that I like very much for adding detail to structures, or to make whole structures out of. This kit is called a 'Platformer construction set' and is what

I used to construct a series of catwalks made from connected panels. For this purpose I used them flat, and they matched very well to the top of the ribs on the Styro piece. I was able to form-fit both kits and assemble a purposeful piping system and maintenance walkway. In order to offer additional detail as well as believable purpose (well, it's believable if you stood 28mm high!) I built a series of descending ramps that connected the catwalks to the exterior ground level of the structure. The addition of these kits helped to flesh out the structure. While I could have built the miniature without the use of these kits, I feel that the money and patience spent was worth it. Even though both kits are cast in a gunmetal finish, I decided that since I was going to use these permanently with the structure, I wanted to glue and paint them. They can be lifted off of the Styro for storage and moving, but are now a dedicated part of the model. At both ends of the building, I wanted scale doors for access to the interior (but not for real; come on now, it's a model!) For these, I used some flat styrene panels that most hobby stores stock. I was able to make the doors look like they had hinges and handles. I had to be careful with the superglue, because too much of it dissolves the Styro (something to remember if I want damage in a future model's surface). In order to disguise the gap between the two Styro pieces, I made up some additional lengths of styrene panel and fitted them by friction. It was just decorative trim, but helped a bit.



One thing I like very much to do when possible is to add some kind of lighting to my structures to add to the suspension of disbelief (this is all fake stuff, you know). Scale lighting is a very pleasing effect, and gets quite a bit of interest from passersby at a convention, say. I've come up with a few ideas that I'll share here. The first is easy. Just go to a craft or hobby shop and look at the scale collectable villages. They always seem to have signage and lighting these days. By the way, I'm talking here about the hobby villages and not the store, silly. Buy some and modify/incorporate as needed. Another idea that popped into *my* head is what the 'younger generation' attaches to their ears, on *their* head. Find some of those 'clip-on' LED earrings and you've got yourself an instant light. They usually blink rapidly, and have a built-in switch and battery enclosed in the casing. They are a compact way to add a lighting effect to a building (such as creating a heliport, say). I had used a plumbing repair joint kit to make a vertical tower. There are two you'll notice at the building ends. The justification of the towers on the model is to warn off aerial vehicles of microbursts and air movement, or to just say 'Keep away from here- or else'. For warning blinkers, I attached four at the tops of the towers using small magnets that I glued to the cylinders. I just have to do a quick twist to the light, and it's on. Simple! I really liked coming up with this as a simple and quick lighting addition. For the red lamps at the extreme tower tops, I bought two fishing floats. Yep, lighted fishing bobbers are what you buy, for about \$3.00 US each. They also have a built-in twist switch and enclosed battery. I did slightly modify these by painting any parts

I didn't want to glow with a black base coat, then a final finish. The black base coat helps to block the light from leaking out- an effect that would be a bit cheesy if it wasn't supposed to be translucent (which I didn't want the whole thing to be). By the way, to get the light/signal towers to stand up solidly, I glued several small strong magnets to the tower and the outboard four inch adapters (uh, *exhaust vents*). For storage, the towers can be detached.

I did indeed visit the craft store and found a lighting system for a holiday village that I wanted to use with the building. They are the rectangular lights that are for area lighting of the grounds area of the facility. I used two pair that let me have a light on each corner of the structure. One I aimed down on the catwalk access ramps and that came off looking rather nifty, besides meeting those pesky 28mm safety requirements. Speaking of meeting safety requirements, you might notice the diagonal black and yellow safety stripes that are applied to the maintenance catwalks. For those, I was able to make my own decals with a colour laser printer. I've figured out that I can buy blank decal paper that normally won't work with these printers. What I do is to apply a light coat of matte spray varnish to the sheet and let it dry for a few minutes. So far I haven't had a jam (which is a *good* thing!). Then, another coat of matte sealant is applied after printing. It works for me for a quick decal. To get the decal



paper to last without wasting too much, here is another tip. Print the decal images you want out first on regular paper. Cut out sections of decal paper that are just a bit bigger than the images and tape the leading edge of the decal paper section over the previously printed image, covering it. When you run the paper through a second time, the graphic is trapped onto the smaller decal paper rectangle and you haven't wasted an entire page of decal paper. This is great for a small, quick decal. Otherwise, take the time to fill the whole sheet with graphics for a whole-sheet pass. I've got a few 'Easter Egg' in-jokes worked into my decals, but that humour is a bit deep to mention here. All I'll say is that it is a tip of the hat to another Sci-Fi genre (or two) at the same time.

For use in *Gangs of Mega City One*, a structure like this could be a power plant or other industrial target that a crime boss might use to make a buck.

When using this sort of structure for battles of *Starship Troopers*, you could consider the importance of its value to the Citizens Federation in securing newly won planets for full colonisation. From the perspective of the Arachnids, the humans are behind the technology curve with too much reliance on complicated solutions for planetary modification. The Bug solution for planetary adjustment is to simply throw a big rock at the problem...





*The completed model. The Jurgen Prochnow Block Das Boot Boys move in on the ground base of Sector 266 Weather Congress held by the Max von Sydow Block Merciless Mingers, little realising that cyborg fatty Sumo-Ninja is preparing to bring the notorious and deadly King Size Kamikaze manoeuvre into play...*





# Choose Your Realm

Roleplaying or Miniatures,  
find your game at Origins

Special events for Starship Troopers  
Babylon 5, Paranoia and more  
from Mongoose Publishing

Sneak Peeks of new Mongoose releases

Discover the  
Intensity of

June 29 - July 2, 2006  
Greater Columbus Convention Center  
Columbus, Ohio

**ORIGINS**  
International Game Expo 2006  
[www.originsgames.com](http://www.originsgames.com)

# Monty's Offer of the Month

## Block Wars Double Bill!

This month Monty has picked Gangs of Mega-City One as his Offer of the Month. With the fantastic Block Wars article this issue we just couldn't resist. What's more, we've decided to really boost your Big Meg rumbles by putting in a double offer. The first is Rowdy Citizens, to get those civilian gangs, so we've got 5 Street Gang boxes for \$50/£30. The second is The Law Men, for the Judges themselves, with 20 random Street Judges for just \$50/£30. Both of these are post free! Just print out the coupons you want and send them in!

51 MAR 06 TS S&P S&P S&P S&P S&P S&P S&P

MONGOOSE PUBLISHING SIGNS & PORTENTS #31 MAR '06

**OFFER OF THE MONTH**  
SIGNS & PORTENTS ISSUE #31 MAR '06

**Rowdy Citizens!**

5 Street Gang boxes for just \$50.00/£30.00  
post free!

Simply print out this form along with the mail order sheet at the back of the magazine and post it with your payment details to the mail order address. Please note: this offer is not available via the internet. Valid until 31.3.06

MONGOOSE PUBLISHING  
WWW.MONGOOSEPUBLISHING.COM

cut here

51 MAR 06 TS S&P S&P S&P S&P S&P S&P S&P

MONGOOSE PUBLISHING SIGNS & PORTENTS #31 MAR '06

**OFFER OF THE MONTH**  
SIGNS & PORTENTS ISSUE #31 MAR '06

**The Law Men!**

20 random Street Judges for just \$50.00/£30.00  
post free!

Simply print out this form along with the mail order sheet at the back of the magazine and post it with your payment details to the mail order address. Please note: this offer is not available via the internet. Valid until 31.3.06

MONGOOSE PUBLISHING  
WWW.MONGOOSEPUBLISHING.COM

# Mighty Missions

## Combat Missions in Mighty Armies

Vincent Paul Cooper

The standard *Mighty Armies* game is fought as a pitched battle conflict. Victory goes to the player that is able to first destroy more than half of his opponent's total number of units. This article presents a list of several missions, each demanding different objectives be met to guarantee victory, replacing the standard method of determining the winner.

Before deployment (but after terrain has been set up), each player should roll d6 and consult the Mission Selection table (below) to determine which mission he must accomplish in the coming battle. Participants may potentially roll the same result. This is fine and both gamers can strive to achieve the same target.

There is one question that can be dealt with on a case-by-case basis: should the players keep their mission a secret? Declaring the mission you have ended up with keeps everything clear and simple but in doing so players lose the element of surprise and different tactical options are removed. The other alternative is to make a hidden roll and record the result. Of course, players should resist 'misreading' the result and simply selecting the mission they most desire. If this latter alternative is taken (and I recommend it) then feinting and all its nuances becomes a much more useful tactic to employ.

Whether the mission is declared or not, players should next deploy their forces with regard to the objective. Fight the battle as normal with the exceptions of a turn limit and victory conditions.



**Turn Limit:** While using these different missions I recommend a 6 turn game limit. Determine victory in the manner detailed above at the end of the sixth turn.

**Victory Conditions:** The victor is decided by tallying Victory Points accumulated during the battle. Most points are gained by destroying enemy units, but all missions also have specific tasks that must also be accomplished to gain additional Victory Points.

Whenever an enemy unit is destroyed (by any method) make a note of its Army Points value. This value is turned into Victory Points at the end of the battle. Thus, if a player destroyed 10 Army Points worth of enemy units, he would gain 10 Victory Points.

The player with the greater final total of Victory Points is the winner.

### Mission Selection

D6 roll	Mission Type
1	Breakthrough
2	Capture
3	Engage
4	Exterminate
5	Hold
6	Massacre



## Missions

Players should take note of the rules for rounding calculations up or down. No consistent method is used. This is to bring balance to more challenging missions (where figures are rounded up).

## Breakthrough

In this mission you attempt to break through the enemy lines.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +5 Victory Points if 1-25% of your units are within 6" of your opponent's table edge at the end of the game.
- +10 Victory Points if 26%-50% of your units are within 6" of your opponent's table edge at the end of the game.



- +15 Victory Points if 51%-75% of your units are within 6" of your opponent's table edge at the end of the game.
- +20 Victory Points if 76%-100% of your units are within 6" of your opponent's table edge at the end of the game.

In all the above cases round up when calculating the number of units.

Units that are engaged in Close Combat within 6" of the board count when calculating Victory Points.

## Capture

Your commander has ordered you to capture as much territory as possible using the forces at your disposal.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- For each quarter section of the battlefield (that is, every 12"x12" square on a regular 2'x2' gaming board) that you have one or more units with a combined Army Points value equal to or exceeding the combined total of Army Points of all enemy units in the same area you gain +5 Victory Points.

In cases where a unit's base is in two or more quadrants, count the unit as being present in the section in which the majority of the base can be found in.



## Engage

You have been commanded to engage the enemy and pin him down as part of a grand strategy, perhaps to gain time to affect a flank attack, bring up reinforcements or withdraw troops from elsewhere. Losses are acceptable.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- 50% of enemy's Army Point value (rounded down) for each enemy unit engaged in Close Combat at the end of the game

Your opponent only gains 50% of the value of Army Points of any of your units that he destroys as Victory Points (rounded up). Pinning the enemy down is considered more important than preserving life in this mission.



## Exterminate

Your mission is to direct your army to killing the enemy general.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +10 Victory Points for killing the enemy general.
- +10 Victory Points for killing the enemy general AND destroying 66% or more enemy units (rounded down). This bonus is inapplicable if the general is not killed at some point in the battle. You may inflict 66% of casualties *then* kill the general to still gain this bonus.

## Hold

Your orders are to take control of a key location on the battlefield and hold it.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +5 Victory Points if 1-50% of your units are within 6" of the centre of the board at the end of the game.
- +10 Victory Points if 51%-75% of your units are within 6" of the centre of the board at the end of the game.
- +15 Victory Points if 76%-95% of your units are within 6" of the centre of the board at the end of the game.
- +20 Victory Points if 96%-100% of your units are within 6" of the centre of the board at the end of the game.

In all the above cases round down when calculating the number of units.

Units engaged in Close Combat at the end of the game do not count towards these calculations.

A unit must have the majority of its base within 6" of the centre of the board to count.

The target location is always considered to be in the centre of the battlefield. It is not necessary to model a feature.

## Massacre

You are charged with utterly destroying all enemy units and reducing your opponent's remaining force to an ineffective shadow of its former self.

### Victory Points

You gain Victory Points equal to the Army Points value of all enemy units destroyed.

In addition, you gain the following Victory Point bonuses:

- +5 Victory Points if your losses are between 75%-99% of your starting Army Points value.
- +10 Victory Points if your losses are between 50%-74% of your starting Army Points value.
- +15 Victory Points if your losses are between 25%-49% of your starting Army Points value.
- +20 Victory Points if your losses are between 0-24% of your starting Army Points value.

In all the above cases round down when calculating the number of Army Points.





**WARGAMING ONLINE**

**WHAT'S IT ALL ABOUT?**

**GO TO [WWW.WARGAMINGONLINE.COM](http://WWW.WARGAMINGONLINE.COM)  
AND SEE WHAT'S IN STORE...**

# Clash of the Titans

## A Battle Report for A Call to Arms

Andreas Cross  
Greg Smith

It is the day before the Wheel of Fire tournament at Mongoose Towers. Andreas, having flown in from Germany to compete, is staying with me. What should we, the previous tournament winner (Andreas) and runner-up (Greg), do?

Play A Call to Arms, of course!

GREG: The Earth Alliance is an iconic Babylon 5 fleet and I had newly painted ships that I had not used before. I also wanted to try out some of the new rules from Sky Full of Stars – fleet carriers, breaching pods and missile variants. We were playing a five point battle level game and I decided a carrier should be the mainstay of my fleet – so I chose two Avengers. As I was going for a fighter-heavy fleet, I would need a lot of flights. I was tempted by the Poseidon but I do not think it can deploy fights quickly enough and the Avengers are a little tougher when they get into battle. I changed the fighter complement on one carrier to Thunderbolts.

With my flagships chosen, I wanted something tough to back them up. I have always loved the Nova, even with its periodic reduction in strength, so chose two of those and put them together in a squadron. I decided to swap two fighters on each for breaching pods in the hope that I might be able to disable some smaller enemy ships with them.

My second squadron was a trio of Olympuses - tough little ships with a variety of firepower. I suspected I was going to be facing Centauri, so I chose multi-warhead missiles to bypass their interceptors.

Finally I chose a pair of Sagitariuses. Missiles are an EarthForce forte and I wanted to be able to engage the enemy on the first turn. I chose long-range missiles for their forward launchers and heavy missiles for the sides and rear - for close encounters!



### Earth Alliance Fleet

Avenger-class carrier – *EAS Ark Royal*  
 Avenger-class carrier – *EAS Invincible*  
 Nova-class dreadnought – *EAS Indefatigable*  
 Nova-class dreadnought – *EAS Intrepid*  
 Olympus-class corvette – *EAS Galahad*  
 Olympus-class corvette – *EAS Lancelot*  
 Olympus-class corvette – *EAS Tristan*  
 Sagittarius-class cruiser – *EAS William Tell*  
 Sagittarius-class cruiser – *EAS Robin Hood*

ANDREAS: Staying at Greg's I figured we'd have a lot of time to kill before the actual tournament; so why not play a game and report it? We had decided on the 5 point battle and I had eyed the Centauri almost right away when we started talking about it. With a 5 point battle I figured, I have to have an Octurion as my anchor for the fleet. With the anchor very secure I needed something that could swoop in and secure my flanks or finish the kill. Either role needed to be filled with the next set of ships. It's my experience (especially being mostly a Minbari player) that Lasers or Beam weapons fits the description like a glove.

The Dargan was the obvious choice there for me. Got a couple of different secondary weapons such as the Matter Cannon and Twin Particle Array which, as it turns out, would prove quite effective of stripping away interceptor fire. As I only have two Dargans currently in my collection I decided to have those two as the lead ships in the formations they would form.

I needed more Beams, so I took the Magnus variant of the Altarian-class Destroyer. It's a nice little addition to the Dargan and it added flavour to the fleet as well with different hulls. I looked at the various Skirmish ships but I just didn't feel comfortable taking ships that doesn't have a weapon in each arc (again, damage from playing Minbari too long).

With those taken I realised that my major disadvantage would be any type of fighter engagement. If my Sentris went, so did my ability to win. Don't get me wrong, tons of Twin Particle Arrays but no Anti-Fighter traits to be seen on my ships. On to deployment.

### Centauri Fleet

Octurion-class Battleship – *Bloodtooth*  
 Dargan-class Strike Cruiser – *Vampire*  
 Dargan-class Strike Cruiser – *Nosferatu*  
 Magnus-class Destroyer – *Morna*  
 Magnus-class Destroyer – *Rishi*  
 Magnus-class Destroyer – *Infallible*  
 Magnus-class Destroyer – *Fortune*

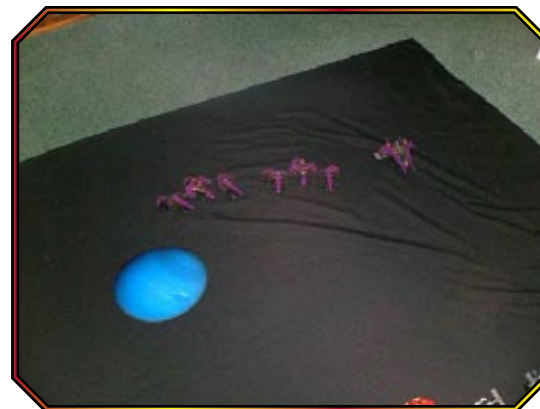
### Deployment

GREG: We roll for the scenario and get the ubiquitous A Call to Arms. I win the initiative for deployment and so Andreas deploys first. My heart

misses a beat when I see the Octurion. With his Octurion in one corner and two squadrons beside it, it is a fairly straightforward formation. I place my Avengers at the back, initially hidden by the dust cloud to give them time to deploy their fighters. My Novas face off against his battleship - they are my best chance at seriously damaging the big brute. The Olympuses I pit against the two squadrons and the Sagittariuses are positioned to take their first shots at the Octurion. My Fleet Action-scale miniatures look tiny compared to Andreas' full-scale models, but I am confident that I can give him a run for his money.

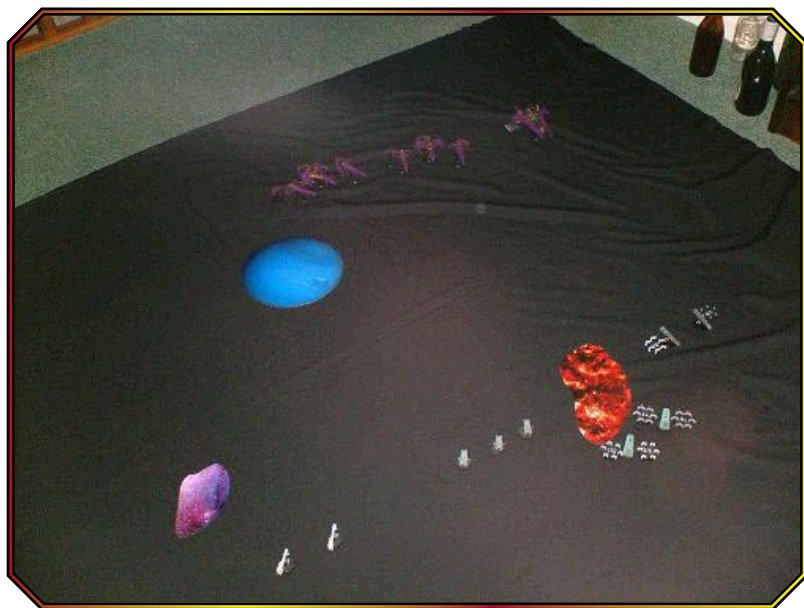


*Earth Alliance initial deployment*



*Centauri Republic initial deployment*

ANDREAS: Just my luck, as much initiative as I have I still loose, what I think, is the most important initiative roll of the game. It happens however and you just adapt. I decided to place my Octurion first, that way Greg is forced to deal with it early on. I quickly recognised that the Avengers needed to go first, no bones about it. If they stay alive long enough for my fighters to engage his, I probably won't come out very well in the confrontation. My squadrons had to be the knife after the tenderiser was done with the meat therefore all my ships were in the same area of the deployment zone.



*Initial deployment*

## Turn One

GREG: The Centauri fleet wins the initiative so EarthForce has to make the first move. I begin with my most predictable action - the *Ark Royal* scrambles her Starfuries. The Ocutrian does the same, launching two flights of Sentries while the battleship heads directly towards my Avengers. Flight after flight of Thunderbolts are launched from my second carrier and my fighter complement begins to look quite impressive.



*Turn One: Movement*

As the first Centauri squadron advances, I decide to seize my chance and declare Concentrate All Firepower! with my Olympus squadron. That Dargan is going to be mine! The second Centauri squadron reciprocates, targeting the *Galabad*.



*Turn One: After Firing*

The Sagittariuses on my port flank manoeuvre to aim their long-range missiles at the Centauri's flagship. My big guns are last to move - they manoeuvre to shield the two Avengers from the Ocuturion's powerful battle lasers. I do not want to lose my carriers before they have cleared their decks. Two Starfury wings reach a leading Magnus, while the rest take refuge in the dust cloud.

The first Centauri squadron opens fire with its battle lasers but only slightly damages the *Galabad*. The trio of Olympuses fire on their chosen target - six missile racks speak as one and the enemy strike cruiser is quickly reduced to a burning wreck. The *Galabad's* weak armour cannot stand against a barrage of lasers and matter cannons and it disintegrates in a ball of fire. The explosion catches its sister ship, the *Lancelot*, and cripples it. The crew of the remaining corvette, the *Tristan*, have no chance at all when the Ocuturion's powerful battle lasers cut the vessel in two.

The *Robin Hood* and *William Tell* launch their missiles at the distant Ocuturion, hoping for a lucky hit, but the battleship's interceptors swat the missiles aside and only a few strike home. One wing of Starfuries remains to make an attack run but the fighters' pulse cannons are ineffective against the Magnus' hull.

Not a bad first turn - I traded two Olympuses for a Dargan. My fighters had yet to close en masse and my mighty Novas were not in range. I was optimistic.

ANDREAS: Not a bad first turn at all. I feel a bit cheated on my Ocuturion however, it should have destroyed more than the single Skirmish ship, but I choose poorly with that. I should have gone after one of the Novas, as simple as that.

## Turn Two

GREG: The Earth Alliance wins the initiative. The Ocuturion diverts all power to its engines and powers towards the EarthForce carriers. The damaged *Lancelot* moves slowly towards the enemy as one Centauri squadron turns towards the Sagittariuses. The two Magnuses from the rearmost squadron advance towards the Novas, which have found themselves in the midst of the enemy fleet and so take the opportunity to launch their breaching pods.

The fighters chase the second Centauri squadron, hoping to destroy it before it can get to the missile cruisers. The Senti pilots recognise the threat that the breaching pods pose to their capital ships and swoop in to target them.

The Novas are in a perfect firing position with targets ahead and on both sides. Their mighty pulse cannons blast at both Centauri squadrons but their solid armour withstands the barrages. The Ocuturion is not so lucky as pulse after pulse of energy finds the battleship's engine room, rupturing fuel lines and damaging vital engineering systems beyond repair.



*Turn Two: Movement*

The Centauri squadron hunting the EarthForce missile cruisers opens fire on its prey. The *William Tell* is savaged by laser and matter canon fire. The ship weathers the storm but the crew are not so fortunate and the cruiser is left adrift. With their primary target disabled, the Centauri turn their secondary weapons on the fighters that beset them but the Starfuries prove elusive and the gunners only succeed in destroying a single flight and sending a second limping home to its mother ship.

The *Robin Hood* returns fire with heavy missiles from its starboard batteries but fails to live up to its name as they miss wildly. Centauri lasers quickly dispatch the crippled Galahad. The Novas take a pounding from the Ocuturion and the two Magnuses from the first squadron, with the *Intrepid* suffering damaged fuel lines.

The Ocuturion has the Avengers in its sights and with the EarthForce dreadnoughts no longer between them, the battleship is free to fire its battle lasers at the *Invincible*. The Centauri beams carve her from bow to stern -- destroying her hanger bays, shuttle bays, and jump engines. But worse, they strike her bridge, killing the command crew and destroying the fighter C&C.

In a fury at the damage to their mother ship, seven fighter flights swoop down on the Centauri ships with cries of vengeance on their lips, but their pulse cannons and missiles cannot penetrate the enemy's hulls. The Senti pilots destroy the breaching pods with ease and two flights of Starfuries do not survive against superior numbers of superior foes.

At the end of the second turn, I am less optimistic. I have failed to kill any more Centauri ships, while I have lost two more. My fighters were ineffective, which was disappointing.

ANDREAS: Despite what Greg may lead you to believe, he's still every much in the fight. Those Novas can soak way too much damage and since only my beams get through there's no true harm being done. Beams are tough, but it's the Matter Cannons and Twin Arrays that offers the most amount of dice rolled therefore also the most amount of critical hits caused.



*Turn Two: After firing*

## Turn Three

GREG: The Centauri have the upper hand in the battle and the initiative is theirs. With no crew to stop it, the *William Tell* falls into the pull of the gas giant's gravity begins the inexorable fall towards the planet. The *Invincible* closes its blast doors and activates its defence grid, hoping to avoid the terrible damage suffered by its sister ship. The *Robin Hood* tries in vain to evade its pursuers. The Novas break formation, with the *Indefatigable* circling the Ocuturion and launching its second breaching pod. In the centre of the battlefield, the Magnuses and the Avengers prepare for a brutal melee. The Sentris take advantage of their initiative and engage multiple opponents in dogfights, pinning most of the Earth Alliance fighters before they can attack the Centauri ships.

The Ocuturion is first to fire. Its lasers blast into the rear of the *Ark Royal* and disable its engines. But the massive vessel is not so lucky against the Novas, whose interceptors deflect the incoming fire from the battleship's particle arrays. The *Indefatigable* switches its guns over to laser mode and blasts away at the enemy flagship. Twelve attack dice of beams is an impressive thing but the Ocuturion withstands it!



*Turn Three: Movement I*

The Magnuses from the first squadron succeed in crippling the *Ark Royal* and further damaging the *Invincible* but both carriers survive for another turn. The Sagittarius targets the Ocuturion with its long-range missiles but cannot fire at the pursuing Centauri ships while its starboard racks are reloading. They fire and destroy the cruiser's bridge. The second Nova fires ineffectually at the Ocuturion and a Magnus.



*Turn Three: Movement II*

The Starfuries and Thunderbolts engage in a huge dogfight with the Sentris. The EarthForce fighters have a numerical advantage but with the loss of their fighter controllers aboard their carriers and facing superior dogfighters, the Centauri have the advantage. Three Senti flights are destroyed but the humans lose twice as many.

At the end of turn three, I can see the battle is lost. I can only hope to regain a little face by destroying the Ocuturion.

ANDREAS: This time I'm inclined to feel Greg's pain. He's lost too many teeth to bite his way back into the fight. It's just a matter of time now before the Ocuturion gets more bloody teeth to her collection. The fighters are no threat whatsoever.



*Turn Three: After Firing*



## Turn Four

GREG: The Centauri have the initiative again. The *William Tell* plunges into the gaseous clouds that make up the planet and is lost. The *Invincible* uses the planet's gravitation to speed away from the battle. Both the damaged Nova and the *Ark Royal* cannot escape from the powerful guns of the Ocuturion. Blessedly the two Magnuses fail to come about and have to turn away from my battered fleet but the second squadron continues to hound the Sagittarius. Again the Sentries pin the EarthForce fighters in place.

The Ocuturion's powerful guns fire first, once again. The *Ark Royal* is vaporised. Both Novas suffer a pounding, with the *Indefatigable* suffering a few minors critical. The two dreadnoughts return fire with blistering broadsides of laser fire but the Centauri battleship withstands it. The *Robin Hood* proves that Sagittarius hulls are more robust than the crew they carry, as Centauri lasers leave it running adrift, crewless.

The Sentries are outnumbered two-to-one by the Starfuries, but again the Centauri fighters show their clear superiority and shoot down four flights of ships as well as picking off the last of my breaching pods.



*Turn Four Movement II*

The fourth turn confirmed my worst fears - the game was lost. I could attempt to withdraw and save a few victory points... but my Novas were not yet crippled, I still might do sufficient damage to the Ocuturion.

ANDREAS: He's just trying to postpone the inevitable and he's doing a good job, getting slightly annoyed at the Hull and survivability of those Novas.



*Turn Four Movement I*



*Turn Four After Firing I & II*



*Turn Five Movement*

## Turn Five

GREG: The Centauri won initiative. My Novas continue to circle the Octurion. The Magnuses successfully come about to target the surviving Avenger.

The Octurion swiftly dispatches both of the Novas and the Magnuses destroy the Avenger. Game over.

## Victory Points

Andreas: 61

Greg: 5

GREG: That was a complete disaster. My fighters failed completely – on turn two they massed against a Magnus and failed to do *any* damage, after that they were completely out manoeuvred and out fought by the Sentris. Only a handful were ever recovered to fight again.

I carelessly had my Olympuses too close together and one took serious damage from an explosion. Considering their weak hulls I did not expect them to last, but they were the only ships to destroy one of Andreas' ships.

My Sagittariuses performed poorly – their missiles failed to inflict much damage at all and in a game that was over in five turns, they only got to fire twice.

What can I say about the Novas? Two Raid-level ships went toe-to-toe with a War-level monster for the whole game. Their new beam weapons are great at avoiding those troublesome interceptors. I should have had more of these.

Andreas' tactic of concentrating on the Avengers as much as possible was effective. By the time he engaged my fighters, both fleet carriers were crippled and couldn't provide me with the dogfight bonus. Winning initiative after that meant he could pin and destroy my fighters.

So I put my loss down to poor fleet selection. Two thirds of it was ineffective and I needed bigger guns to get through those tough Centauri hulls.

ANDREAS: What a game. It proved to me once and for all that fighters have been too gimped in Sky Full of Stars, but it was still interesting to see. I am very happy with how the Octurion acted together with a couple of faster squadrons. Maybe I should have taken that to the field the following day.

One thing is for sure however, I need more Dargans. They have a lot of firepower for a Raid level ship and carries two rather impressive fighters as well.

Back to the battle at hand though, I recognised the fact that the Avengers was Greg's strength in this battle and they had to go. Post haste. Those Sagittarius ships had the potential for being very very annoying and dangerous, somewhere along the line they didn't fill that spot at all, maybe it was misfortune or maybe it was something else. Novas unleashing that much beam. Painful, very painful. I wouldn't recommend getting too close to them anymore, a lot of pain is involved there.

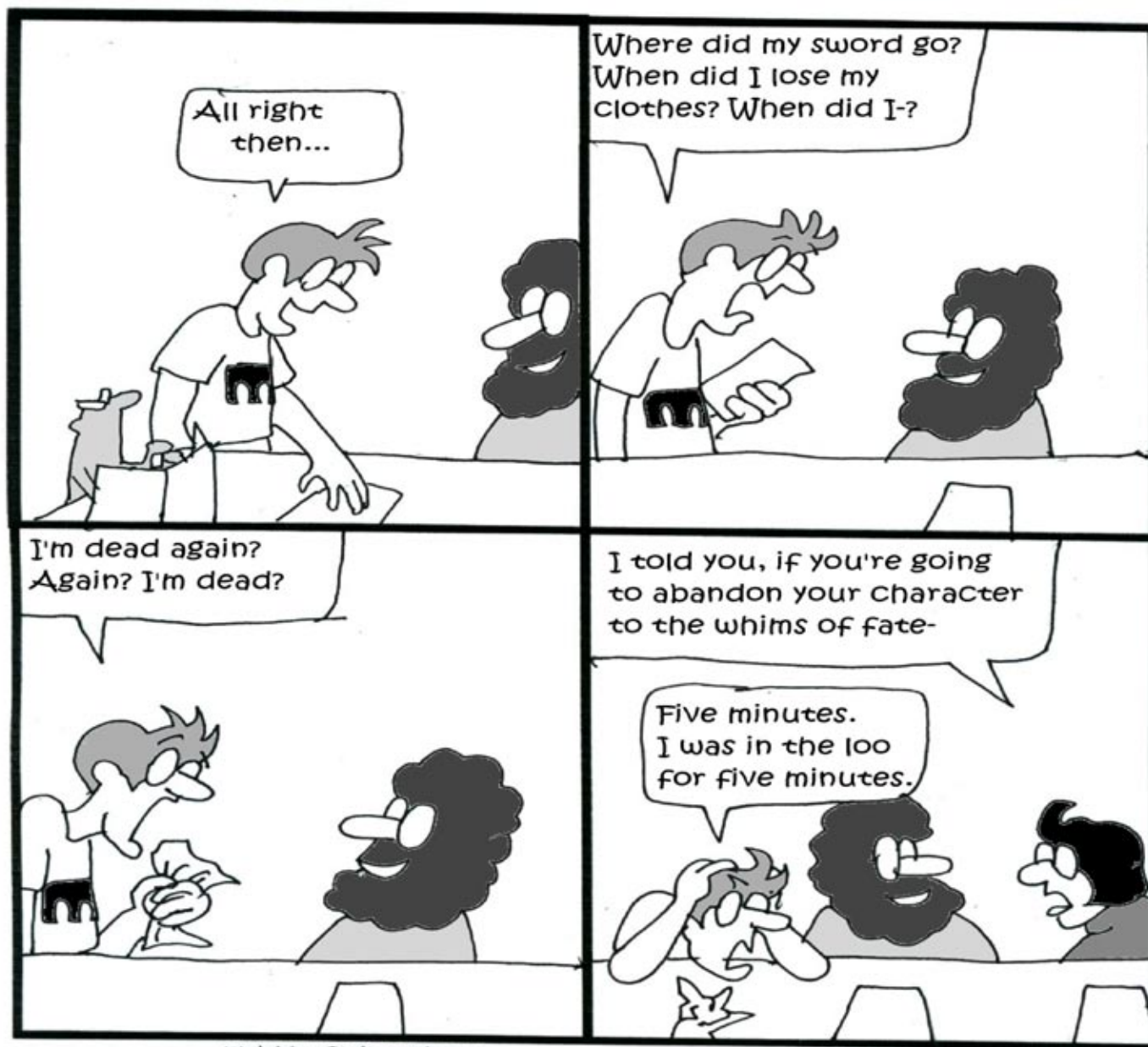
I agree with Greg's statement that it wasn't tactics that brought down his fleet; it was the lack of a heavy punch to counter my Octurion. His Novas came close, but they just couldn't score enough damage or critical hits to make up for a counter part to the Octurion.

Over all I had a good time and I enjoyed the game, even though I had been up for close to 20 hours when we finished the battle, it was well worth. Looking forward to the next time I get to go.



## Design and Conquer

by Adrian Czajkowski



# Mongoose Publishing Miniatures & Wargaming Product List

## Babylon 5 Miniatures

MGP 331001 Minbari Warrior Caste Box Set \$29.95

## Lone Wolf Miniatures

MGP 112001 Kai Lords Blister Pack \$9.95  
 MGP 112002 Giaks Blister Pack \$9.95  
 MGP 112003 Character Pack I \$9.95  
 (Magician of Dessi, Dwaven Gunner of Bor, Sommerlund Knight of the Realm)  
 MGP 112004 Character Pack II \$9.95  
 (Brother of the Crystal Star, Amazon of Telchos, Shadakai Buccaneer)  
 MGP 112005 Gourgaz \$9.95  
 MGP 112006 Drakkarim \$9.95  
 MGP 112007 Doom Wolves and Giaks \$9.95  
 MGP 112008 Helghast and Crypt Spawn \$9.95

## Paranoia Miniatures

MGP 66301 Troubleshooters Box Set \$14.95  
 MGP 66302 Bots Box Set \$14.95  
 MGP 66303 Internal Security Box Set \$14.95

## A Call to Arms

MGP 3343 A Call to Arms – Revised Edition \$49.95  
 MGP 334301 Counters Set \$9.95  
 MGP 334302 A Call to Arms Supplement I \$7.95  
 MGP 334303 A Call to Arms Supplement II \$7.95  
 MGP 334304 A Call to Arms Supplement III \$7.95  
 MGP 334306 Sky Full of Stars \$34.95  
 MGP 3384 Sky Full of Stars Counter Set \$19.95  
 MGP 334307 The Earth/Minbari War \$19.95  
 MGP 3382 A Call to Arms Starter Set \$9.95  
 MGP 3360 Earth Alliance Fleet Box Set \$99.95  
 MGP 336001 Hyperion Heavy Cruiser \$8.95  
 MGP 336002 Omega Destroyer \$12.95

MGP 336003 Starfury Fighter Wing \$2.95  
 MGP 336004 Thunderbolt Fighter Wing \$2.95  
 MGP 336005 Nova Dreadnought \$12.95  
 MGP 336006 Avenger Heavy Carrier \$9.95  
 MGP 336007 Artemis Heavy Frigate \$7.95  
 MGP 336008 Oracle Scout Cruiser \$7.95  
 MGP 336009 Orestes System Monitor \$9.95  
 MGP 336010 Poseidon Super Carrier \$24.95  
 MGP 336011 Tethys Cutter \$5.95  
 MGP 336012 Warlock Advanced Cruiser \$14.95  
 MGP 336013 Olympus Corvette \$12.95  
 MGP 336014 Babylon 5 Diplomatic Station \$19.95  
 MGP 336015 Hermes Transport \$8.95  
 MGP 336016 Explorer Survey Ship \$12.95  
 MGP 336017 Sagittarius Missile Cruiser \$8.95



MGP 336018	Shadow Omega	\$14.95	MGP 336302	Sho'Kos Light Scout Cruiser	\$7.95
MGP 336019	Apollo Cruiser	\$14.95	MGP 336303	Ka'Toc Battle Destroyer	\$6.95
MGP 336020	Chronos Frigate Box Set	\$14.95	MGP 336304	Frazi Fighter Flight	\$2.95
MGP 336021	Orion Starbase	\$19.95	MGP 336305	T'Loth Assault Cruiser	\$12.95
MGP 336022	Space Liner	\$14.95	MGP 336306	Bin'Tak Dreadnought	\$19.95
MGP 336023	Poseidon Super Carrier Box Set	\$34.95	MGP 336307	Gorith Fighter Flight	\$2.95
MGP 336025	Chronos Frigate	\$5.95	MGP 336308	G'Karith Patrol Cruiser	\$8.95
MGP 336026	Delphi Scout	\$8.95	MGP 336309	Rongoth Destroyer	\$8.95
MGP 3373	Earth Alliance Reinforcements Box Set	\$49.95	MGP 336310	Sho'Kar Light Scout Cruiser	\$7.95
MGP 3361	Minbari Federation Fleet Box Set	\$99.95	MGP 336311	Thentus Frigate	\$7.95
MGP 336101	Sharlin Warcruiser	\$12.95	MGP 336312	Var'Nic Destroyer	\$8.95
MGP 336102	Nial Fighter Flight	\$2.95	MGP 336313	Dag'Kar Missile Frigate	\$7.95
MGP 336103	Minbari Fliers	\$2.95	MGP 3374	Narn Regime Reinforcements Box Set	\$49.95
MGP 336104	Neshetan Gunship	\$12.95	MGP 3364	ISA Fleet Box Set	\$99.95
MGP 336105	Tigara Attack Cruiser	\$8.95	MGP 336401	Victory Class Destroyer	\$29.95
MGP 336106	Leshath Heavy Scout	\$8.95	MGP 336402	White Star	\$7.95
MGP 336107	Morshin Carrier	\$7.95	MGP 3365	League of Non Aligned Worlds Fleet Box Set	\$99.95
MGP 336108	Tinashi War Frigate	\$8.95	MGP 3369	Vree Conglomerate Fleet Box Set	\$99.95
MGP 336109	Troligan	\$12.95	MGP 336501	Vree Fighters	\$2.95
MGP 336110	Torotha Assault Frigate	\$8.95	MGP 336502	Vree Vaarl Scout Saucer	\$7.95
MGP 336111	Tishat Light Fighter	\$2.95	MGP 336503	Vree Xill Battle Saucer	\$9.95
MGP 3376	Minbari Federation Reinforcements Box Set	\$49.95	MGP 336504	Vree Xor War Saucer	\$7.95
MGP 3362	Centauri Republic Fleet Box Set	\$99.95	MGP 336505	Vree Xarr Patrol Boat	\$5.95
MGP 336201	Centurion Attack Cruiser	\$12.95	MGP 3370	Drazi Freehold Fleet Box Set	\$99.95
MGP 336202	Vorchan Warship	\$8.95	MGP 336506	Drazi Sunhawk	\$8.95
MGP 336203	Sentri Fighter Flight	\$2.95	MGP 336507	Drazi Stormfalcon	\$12.95
MGP 336204	Primus Battle Cruiser	\$12.95	MGP 336508	Drazi Star Snake Fighter Flight	\$2.95
MGP 336205	Altarian Destroyer	\$8.95	MGP 336509	Drazi Strikehawk	\$8.95
MGP 336206	Maximus Frigate	\$5.95	MGP 336510	Drazi Warbird Cruiser	\$8.95
MGP 336207	Balvarin Carrier	\$12.95	MGP 3372	Brakiri Syndicracy Fleet Box Set	\$99.95
MGP 336208	Corvan Scout	\$7.95	MGP 336515	Brakiri Avioki Heavy Cruiser	\$12.95
MGP 336209	Dagan Strike Cruiser	\$8.95	MGP 336516	Brakiri Bridados Battle Cruiser	\$12.95
MGP 336210	Darkner Fast Attack Frigate	\$7.95	MGP 336517	Brakiri Halik Fighter Killer	\$7.95
MGP 336211	Havan Patrol Boat	\$6.95	MGP 336518	Brakiri Ikorta Assault Cruiser	\$7.95
MGP 336212	Kutai Gunship	\$5.95	MGP 336519	Brakiri Tashkat Cruiser	\$12.95
MGP 336213	Mograth Frigate	\$7.95	MGP 336520	Brakiri Falkosi Interceptor Flight	\$2.95
MGP 336214	Octurian Battleship	\$19.95	MGP 3371	Abbai Matriarchy Fleet Box Set	\$99.95
MGP 336215	Razik Light Fighter	\$2.95	MGP 336525	Abbai Bimith Defender	\$12.95
MGP 336216	Rutarian Heavy Fighter	\$2.95	MGP 336526	Abbai Miliana Carrier	\$7.95
MGP 336217	Sulust Escort Destroyer	\$7.95	MGP 336527	Abbai Tiraca Frigate	\$7.95
MGP 3378	Centauri Republic Reinforcements Box Set	\$49.95	MGP 3366	Vorlon Fleet Box Set	\$99.95
MGP 3363	Narn Regime Fleet Box Set	\$99.95	MGP 336601	Vorlon Destroyer	\$8.95
MGP 336301	G'Quan Heavy Cruiser	\$12.95	MGP 336602	Vorlon Heavy Cruiser	\$14.95

MGP 336603	Vorlon Light Cruiser	\$12.95
MGP 336604	Vorlon Transport	\$8.95
MGP 336605	Vorlon Fighter Flight	\$2.95
MGP 3367	Shadow Fleet Box Set	\$99.95
MGP 336701	Shadow Ship	\$12.95
MGP 336702	Shadow Fighter Flight	\$2.95
MGP 336703	Shadow Scout	\$5.95
MGP 336704	Shadow Hunter	\$9.95
MGP 3368	Civilians Ships Box Set	\$24.95
MGP 336801	Civilian Freighter	\$5.95
MGP 336802	Civilian Tanker	\$5.95
MGP 336901	Raider Battlewagon	\$8.95
MGP 336902	Raider Strike Carrier	\$7.95
MGP 336903	Raider Delta-V Fighter Flight	\$2.95
MGP 336904	Raider Double-V Fighter Box Set	\$9.95
MGP 336905	Raider Double-V Fighter Flight	\$2.95
MGP 3383	Dilgar Imperium Fleet Book	\$9.95
MGP 3377	Dilgar Imperium Fleet Box Set	\$99.95
MGP 336920	Dilgar Mishakur Dreadnought	\$14.95
MGP 336921	Dilgar Jashkar Scout Ship	\$8.95
MGP 336922	Dilgar Thorun Dartfighter Flight	\$2.95
MGP 336923	Dilgar Tikrit Heavy Cruiser	\$12.95
MGP 336924	Dilgar Ochlavita Destroyer	\$12.95
MGP 332925	Dilgar Wahant Heavy Assault Ship	\$12.95
MGP 336926	Dilgar Rohric Assault Ship	\$12.95
MGP 336927	Dilgar Targrath Strike Cruiser	\$12.95



## Gangs of Mega-City One

MGP 7050	Gangs of Mega-City One Box Set	\$34.95
MGP 7051	Street Gang Box Set	\$12.95
MGP 7052	Top Dog Blister Pack	\$5.95
MGP 7053	Punks & Juvies Blister Pack	\$9.95
MGP 7054	Street Judges Blister Pack	\$9.95
MGP 7055	Specialists I Blister Pack (Batter, Blitzer and Futsie)	\$9.95
MGP 7056	Judge Specialists I Blister Pack (Med Judge, Tek Judge and Psi Judge)	\$9.95
MGP 7057	Fatty Blister Pack	\$14.95
MGP 7058	Judge Specialists II Blister Pack (SJS and Riot Squad Judges)	\$9.95
MGP 7059	Specialists II Blister Pack (Assassin, Skysurfer and Superhero)	\$9.95
MGP 7060	Ape Gang Box Set	\$19.95
MGP 7062	Death on the Streets	\$7.95
MGP 7064	Lawmaster and Cadet Judge Blister Pack	\$12.95
MGP 7065	Specialists III Blister Pack (Rogue Psyker, Robodog and Robodoc)	\$9.95
MGP 7066	Specialists IV Blister Pack (Citi Def Officer, Citi Def Soldier and Med Tech)	\$9.95
MGP 7067	Specialists V Blister Pack (Ape Mobster, Bodyguard and Mutant)	\$9.95
MGP 7068	Undercity Gang Box Set	\$19.95
MGP 7069	Specialists VI Blister Pack (Cleaner, Gutter Lawyer and Vid Vulture)	\$9.95
MGP 7070	Specialists VII Blister Pack (Jimp, Pyrokinetic and Sov Spy)	\$9.95
MGP 7071	Klegg Mercenary Blister Pack	\$9.95
MGP 7072	Judge Dredd Blister Pack	\$9.95
	Robot Gang Blister Pack I	\$9.95
	Robot Gang Blister Pack II	\$9.95



**Mighty Armies**

MGP 9901	Orcs Box Set	\$24.95
MGP 990101	Orc Trebuchet	\$9.95
MGP 990102	Orc Hydra Tamer	\$9.95
MGP 9902	Barbarians Box Set	\$24.95
MGP 990201	Barbarian Berserkers	\$4.95
MGP 990202	Barbarian War Mammoth	\$9.95
MGP 990203	Barbarian Chariots	\$8.95
MGP 9903	Wild Elves Box Set	\$24.95
MGP 990301	Wild Elf Chariots	\$8.95
MGP 990302	Wild Elf Treeman	\$9.95
MGP 9904	Undead Box Set	\$24.95
MGP 990401	Undead Bone Giant	\$8.95
MGP 990402	Undead Death Knight Cavalry	\$8.95
MGP 9905	Dwarves Box Set	\$24.95
MGP 990501	Dwarf Engine of War	\$9.95
MGP 990502	Dwarf Great Cannon	\$9.95
MGP 9906	Sorcerer's Legion Box Set	\$24.95
MGP 990601	Demon Avatar	\$9.95
MGP 990602	The Coven	\$9.95

MGP 910024
MGP 910025
MGP 910029
MGP 910030
MGP 910031
MGP 910035
MGP 910036
MGP 910037
MGP 910042
MGP 910043
MGP 910047
MGP 910048

Pathfinder K9 Squad Box Set	\$29.95
Pathfinder Troopers Squad Box Set	\$24.95
Burrower Bug	\$24.95
Mobile Infantry Support Missiles	\$19.95
Mantis Assassin/Hunter Bug	\$14.95
Statwart Bug Field Generators	\$19.95
M9 Marauder 'Nighthawk'	\$24.95
Guard Bugs Box Set	\$29.95
M8 Marauder 'Bigfoot'	\$24.95
Micro Support Platforms	\$14.95
Infiltrator Bug	\$14.95
Mobile Infantry Light Armour Troopers Box Set	\$24.95
The Roughnecks Box Set	\$24.95
Veteran Cap Troopers Box Set	\$24.95
Mobile Infantry Army Book	\$19.95
TAC UAV	\$14.95
Starship Troopers Miniatures Game Hardback	\$29.95
Starship Troopers Painting Guide	\$9.95
The Roughnecks Army Book	\$12.95

**Starship Troopers Miniatures Game**

MGP 9100	Starship Troopers Miniatures Game	\$74.95
MGP 9102	Arachnid Army Book	\$19.95
MGP 9103	The Klendathu Invasion	\$14.95
MGP 9107	The Pathfinders Army Book	\$14.95
MGP 910001	Mobile Infantry Cap Troopers	\$19.95
MGP 910002	Arachnid Warrior	\$19.95
MGP 910003	Heroes of the Mobile Infantry	\$14.95
MGP 910004	Tanker Bug Box Set	\$34.95
MGP 910005	Firefries Box Set	\$24.95
MGP 910006	CHAS Box Set	\$14.95
MGP 910007	M8 Marauder 'Ape'	\$19.95
MGP 910008	M9 Marauder 'Chickenhawk'	\$19.95
MGP 910009	Hopper Bugs Box Set	\$24.95
MGP 910010	Brain Bug Box Set	\$29.95
MGP 910011	Female Cap Troopers Box Set	\$24.95
MGP 910015	Reliant Gun Platforms Box Set	\$24.95
MGP 910016	MI WASP Troopers Box Set	\$24.95
MGP 910019	Blister and Blaster Bugs Box Set	\$24.95
MGP 910020	Plasma Bug Box Set	\$39.95
MGP 910023	Control Bugs Blister Pack	\$9.95



