

MONGOOSE PUBLISHING PRESENTS

# Signs & Portents

32

WARGAMER

## COME THE DRAKH...

*Introduction To The New Evil In  
ACall to Arms*

## THE SPECIALISTS

*A Big New Idea For Gangs Of Mega-City One!*

## THE UTRIAL CAMPAIGN

*Dilgar War Campaign Series Starts Here*

Plus... Claudia Christian Visits Mongoose Hall, Bank Raid Update, ACTA  
Tactical Manual, Scenic Mayhem, Photo Reports and lots, lots more!

S&P Wargamer 32

April 2006

MGP 5532W

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

Howdy folks,

Well, another month has passed in wargaming land and Mongoose Publishing looks set to commence production on a whole slew of miniatures games. Alongside A Call to Arms, Gangs of Mega-City One, the Starship Troopers Miniatures Game and Mighty Armies, there are the miniatures for Paranoia, Lone Wolf and the new (and rather stunning!) miniatures for the Babylon 5 roleplaying game. There are even more wargames and miniatures in development – War Without End, a Babylon 5 ground forces wargame, is set for release in a few months, there are more Babylon 5 miniatures in the pipeline (for both ACTA and the RPG) Starship Troopers is developing a whole new race (or three) to join the fight and there are other, new lines in development. But they're a secret!

\*\*\*\*Cough\*\*\*\* \*\*\*\*Cough\*\*\*\* Runequest \*\*\*\*Cough\*\*\*\* \*\*\*\*Cough\*\*\*\* Dragon \*\*\*\*Cough\*\*\*\* \*\*\*\*Cough\*\*\*\*

Of course, Signs & Portents Wargamer will be there to provide coverage of all the new games alongside the old ones!

See you soon,

Matt

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The servants of the Shadows are revealed! April sees the release of the Drakh Fleet Book, so take a look and see what the future holds.

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# EYE ON MONGOOSE

*Coming This Month*



Cliff Mites

Cliff Mites act as advance scouts and sentries, seeding an area and using their small size to avoid detection. Their powerful mandibles are strong enough to crush a trooper's arm while encased in a power suit.

Consuming very few resources from an Arachnid colony, Cliff Mites often gather in huge swarms, sweeping an enemy-held position clear by sheer weight of numbers.

This blister pack contains 5 Cliff Mites.



Skinnie Tyrant

The tyrant is a rare tribal leader who believes that the Hegemony is at its strongest when tribe conquers tribe, when the survival of the fittest is allowed to play to its logical conclusion. He thinks nothing of slaughtering thousands of innocents in a defeated and weaker tribe, if it means his own force is allowed to prosper. The tyrant aims for nothing less than the total domination of the entire Hegemony, with himself as Emperor at its head.

With so vast an aim, the tyrant is often forced to look beyond the boundaries of the Hegemony for new territory and resources, looking to harness entire alien worlds and so build an empire vaster than the rest of the Hegemony, becoming its sole ruler by default. This is an attractive goal to many Skinnies who have chosen a career as a professional soldier, for the tyrant always has need of good warriors and will keep them gainfully employed. It is believed that the first true military campaign against the Federation was initiated by a Skinnie tyrant.



Skinnie Soldiers

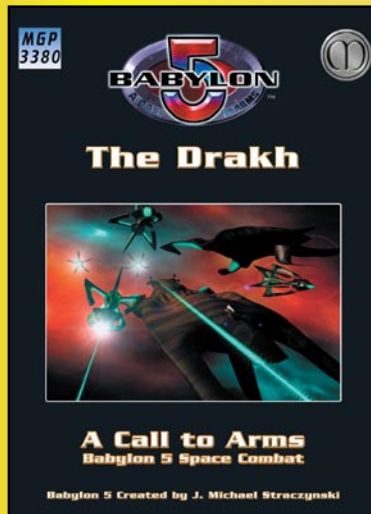
Often led by Tyrants, these Skinnies are the paid warriors of the Hegemony, the well-equipped standing army. Once unknown to the Federation, who assumed the Skinnies were no more than primitive raiders, units of Soldiers have proved to be the equal of Mobile Infantry troopers in many fields of combat and, in some ways, are superior.

Armed with the dreaded Constrictor Rifle that can crush a man in power armour, the Soldiers also have access to the much heavier Constrictor Cannon and fearsome Neural Beamer.

This box set contains 10 Skinnie Soldiers.



# The Drakh



Deserted by their former masters, the Shadows, the Drakh are a race cast adrift, unsure of their true role in the galaxy. Where they once served the greatest of Old Ones, they now only have a burning desire for vengeance against the young races who forced the Shadows to withdraw from the galaxy.

Retaining the technology they gained from the Shadows, the Drakh are a potent race, expert at the manipulation of others and the application of precise force at critical junctures that can influence the course of history itself. They have held the entire Centauri Republic under their sway, unleashed a Shadow Cloud planet-killer and released a deadly plague on Earth that has forced the entire world into quarantine. Even now, humanity races for a cure to the Drakh plague that has the potential to annihilate every human on Earth in less than five years.

The Drakh are infinitely patient, prepared to wait for decades to see their plans come to fruition. This alone sets them apart from the other young races who too often seek to accomplish the impossible with an immediate rush. Their machinations are only now beginning to be felt across the galaxy and no one can predict what effect they may have. Aided by a large and extremely powerful fleet, what the Drakh cannot accomplish by subversion can clearly be succeeded by raw force. Only one thing remains clear.

The legacy of the Shadows will hang over the galaxy for many more years to come.



Heavy Raiders



Light Raiders



Fast  
Destroyer

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# The Utriel Campaign

## The Battles of the Dilgar War, Part I

Greg Smith

In the closing years of the 2220's, the Dilgar conquered Alaca and Balos. At this point in time, the League of Non-Aligned Worlds was a loose assemblage of governments bound by trade agreements and non-aggression treaties. Collectively, they did not have the will to confront the warlike Dilgar.

The Drazi and Abbai knew they would be the next targets if the Dilgar continued their attacks. Together they signed a mutual defence pact and together they began to build their forces. The Abbai, ever defensive, began construction of a Pirocia-class starbase in orbit around Utriel, one of their major worlds.

When Dilgar scout ships espied the construction of this base, the Dilgar War Council knew that they must attack before the station was completed. Their invasion plans were advanced by two weeks and in April 2230 the Dilgar attacked the Abbai Matriarchy and Drazi Freehold simultaneously.



### The Abbai Matriarchy (2230) Fleet

The Abbai are primarily pacifists. Their fleet was always intended as a deterrent against attackers. Its use in battle was always going to be a last resort. At the start of the Dilgar War, the Abbai only had only a few classes of ship to choose from. The war would result in the development of several new classes and variants in short order but they were not available in 2230.

#### Priority Level: Patrol

Kotha Wing (6 flights)  
Shyarie-class jammer frigate

#### Priority Level: Skirmish

Milani-class carrier

#### Priority Level: Battle

Lakara-Class cruiser





## Scenario One: Targets of Opportunity

**Approximate date:** April 3<sup>rd</sup>, 2230

Dilgar ships jumped into the Utriel system in an uncoordinated manner. The need for haste meant that Dilgar forces were drawn from Alaca, Balos and within the Imperium and assembled into a fleet at Utriel prior to the assault. The first arrivals were given orders to attack targets of opportunity.

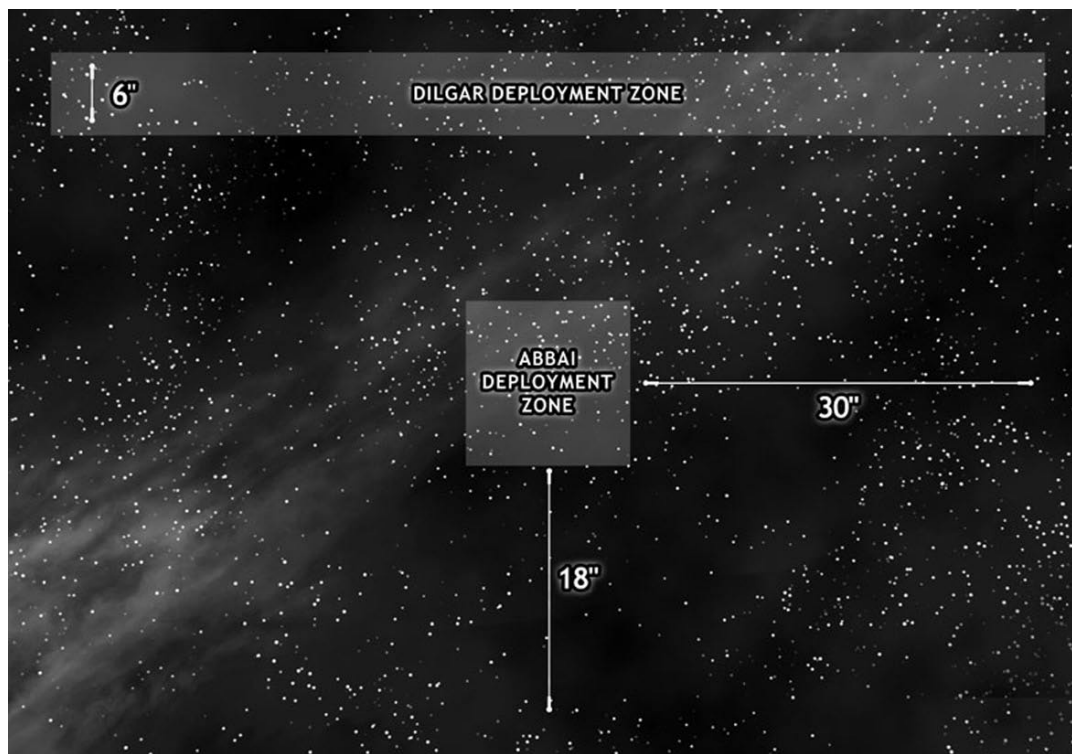
When an Abbai patrol detected two scouts on the edge of the system, they moved to attack the interlopers. The Jashakar scout ships were able to direct the rest of their flotilla out of jump space in close proximity to the Abbai patrol.

**Historical note:** A single Milani-class Carrier, the *Varasia*, escaped the Dilgar attack but it was so badly damaged that it could not continue in the defence of Utriel.

**Abbai Matriarchy Fleet:** This is an Abbai patrol. It consists of five Fleet Allocation Points of ships at Priority Level: Patrol, chosen from the Abbai Matriarchy Fleet (2230) List. Crew Quality is determined randomly.

**Dilgar Imperium Fleet:** Two scout ships were in place to guide in the Dilgar forces. They were able to call in a small flotilla of ships arriving from Alacan. The Dilgar fleet comprises two Jashakar-class scout ships. Five Fleet Allocation Points of ships chosen at Priority Level: Patrol will enter from hyperspace during the battle. Crew Quality is determined randomly.

**Pre-Battle Preparation:** The edge of the Utriel system is populated by dust clouds, comets and small asteroids. Randomly determine stellar debris but re-roll any result that calls for a planet. The Dilgar Imperium player sets his two scout ships



up within 6" of a long table edge. The Abbai Matriarchy player sets up in the deployment area in the centre of the map. Ships with carried craft may deploy up to two flights before the start of the battle. Initiative is determined normally.

**Scenario Rules:** The additional Dilgar ships may open jump points on or after the first turn. As the scout ships are guiding the incoming ships into an area filled with stellar debris, a jump point must be placed within line of sight of one of the Dilgar scout ships. The jump point is then scattered as normal but any result that moves the jump point into an asteroid field can be re-rolled. If the Dilgar scout ships are destroyed, no further ships can be brought out of hyperspace.

The Abbai ships may withdraw from combat via the long table edge opposite the Dilgar deployment zone. Dilgar ships may not be withdrawn.

**Game Length:** Until one side has no viable ships remaining on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

**Victory and Defeat:** The victor is the player with ships remaining on the table. Any ships that survive the battle without being crippled will be used in Scenario 2.

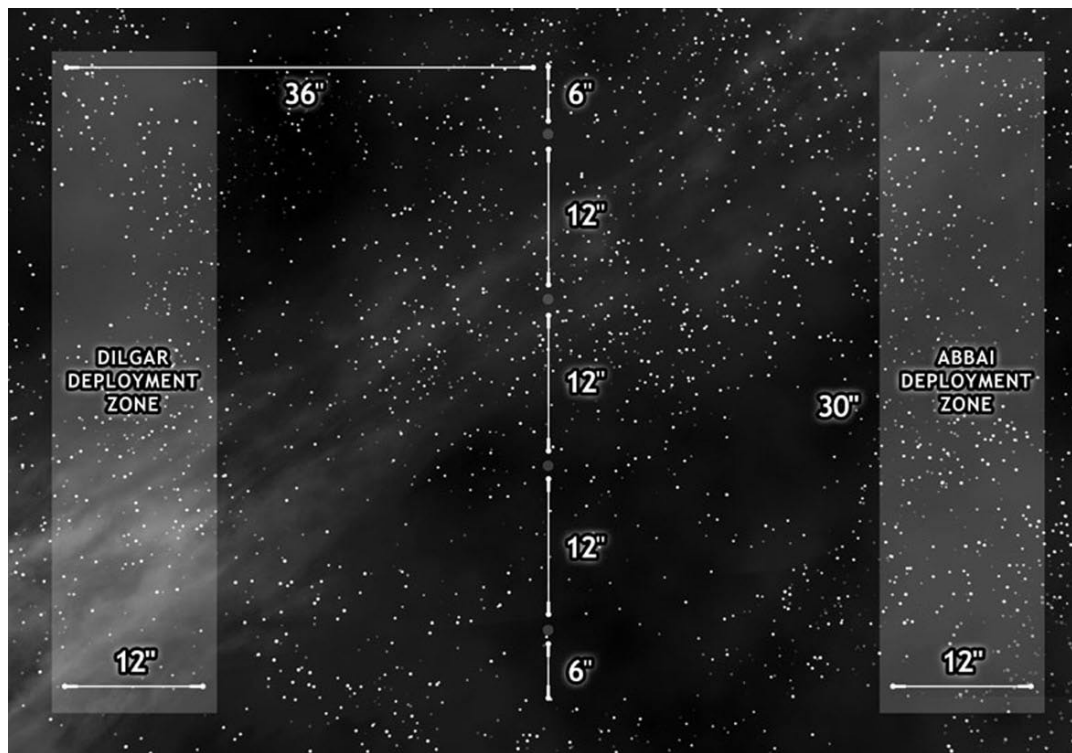
## Scenario Two: Breakthrough

**Approximate Date:** April 6<sup>th</sup>, 2230

The assembled Dilgar fleet was faced with the formidable Abbai defences - Utriel was surrounded by orbital defence satellites and mine fields. Knowing that they would have to move quickly to reach the space station before it went on-line, the Dilgar had no choice but to mount a direct assault.

Two Mishakur-class dreadnoughts and their escorts powered at full speed towards the Abbai defence network. The Abbai dispatched ships to slow the attackers and buy as much time as possible for the engineers who worked desperately to complete the starbase.

**Historical Note:** The Abbai defences were not up to the task of stopping two of the Dilgar's most powerful ships. The dreadnoughts broke through the Abbai line and were able to bring their mass drivers to bear on the uncompleted station.



**Dilgar Imperium Fleet:** The mainstays of the Dilgar fleet are two Mishakur-class dreadnoughts. Four Fleet Allocation Points of ships at Priority Level: Battle may be chosen from the Dilgar Imperium Fleet List to escort them. A third Mishakur-class vessel cannot be chosen. In addition, any ships from Scenario 1 that were not crippled or destroyed will be added to the fleet. These are fully repaired and re-crewed. The Mishakur-class ships both have a Crew Quality of 5; all other ships' are rolled randomly.

**Abbai Matriarchy Fleet:** The Abbai player may chose four Fleet Allocation Points at Priority Level: Battle from the Abbai Matriarchy (2230) Fleet List. In addition, any ships from Scenario 1 that

were not crippled or destroyed will be added to the fleet. These are fully repaired and re-crewed. Crew Quality is determined randomly.

**Pre-Battle Preparation:** This battle occurs within the Utriel system, close to the third planet, so no stellar debris is used. Four Alanti Defence Satellites are placed 12" apart across the centre of the battlefield (see map). The Abbai player can nominate two 12" by 12" squares on the table (outside of the Dilgar deployment zone) as minefields. The Dilgar player deploys his forces within their deployment zone after the minefields have been declared. The Abbai ships are placed in their deployment zone last. Initiative is rolled normally.



**Scenario Rules:** The Abbai use sophisticated mines in defence of their planets. Any Dilgar ship that ends its movement within a designated minefield is attacked with a 4AD, AP explosion during the End Phase. The minefields may not overlap.

**Game Length:** Ten turns.

**Victory and Defeat:** Speed is essential for the Dilgar – the fleet must exit the opposite short table edge as quickly as possible. The Mishakur dreadnoughts are particularly important - the turn in which the second dreadnought leaves the table determines how complete the Pirocia station is during Scenario 3. The Dilgar ships in this scenario that exit the table by the short edge will be used in the next. Any Dilgar ship that does not leave the table by turn ten will not be included in the next battle.

If the Abbai slow down the Mishakurs sufficiently, they will have given their engineers a greater chance to complete the space station. Every ship the Abbai destroy or immobilise will be one less for the Dilgar to use in the next scenario.

The Dilgar will have no chance for repair, so a record must be kept of their condition for Scenario 3.

## Scenario Three: Last, Best Hope

**Approximate Date:** April 6<sup>th</sup>, 2230

The Abbai were unable to halt the Dilgar fleet with their mines and Alanti satellites. The partially constructed Pirocia starbase was all that stood between a quarter of a million Abbai and the mass drivers of their merciless aggressors.

**Historical Note:** The Dilgar fleet powered straight towards the station, firing barrage after barrage of mass drivers and bolters at it. The incomplete station crumbled under the heavy bombardment and Utriel fell to the Dilgar. With little use for a water world, the attackers destroyed the Abbai's floating cities from orbit and poisoned the oceans.

Turn on which second Mishakur dreadnought exited the table	Condition of Station
5	Damage: 400/350/175, no flights, Defence Network 4, Interceptors 12, Targets 1.
6-7	Damage: 500/350/175, 2 flights, Defence Network 5, Interceptors 15, Targets 2.
8-9 or only one Mishakur exited table.	Damage: 600/350/175, 4 flights, Defence Network 6, Interceptors 18, Targets 2.
10	Damage: 650/350/175, 6 flights, Defence Network 8, Interceptors 20, Targets 3.
Neither Mishakur exited table	Station is complete.





The condition of the Pirocia base is based on the success of the Dilgar player in Scenario 2. The Damage, Defence Network, Interceptor and Targets scores, as well as the number of Kotha flights, are determined from the following table. All other statistics remain the same as listed in *Sky Full of Stars*.

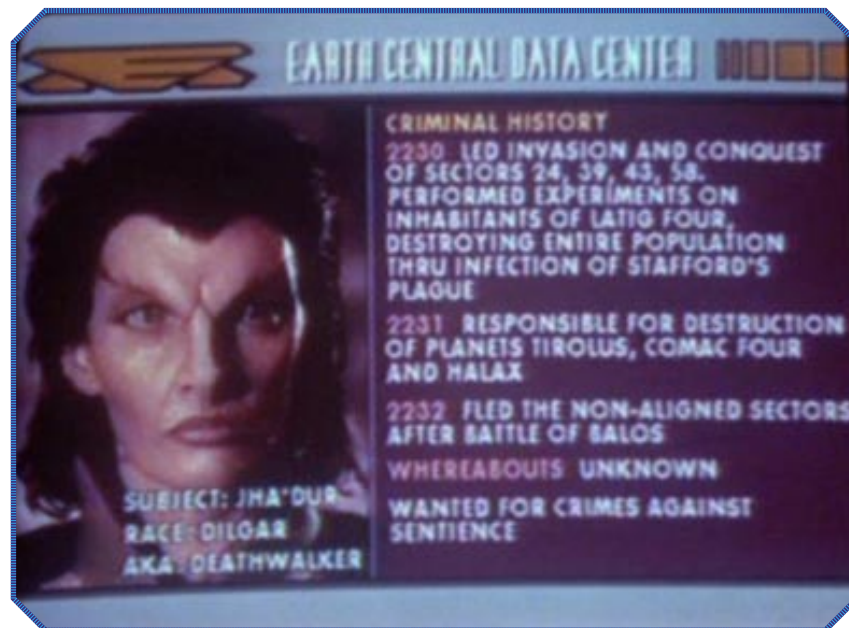
**Dilgar Imperium Fleet:** The Dilgar fleet comprises all of the Dilgar ships from Scenario 2 that exited the table by turn ten. Their condition remains unchanged from the end of that battle, however surviving fighters may be recovered. Any fighters recovered in this way can be refuelled and may reuse their afterburners in this battle while fighters that remain deployed may not use their afterburners if they used them in Scenario 1.

**Pre-Battle Preparation:** This battle takes place close to Utriel III, so a single Earth-like world is set up as indicated on the map. No other stellar debris is used. The Pirocia starbase is set up as shown on the map. The Abbai player sets up his three Alanti Defence Satellites within the gravity well of the planet. Initiative is determined normally.

**Scenario Rules:** There are no special scenario rules.

**Game Length:** The game lasts until a victory condition is met.

**Victory and Defeat:** The Dilgar know the space station is key to their victory. If the Dilgar reduce the Pirocia Starbase to 0 damage points, they win. The Abbai, outnumbered and outgunned, must stop the Dilgar fleet from destroying their station by eliminating the attacking fleet.



**Abbai Matriarchy Fleet:** As well as the Pirocia station, the Abbai defences consists three Alanti Defence Satellites and four Fleet Allocation Points at Priority Level: Battle chosen from the Abbai Matriarchy (2230) Fleet List. Crew Quality is determined randomly.



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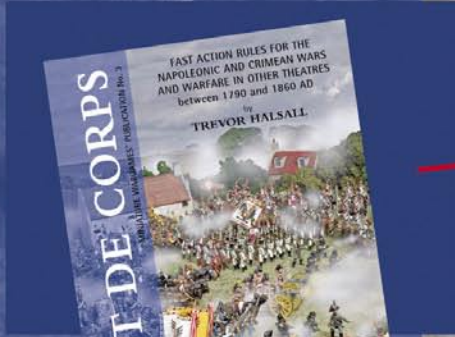
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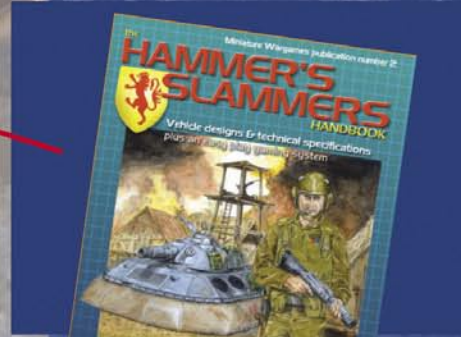
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See our website  
[www.miniwargames.com](http://www.miniwargames.com)

# Come the Drakh. . .

## A Fleet of Evilness for A Call to Arms

Matthew Sprange

First revealed as the servants of the Shadows in the fourth season of Babylon 5, the Drakh were soon to assert their influence on galactic events. First came the Centauri and the utter dominance the Drakh have over their politics and military. Then, their power base secure, they turned their evil eye towards Earth, leading us into the Crusade era. It is safe to say, I think, that the Drakh will be around in the Babylon 5 universe for some time to come (look out for the new range of Babylon 5 novels coming out in the summer of this year – plenty of Drakh goodness in some of those!)

April marks the release of the Drakh Fleet Book for A Call to Arms, along with the first wave of ships, so you can start terrifying the ISA and their allies in short order! This is the first ‘all new’ Babylon 5 fleet released by Mongoose Publishing, so expect some seriously nice models, backed up with vicious new rules. . .

### Fleet Rules

As with most fleets, the Drakh get a few special rules of their own, to represent their technology and tactics in space. The most obvious of these is the Gravitic Energy Grid.

Eschewing the Interceptors of many races and even the advanced shields of the Abbai, the Drakh have developed the Gravitic Energy Grid (GEG) which serves to refract incoming damage away from the point of impact, thus lessening the blow the hull has to withstand. This has the effect of actually reducing Damage and Crew lost by each

hit. Fuelled by the power sources of the Drakh, the GEG is present on every one of their ships, though the larger the ship, the stronger the GEG will be. Drakh Scouts, for example, have a GEG of 1, meaning that every attack will have the damage dealt reduced by one. The immense (and I mean *immense* – the model is every equal to the Poseidon!) Mothership has a GEG of 4. This may not seem much, but it applies to every attack made by an individual weapons system, so you can no longer rely on your secondary weapons to chip away at the Drakh, as you can with other races. You must try to deal as much damage as you can in one go so that it blasts straight through the GEG.

Drakh also have little use for fighters. Instead, they use light capital ships called Raiders, which possess lethal Anti-Fighter weapons, and have the agility to outwit even the fastest Auxiliary Craft. They are often carried into battle on board Carriers or Motherships, both of which have a new Huge Hangers rule – literally allowing them to carry these small ships into the fight and launch them as if they were fighters!

Last, as a little sting in the tail, the Drakh also have access to some of the Shadows’ technology, making a mockery of any ship relying on Stealth to avoid harm. Minbari, look out!

### The Ships

The first wave of ships released this month for the Drakh feature everything you need to construct

a large and potent fleet, with the promise of even sexier ship designs coming out next month!

### Fast Destroyer

A truly manoeuvrable ship, the Drakh Fast Destroyer packs enough firepower to gain the respect of any Raid level ship and is agile enough to get its forward facing weaponry in the right position. Its Heavy Neutron Cannon is capable of cutting entire sections free from enemy hulls while anything left is pounded by 10 AD of Pulse Cannon (nasty, when you realise Drakh Pulse Cannon are far more advanced than those of other races and have the AP trait). The Fast Destroyer is not as structurally sound as many other Raid level ships but its Gravitic Energy Grid is overcharged for a vessel of its size, allowing it to survive a great deal of pounding before it succumbs.



Fast Destroyer

## Raiders

The classic Drakh ship – if you have been glued to the screen whenever the Drakh appear in Babylon 5, these are likely the ships you have seen. Raiders come in two sizes – Light and Heavy. Light Raiders are Skirmish level craft designed to outmode fighters completely. With a Speed of 14 and Turns 2/90, they can twist and turn with the best of them, while their relatively high Damage score, Dodge 4+ and GEG keep them safe from entire swarms of fighters. They only mount a Light Neutron Cannon but while this may only prove to be a nuisance to the largest warships, its Anti-Fighter trait makes them essential to Drakh fleets and a squadron of Light Raiders can mount some quite serious attacks on even War level ships.

Heavy Raiders are also Skirmish level but their focus is quite different. Designed to act as either hunter/killers against small ships or team into squadrons for attacks against bigger vessels, they have a little more Damage and a heavier weapon (sporting a Double Damage Beam), though this is off set by less agility, a lower Dodge and a slower speed. The wise Drakh admiral will field a strong mix of both these ships in any fleet.



Light Raiders



Heavy Raiders

## Light Cruiser

Like the Fast Destroyer, the Light Cruiser is also a Raid level ship but it is designed along more 'traditional' themes. Pulse Cannon fire into all arcs while the Heavy Neutron Cannon up front still wrecks terrible damage to the principle target. Its GEG is slightly weaker but makes up for this with more Damage, allowing it to absorb more hits from the enemy's big guns.



Light Cruiser

## Scouts

A Patrol level ship, the Scout is designed along similar lines to the Light Raider but has a very different role in the fleet. A Stealth 4+ replaces the Raider's Dodge, making it a little more survivable, while the Beam weapon gives way to a Pulse Cannon battery (though 6 AD AP with a 10" range is nothing to sniff at on a Patrol level ship – imagine what this little guy could do when fielded in a squadron!). In addition, it comes with the Scout trait, giving it the full suite of abilities for bypassing Stealth (very useful when combined with the Drakh's special rules) or focussing firepower.



Scouts

## Coming Soon

That is not all, of course – we have some truly monstrous ships on the way for the Drakh. If you need some hard-hitting firepower, you cannot go far wrong with the Drakh Cruiser, though more eyes are going to be drawn to the Carrier and even larger Mothership. With a combination of Pulse and Neutron Cannon, these ships are fully capable

of taking on any other War level ship toe-to-toe, relying on their Gravitic Energy Grids to protect them while their own weapons batteries flay the armour from targets.

## And a Mini-Campaign!

Not satisfied with a whole new set of ships for the Drakh, we also managed to squeeze in a mini-campaign that will allow players to get to grips with the fleet in double-quick time.

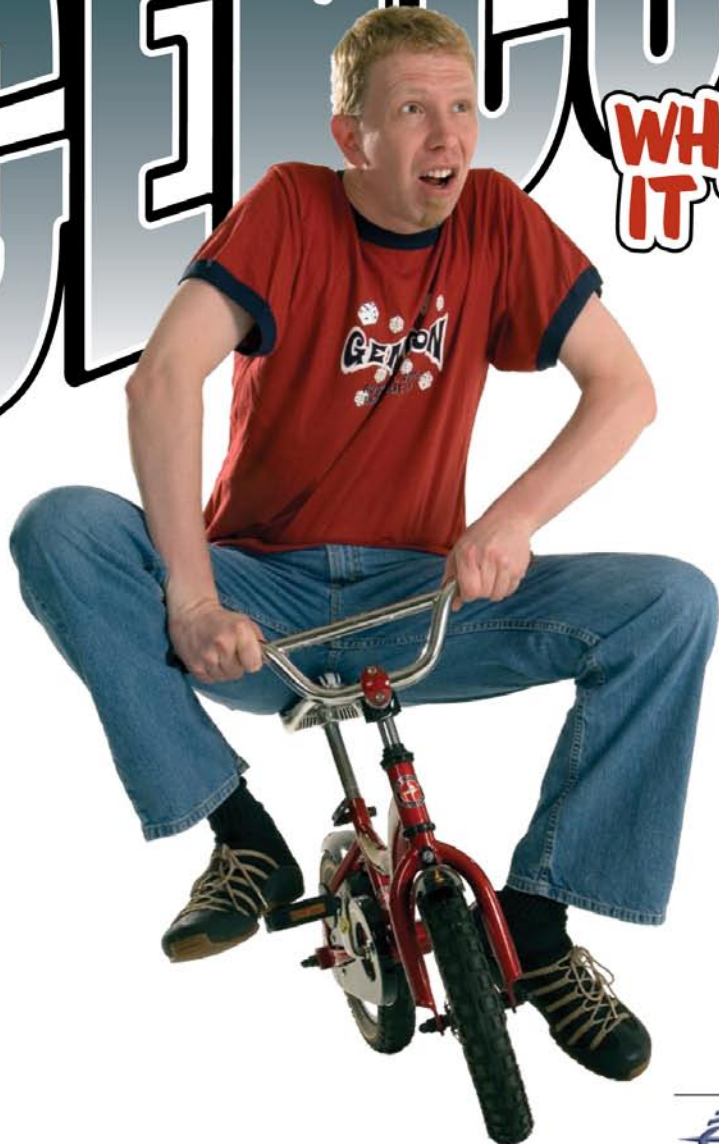
Darkness Descending tells a short story of the ISA's struggle to deal with the aftermath of the Drakh Plague released on Earth. The war escalates until the *Excalibur* itself, led by Captain Gideon, is called in to stall a major Drakh attack near Babylon 5!





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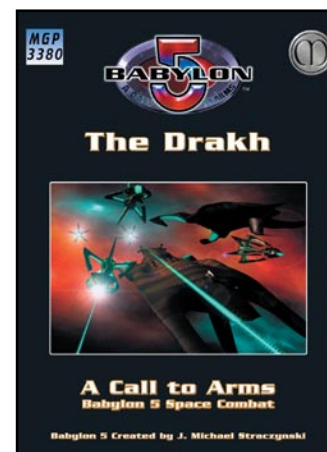
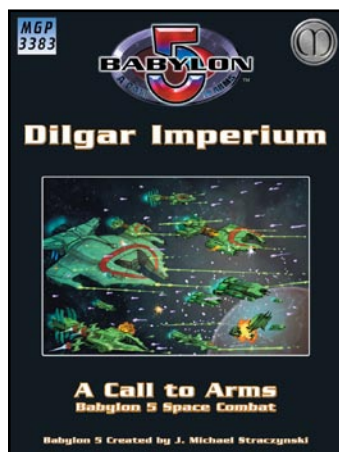
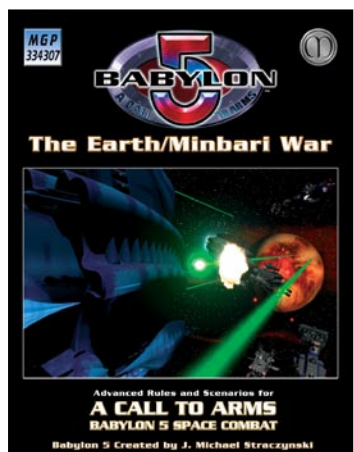
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# Monty's Offer of the Month

## Babylon 5 Bonanza!

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# Mongoose Publishing Babylon 5 Open Day

## Photo Report, with Mongoose Chief paparazzi Ian Barstow



The first thing most people saw as they arrived at the Open Day. Trying to explain Fordy is like trying to explain the yeti...



Gaming and shopping in equal measure got underway pretty quickly.



Two views of the War Without End demonstration game, ably run by Greg Smith. This table was consistently the most popular one during the day as everybody wanted to get a sight of what the new game was going to look like.



The highlight of the day was the incredible sight of Claudia Christian playing Ivanova in a B5 roleplaying session. This isn't the sort of thing that happens very often, and this once in a lifetime gaming experience was eagerly anticipated.



Pete Perry (aka Last Best Hope) gets his wish of playing with Claudia. Ever the consummate professional, Miss Christian succeeds in looking completely comfortable...



Gamesmaster and Mongoose trained chimp Bryan Steele managed to remain in control of a spirited session. Here he is modelling the brand new B5 Games master's Screen. Which is nice.



Bryan's intricate description of a Martian whelk generator has Claudia enthralled...



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**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

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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.

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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.

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# Bank Raid Update

## Revised Rules for Bank Security Forces for Gangs of Mega-City One

**Matt Sharp**

Those of you with memories that last into the pre-PDF days may remember the Bank Raid! scenario that appeared in S&P issue 23. Well, you also might have noticed that there were a couple of omissions in the statistics for the Security Guard and the Securo-bot. As the writer of that particular article, I blame the editor for not noticing in time. In my capacity as editor, I blame the writer for making the mistake in the first place and the proofreader for missing it too. Unfortunately, the proofreader for S&P is also me, so I have no one to blame but myself (three times, actually!)

To tie in with next month's Battle Report, I can take the opportunity to correct those mistakes and update the material to include the new rules introduced in the *Death on the Streets* supplement.

### Bank Security

The Justice Department player creates his Judge patrol as normal (see 'The Justice Department' chapter of the *Gangs Of Mega-City One* rulebook), but also has access to the following civilian forces. Justice Department regulations insist that any bank must be protected by at least 5 Justice Points worth of security.





## Automated Security Drone

This is a small robotic sentry unit fitted with a built-in electra zap gun and a security scanner, which is programmed to recognise and disable armed bank robbers. It has an Agility of 4+, a Resistance of 8 and 2 Hits. The drone has no capacity for defending itself in close combat and counts as an inanimate object when attacked in this way. Automated security drones must start within 1" of the bank and cannot move. It will detect any model armed with a firearm (apart from Judges and security personnel) as soon as it moves within 6" of its position. It will start on Alert status and takes two shooting actions as soon as a viable target has taken any actions that turn. As long as there is at least one active automated security drone on the table, the chances of a Judge model arriving increases by 1 every turn (in other words, the chances of a Judge arriving is 5-6 on 1D, rather than 6, see the Bank Raid! scenario in Signs & Portents issue 23). Automated security drones cost 1 Justice Point. An automated security drone can be represented on the table by a Reliant Gun Platform from Mongoose Publishing's *Starship Troopers* miniatures line.

## Heavy Security Robot

Huge and menacing, a heavy security robot is designed to provide the ultimate deterrent to any would-be bank robbers. Standing up to ten feet tall and almost as wide, this robot bears a very strong resemblance to a war droid; a deliberate design decision in order for it to appear as intimidating as possible. Programmed to be as surly and defensive, it has a personality to match its appearance. However, despite its facade the heavy security robot is nowhere near as capable of a war droid of similar size, as Justice Department regulations severely restrict its combat capability as it is only authorised to use non-lethal force against attackers. What it loses in offensive power it gains in defensive ability as it is covered in thick armour plating. Unfortunately, this heavy armour means that it can barely

move, but a guard is rarely required to move very much anyway and it can provide an excellent protection to a location simply by standing in the way, absorbing firepower and attacks that could be directed elsewhere. A heavy security robot model must start within 6" of the bank. Use a model from the *Robot Gang Box Set* to represent a heavy security robot, although any suitable miniature can be used (such as the CHAS from Mongoose Publishing's *Starship Troopers Miniatures Game*).



Spd	Ag	Res	CC	Hts	WtF	Justice Points
2"	6+	7 (10)	3D	3	-	12

**Traits:** None

**Equipment:** Built-in electro-prod, built-in shock rifle, armour plating (counts as +3 Res armour)

**Heavy Robot:** A heavy security robot is a heavy robot, and obeys all the rules for the Lumbering Hulk trait as detailed on page 7 of *Death on the Streets*.

**Robot:** Unlike most robots in *Gangs of Mega-City One*, a heavy security robot does not require an owner to act as its controller during a fight, although they are much more effective when

co-ordinated by a human supervisor. Any human security guard can act as a controller. So long as the controller is within 10” of the heavy security robot, it may freely take any action whenever the controller takes an action. The action need not be of the same type as it is assumed that the controller is giving the robot instructions. If any heavy security robot ever begins a turn beyond 10” of its controller, or if its controller is removed from the table for any reason, or it does not have any designated controller, it will revert to its default programming, as detailed below. Any security guard can act as a controller, as long as the model is within 10” of the heavy security robot, but the robot can only take orders from one controller at a time. Heavy security robots will automatically pass all Will to Fight checks, even those to avoid psychic powers.

**Default Programming:** Robots have highly sophisticated artificial brains but they still tend to take orders a bit too literally for the liking of most citizens. This is rarely a problem if the robot’s controller is close by as he can correct any poor decisions that the robot makes. However, heavy security robots are often left unsupervised, or their controller may become separated or incapacitated. In such a situation, the heavy security robot will immediately revert to its default programming, doing what it knows to do best. The default programming for a heavy security robot is to guard a ‘protection zone’ – a terrain feature, such as a building - specified before the game. A heavy security robot that has reverted to its default programming will take one free Move action at the start of the Justice Department player’s turns. This is in addition to any other models that have moved normally and the heavy security robot will move before any other model. The robot will attempt to move to within 10” of the location it is designated to protect. Once

there, it will attempt to identify potential threats and eliminate them. A heavy security robot identifies armed targets within 10” as hostile (except for Judges and other official Bank Security staff and robots). If the robot can reach the nearest available target with a single Move action and remain within 10” of its designated protection zone, it will charge into close combat with that model. If it cannot reach a target within a single Move action, it will make an immediate Shoot action to any target within range of its weapons. If it cannot make either action, it will immediately go into Alert status.

## Robodog

Aside from their role as robotic pets, robodogs are actually designed as guards and can often be spotted patrolling banks in Mega-City One. The rules for Robodogs can be found on page 78 of the *Gangs of Mega-City One* rulebook, although security robodogs are default programmed to guard rather than attack (see heavy security robot, above). Robodogs must start the game within 6” of the bank. A robodog costs 5 Justice Points.



## Security Guard

Like most jobs in Mega-City One, the role of security guard has long since been taken over by robots, who are generally much more efficient and, more importantly, cheaper to run. However, some large organisations claim that they prefer to place a 'human face' on their security personnel, although the real reason for hiring humans is probably the large kickback such a company would receive from City Administration for making a small dent in the Mega-City's incredible unemployment figures. A human security guard can act as the controller of any robots in the Bank Security forces. A security guard model must start within 6" of the bank. Use a Citi-Def miniature to represent each security guard, although any suitable miniature can be used (Mongoose Publishing's range of *Paranoia XP* miniatures, for example, particularly the *Internal Security Box Set*).

Spd	Ag	Res	CC	Hts	WtF	Justice Points
5"	4+	5	2D	1	3+	2

**Traits:** None

**Equipment:** Electra zap gun, pad armour



**Security:** A security guard is charged with protecting a designated area, and is licensed by the Justice Department to use non-lethal force in apprehending criminals. He is only permitted to take aggressive action to protect either himself, his staff of robots or the bank. A security guard can therefore only be activated *after* he or the bank has been attacked by a gang model.

**Upgradeable:** There are literally hundreds of different companies that provide security forces, each with different uniforms and equipment. The above profile is equipped with the absolute minimum of gear that Justice Department regulations insist upon, but many security firms provide a greater level of protection for their staff. A Security Guard can be given additional equipment and training in exchange for the extra Justice Points listed on the table below. It is not necessary for every security guard to be equipped the same, and the model must still abide by the restrictions on how much it can carry as detailed on page 7 of *Rules of the Streets*.

Upgrade	Justice Point Cost
Replace pad armour with shell jacket	+1
Handgun	+1
Daystick	+1
Electro-prod	+2
Shock rifle	+3
Lieutenant trait	+3

## Securo-Bot

Robots are employed almost everywhere in Mega-City One, and bank security is no exception. A standard securo-bot is humanoid in appearance and equipped with only a rudimentary personality matrix. It is designed to be as intimidating as

possible, but is much less effective in combat as a battle droid of equal size. It is programmed to defend the bank and its customers to the best of its ability, and is only authorised to use non-lethal force. A securo-bot model must start within 6" of the bank. Use a model from the *Robot Gang Box Set* to represent a securo-bot, although any suitable miniature can be used (such as Mongoose Publishing's range of *Paranoia XP* miniatures, particularly the *Bots Box Set*).

Spd	Ag	Res	CC	Hts	WtF	Justice Points
5"	5+	6 (7)	2D	2	-	5

**Traits:** None

**Equipment:** Built-in Electra zap gun, built-in electro-prod, metal skin (counts as +1 Res armour)



**Robot:** Unlike most robots in *Gangs of Mega-City One*, a securo-bot does not require an owner to act as its controller during a fight, although they are much more effective when co-ordinated by a human supervisor. Any human security guard can act as a controller. So long as the controller is within 10" of the securo-bot, it may freely take any action whenever the owner takes an action. The action need not be of the same type as it is assumed that the controller

is giving the robot instructions. If any securo-bot ever begins a turn beyond 10" of its controller, or if its controller is removed from the table for any reason, or it does not have any designated controller, it will revert to its default programming, as detailed below. Any security guard can act as a controller, as long as the model is within 10" of the securo-bot, but the robot can only take orders from one controller at a time. Securo-bots will automatically pass all Will to Fight checks, even those to avoid psychic powers.

**Default Programming:** Robots have highly sophisticated artificial brains but they still tend to take orders a bit too literally for the liking of most citizens. This is rarely a problem if the robots controller is close by as he can correct any poor decisions that the robot makes. However, securo-bots are often left unsupervised, or their controller may become separated or incapacitated. In such a situation, the securo-bot will immediately revert to its default programming, doing what it knows to do best. The default programming for a securo-bot is to guard a 'protection zone' – a terrain feature, such as a building - specified before the game. A securo-bot that has reverted to its default programming will take one free Move action at the start of the Justice Department player's turns. This is in addition to any other models that have moved normally and the securo-bot will move before any other model. The robot will attempt to move to within 10" of the location it is designated to protect. Once there, it will attempt to identify potential threats and eliminate them. A securo-bot identifies armed targets within 10" as hostile (except for Judges and other official Bank Security staff and robots). If the robot can reach the nearest available target with a single Move action and remain within 10" of its designated protection zone, it will charge into close combat with that model. If it cannot reach a target within a single Move action, it will make an immediate Shoot action to any target within range of its weapons. If it cannot make either action, it will immediately go into Alert status.



# WAR OF THE SPECIES

STARSHIP TROOPERS MINIATURES GAME TOURNAMENT, APRIL 29<sup>TH</sup> 2006



On April 29th, Mongoose Publishing will once again throw open the doors of Mongoose Hall for War of the Species - an all new tournament for the *Starship Troopers Miniatures Game*.

The full tournament pack can be downloaded from <http://www.mongoosepublishing.com/pdf/ssittourpack.pdf>

Directions to Mongoose Hall can be found here <http://www.mongoosepublishing.com/pdf/officemap.pdf>

Entry is £10 and those interested should contact Alex at [afennell@mongoosepublishing.com](mailto:afennell@mongoosepublishing.com), after reading the tournament pack.



As a special treat, entrants will have a chance to send us a wish list of models that have not yet been released - if we can supply them to you before the tournament, we will! This means you should be able to get your Exosuits, Skinnie Soliders and maybe even your Skinnie Venerables (just maybe!) ready for gaming on the day.

Lots of prizes and awards are on offer, as per usual (there is a rumour flying around the office of a WMD award), and a good day will be had by all. However, places are strictly limited, so if you are interested, give Alex a shout soon!



# Basic Tactical Manual

Strategy and Tactics for the basic game of A Call to Arms

Alan Oliver

## Part II: The Earth Alliance

The EarthForce fleet has a good selection of ships, with options at every priority level and two different models of fighter.

### Fleet Strengths

EarthForce provide interceptors to all of their ships, even their patrol ships carry them. While not as strong a defence as stealth, this will still add to the lifespan of ships, especially in duels or small fleet engagements. In larger battles the presence of interceptors will have less of an impact, as they quickly become overwhelmed.

The EarthForce fleet is also well provided with fighters, with most of the line war ships carrying at least one flight of starfuries, and front line ships like the Warlock, Omega and Nova carrying four flights each.

### Fleet Weaknesses

The EarthForce fleet has only a single scout available, which is a raid priority



ship. This means that in lower priority battles you will either have to commit a significant number of allocation points to a scout cruiser, or do without the scout.

### Patrol Priority Options

Starfury and Thunderbolt flights as separate wings or carried on ships. The Thunderbolt is the more powerful fighter, however there are occasions where the Starfury is of more use. Against a force that lacks anti-fighter

weapons the Starfury is as survivable as the Thunderbolt, the superior dodge balancing the lower hull. The Starfury is also faster and a better dogfighter, so use them to screen the Thunderbolts while they use their firepower to attack ships.

The Hermes transport provides jump point capability at a low priority, the only ship available below raid priority with this capability, and also has the only long-range weapon of any patrol priority

ship with the missile rack. The Tethys cutter is the most nimble ship available to EarthForce and its medium pulse cannon provides heavy forward firepower; however, along with the Centauri Haven it is the smallest warship in the game and a single hit from a larger ship can destroy it.

### Skirmish Priority Options

Both the Artemis heavy frigate and Olympus corvette are line warships and each has their role to play. The Artemis provides useful anti-fighter protection but has only two thirds the damage capacity of the Olympus. The Olympus mounts missiles that provide long-range bombardment potential. This is combined with a damage capacity that rivals many raid priority ships, equalling the Sagittarius missile cruiser and providing almost equal firepower from a more mobile platform. One weakness of these ships is that neither of them has the jump point ability.

### Raid Priority Options

At first glance EarthForce is well provided with options at this priority. However three of the five raid priority ships are specialist ships. The only line ships available are the Hyperion cruiser and the Nova dreadnought.



The Explorer survey ship is more likely to be the focus of the scenario than just another ship choice. It is a massive ship, and comes with plenty of fighters, but is slow and cumbersome and is lacking in real firepower.

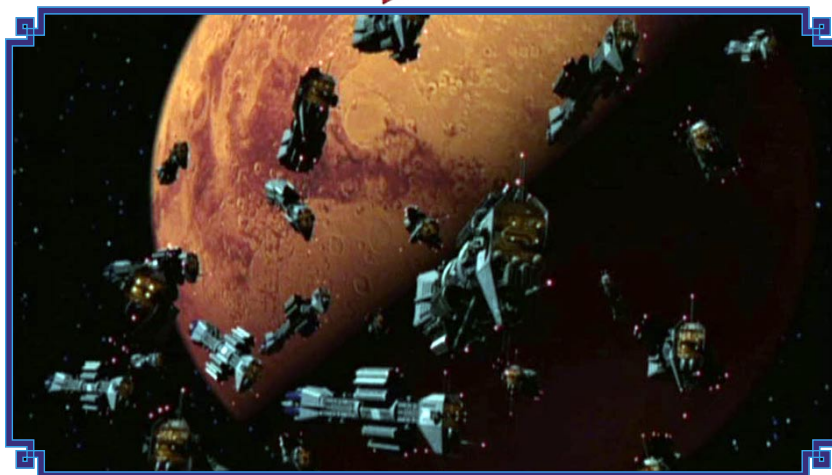
The Oracle scout is the only scout and the only stealth ship in the EarthForce fleet. It is larger than many other scout ships, but that is a two edged sword. Being larger means that it is more difficult to destroy, and it carries a reasonable amount of firepower. However it does mean that

it takes a reasonable bite out of available allocation points, tying up those points in a ship that cannot be risked in the middle of the engagement. In addition to its role as a scout, the Oracle also provides good all round fighter defences, providing that protection to other specialist ships.

The Sagittarius missile cruiser provides good long-range firepower with its missile batteries, but does not belong in the middle of the battle. If kept on the fringe of the battle it should be safe from most enemies; the greatest threat to it are fighters so some additional anti-fighter cover would be

useful. A particularly useful squadron might be a pair of Sagittarius missile cruisers with an Oracle scout cruiser, but unless you are playing at battle or war priority this will take a bite out of your allocation points.

As for the line ships the old Hyperion cruiser is a class ship, relatively fast and agile, it is capable of bringing its heavy laser cannon into play regularly. However it only has two-thirds the damage capacity of the Nova, which means that it cannot afford to get caught in the hottest combat as it will die relatively quickly. In a low priority battle the Hyperion will make a good command



ship, having the firepower to cripple or kill a raid or skirmish ship quickly. In high priority battles it provides an agile hunter to take on other low or mid priority ships.

The Nova is not as agile as the Hyperion; however, it does not need to be as its role is an area denial ship. Close to where you need devastating firepower available, turn to present your broadside to the enemy and sit there. To engage the Nova effectively they will have to stay at long range, which keeps them away from the area that you are trying to deny to them, which is the point. If the battle is mobile the Nova will be less useful, best bet is to close towards the enemy at full speed, saving its one turn till the end of the move and using it to try and bring the broadside to bear. A come about action can be useful for this if possible.

## Battle Priority Options

Three options here, as many as any other race, and more than most. Two are specialist ships while the third is the embodiment of a line warship.

The Omega heavy destroyer is a solid warship, there are battle priority ships with more damage capacity but none with tougher hulls, combined with a solid battery of interceptors

this makes it as tough a ship as any of battle priority. Its main firepower is in the heavy laser cannon; however, this is a boresight weapon and therefore has all the normal problems. These problems are made worse by the fact that it is not particularly agile, although only Minbari ships are more agile at this priority. Only carriers and the Brakiri carry as many







fighters at this priority, and if loaded with thunderbolts these become an effective anti ship force.

The Avenger carrier is weak for a battle priority ship, but that is a fault common to many carriers. It certainly would not stand up well against the Minbari Morshin or the Brakiri Brokados in a one on one fight. Starfuries are on a par with the Brakiri Falkosi but are no match for the Minbari, and the Minbari carries as many flights. Most of the time, unless you need the fighters, you would be better off with an Omega destroyer, which carries half as many fighters and is a much more capable warship.

The Orestes system monitor would be a capable warship if not for the low speed

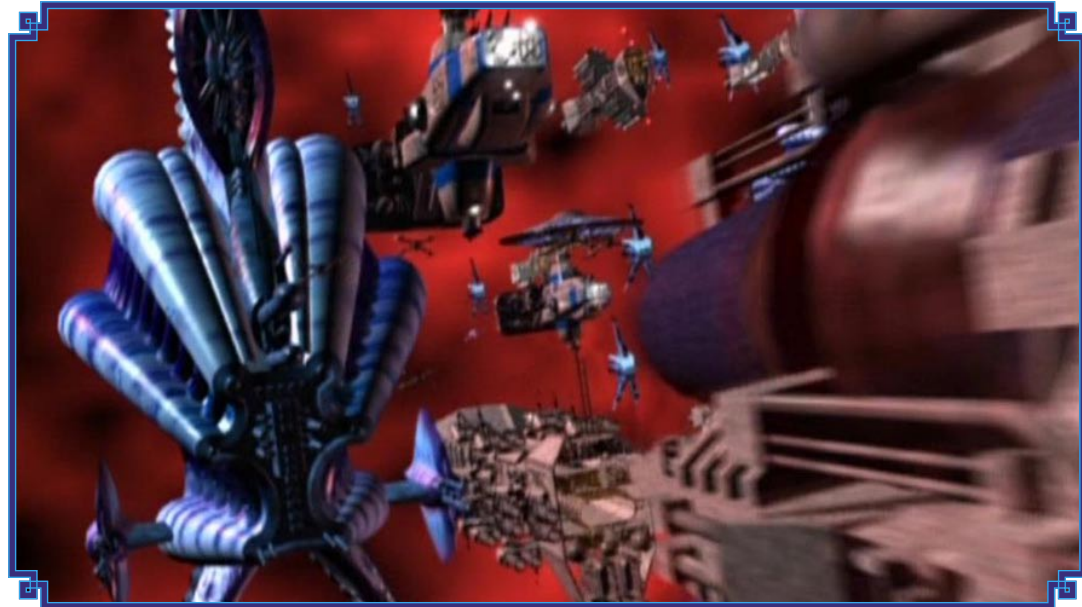
and lack of mobility. Very tough and sturdy, and packing basic but potent weaponry, if the fighting takes place at a

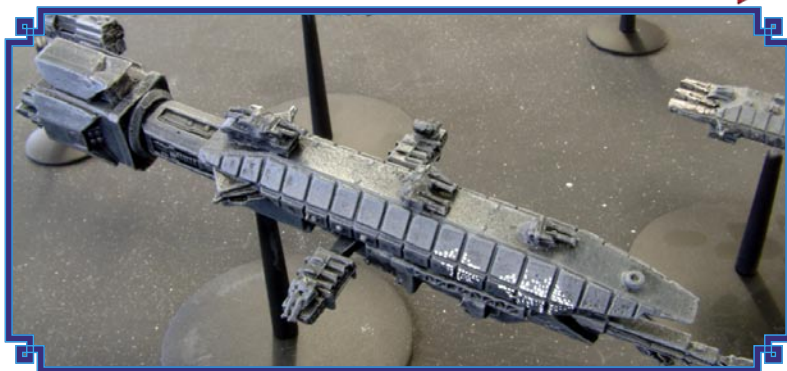
fixed point defended by one of these, it will be able to contribute to the battle. With short range and slow speed, unless the battle is over a fixed point, the monitor will not be of much use. Again apart from special circumstances the Omega destroyer is a better choice.

### War Priority Options

Two options here, one a line warship and the other a specialist ship.

The Poseidon super carrier, unlike the smaller Avenger carrier, is a very worthwhile ship. While for the same points you would get a couple more flights of starfuries or thunderbolts, in addition to that you get a massive warship, the largest in the EarthForce



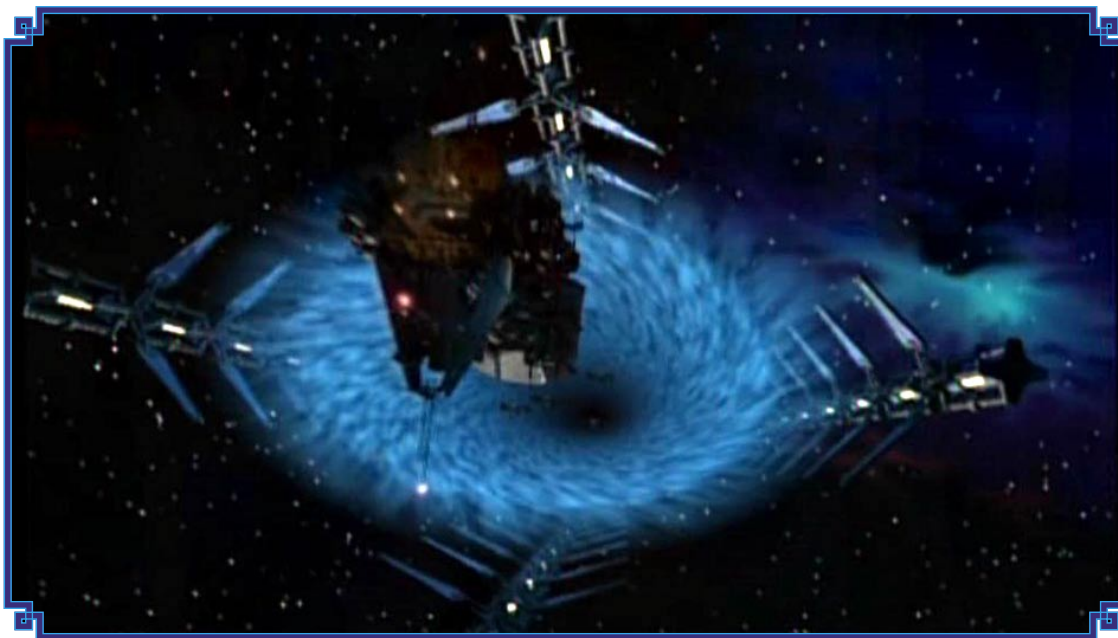


fleet with many capabilities. This ship performs two roles within the fleet; firstly, it provides massive amounts of fighters, and as the Poseidon is a fleet carrier these fighters are more effective than normal, both from increased dogfight capabilities and because some flights lost in combat can be repaired. If all the fighters were destroyed you could expect to replace three of them under the worst conditions, and as many as eight under optimum conditions. The ships lack of speed and poor manoeuvrability are less of a problem as it is likely to stay at range from the enemy and have escorting ships to protect it. What firepower it does possess has all round coverage that means it can stay away from the enemy. The basic structure of the ship is weak for a war priority ship but it has massive damage capacity and an interceptor battery superior to any other ship in space.

This is not a ship to use for single ship duels but that is always the case with specialist ships but as the heart of a fleet it makes an ideal command ship.

The Warlock advanced destroyer on the other hand is a line warship to the core. It is faster than the Narn or Centauri war priority ships, carries a comparable number of fighters as any other war ship, has a tougher hull than the Minbari warcruiser and carries an array of weapons that match any other

ship of its size. It is also the only ship in the EarthForce fleet that has an advanced jump point capability, which means a sudden late deployment from hyperspace can be a rude shock for another fleet. There are few flaws with this ship, but that is only to be expected from the most modern and largest line warship in the EarthForce fleet. One drawback with this ship is not a matter of the design but of the in service date, it was built too late to be used in many historical engagements. If the battle is late enough and the priority level is set at raid or above, this ship should definitely be added to the EarthForce fleet even if it takes a large bite of the available allocation points.



## Enemies of EarthForce

A brief look at the common enemies that EarthForce may be called upon to fight.

### The Centauri

The Centauri have only one ship with anti fighter weapons, and that is only a skirmish priority ship so relatively easy to destroy, although it has a hull score of six so is not an easy kill. This makes the use of flights of thunderbolt fighters for ship attacks a good option against them. Their larger ships carry their own fighters and they have a carrier available at raid priority so some starfuries to engage the sentri and allow the thunderbolts to do their job will be useful.

Virtually all their ships carry interceptors, so massed fire to overload the interceptors and the use of beam weapons is advisable.

Centauri ships do not mount boresight weapons so will be freer to manoeuvre than your ships, so concentrate on getting your own bore sight weapons on



target and accept that the enemy will be returning fire. Most Centauri ships are also slightly faster and more manoeuvrable than comparable EarthForce ships.

The Centauri also have a higher fleet initiative bonus than EarthForce, so you will find the initiative going against you most of the time unless you have a superior command ship present.

Overall your biggest advantage is your fighters, while your weakness is that their ships are typically just a little better than yours. However a solid core of Omega destroyers and Nova dreadnoughts should serve well, and if the battle is large enough a Poseidon super carrier will be very useful. At patrol priority flights of thunderbolts protected by starfuries will be effective.

### The Narn

As with the Centauri, the Narn lack any traditional anti fighter weaponry so at low priorities you can use your fighters freely to cause damage. However the Narn do have a frighteningly effective anti-fighter weapon once the priority levels rise with the energy mines, which can sweep a dozen flights from the sky in a single volley if you get caught in close formation, such as when entering through a jump point. For this reason in larger battles fighters become less effective against the Narn.

Narn ships are lacking in advanced technology and many of their ships lack the ability to form a jump point, although they do have a ship class at every priority that does have this capability. They do not use interceptors, have no fleet carriers and only have a skirmish priority scout. The lack of interceptors makes the use of missiles from the Hermes, Olympus and Sagittarius class ships more attractive, allowing small ships to engage at long range where the Narn ships will be unable to reply.

Apart from smaller ships punching about their priority, most Narn ships are slow and cumbersome for their priority level, which means that you should be able to bring weapons to bear with ease. However, you will *need* to, as Narn ships are tough and difficult to kill. Pick off those smaller Narn ships that punch above their weight, ships like the Dag'Kar missile frigate and the Var'Nic long-range destroyer, as they pack a lot of firepower into a relatively small package.

Overall the EarthForce fleet should perform well against the Narn, your interceptors will be effective against most of the Narn firepower and with more advanced weaponry you should carry the day.



*It is a little known fact that the real reason for the Earth/Minbari War had little to do with the death of the Minbari Leader Dukhat, but was really due to the Minbari's instinctive hatred of the terrible haircuts exhibited by all EarthForce personnel at the time...*

### The Minbari

OK, there is no two ways about it, fighting the Minbari will hurt. The first and biggest problem is stealth that all their ships and even their fighters carry. This means that you will need two or three times as much firepower to destroy a Minbari ship as you would for any other. In particular it means that even against anti-fighter weapons their Nial and flyer flights can shrug off much of the firepower turned against them. The use of an Oracle scout to counter the stealth on one ship a turn to enable the rest of the fleet to concentrate their fire on it to greater effect is definitely recommended.

Second big problem is the Nial and flyer flights that many of their ships carry. These fighters are lethal, especially to

any ship that lacks anti fighter weaponry, so make sure that those ships without particle beams, such as the Avenger carrier and Nova dreadnought have an escort with good anti fighter weaponry. The use of starfuries is recommended against the Minbari as you will want to dogfight the Nial flights, and attacking Minbari ships with fighters is suicide due to their secondary armament of fusion cannon, which are mini-beam and therefore count as anti fighter at four inches range.

Third big problem is that all Minbari ships have advanced jump point capability. This means that they can bring reserves into the battle quicker than you can, and have no ships that will be cut off without access to hyperspace if another is destroyed.

Fourth problem is that EarthForce ship defences are based around interceptors as an integrated part of the system. Most Minbari weapons are beam or mini-beam weapons and therefore bypass interceptors entirely.

Overall Minbari ships are superior across the board to EarthForce designs therefore victory through destruction of the enemy fleet is unlikely. Concentrate on the mission at hand rather than engaging the enemy fleet. Keep your fleet together for mutual support; direct all your firepower onto a single target, preferably after weakening its stealth capability through your Oracle scout. Victory is not impossible and the Minbari ships are killable... but it will **not** be easy.



### The League of Non-Aligned Worlds

The main strength of the league is also its biggest weakness, which is that it is made up from at least four different fleets each of which has different capabilities. This gives it a wide choice of ships with different capabilities, including a number of specialist ships that fill specific niches. However it is also a weakness as the ships of the different races are not designed to work together, and therefore getting the different ships to work together to form a coherent plan can be difficult.

One thing that is common to all the ships of the league fleets is that they are large for their priority class, as large or larger than anything in the EarthForce fleet. This obviously means that they will take more killing than ships of other fleets. The Brakiri provide the largest ships in the league fleet, and their ships are

sluggish but solid, and carry respectable amounts of firepower. However their speed means that lining up bore sight weapons on them is a possibility.

The Drazi provide the lower priority ships for the league, and all of their ships

suffer from the same weakness. All Drazi ships have all of their firepower in the forward arc; much of it bore sight only. As their ships are small, fast and agile they can easily get these weapons lined up on your ships as they approach. Once things get mixed up, the lack of all round weapons can be exploited.

The Vree ships are the most agile league ships, and also mount their heavy weapons in turrets which makes it irrelevant which arc your ship is in, so concentrate on getting your own weapons on them. They provide strong all round anti fighter defences, so avoid sending in the starfurries or thunderbolts anywhere near the Vree saucers.

As for the Abbai, their ships are more concerned with staying power than offensive weaponry, making them less important targets than the other ships. Firstly they are difficult to kill, and secondly if you do destroy one it does not remove that much firepower.

Overall if you can take advantage of the chaos in the league fleet structure the EarthForce fleet should be able to handle the league. This chaos is expressed in their lack of a fleet initiative bonus.



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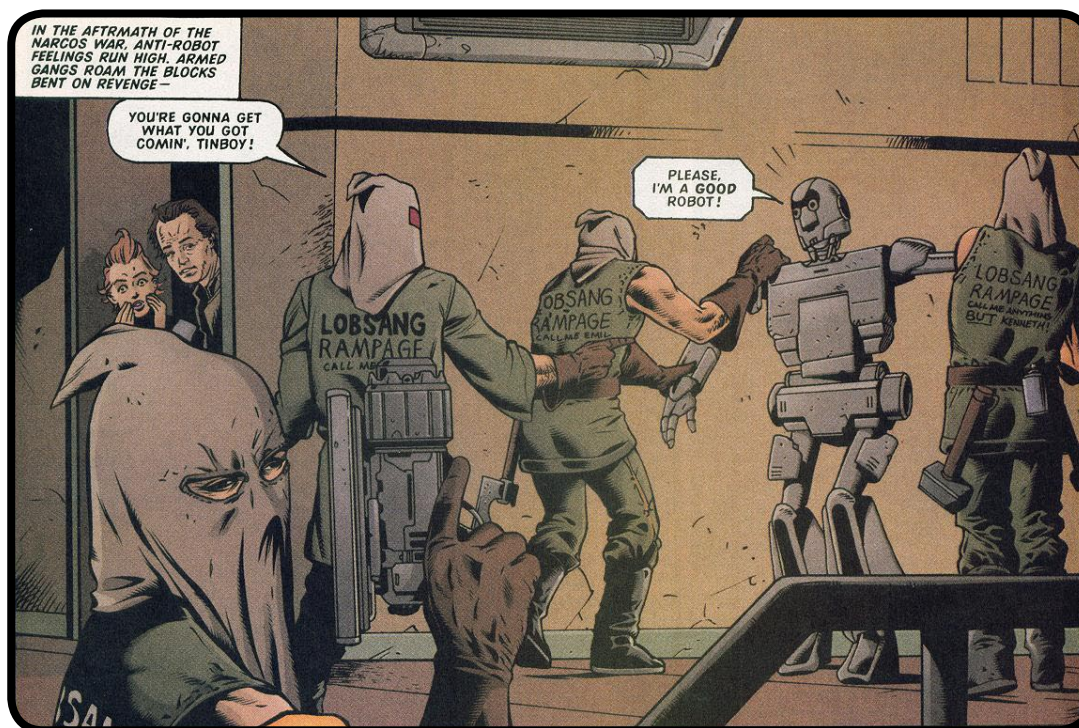
# The Specialists

## New Specialists for Gangs of Mega-City One

**Matt Sharp**

### The Robot Smasher

Nearly all jobs that once required the human touch are carried out by robots in Mega-City One. Everything from industrial production lines to office administration has a specific robot designed to carry out the task with the utmost efficiency, 24-hours of the day, everyday. The most optimistic unemployment figures place the level of joblessness at an astonishing 87% of the population, with some Sectors registering even higher – the remote North-West Hab Zone is said to have a figure of 97% unemployment, for example. However, there are still a few jobs that are reserved for humans, for one reason or another. After two robot rebellions, it is becoming increasingly common to see a human employed in as a robot supervisor. There are always a few jobs that only a human can perform; the most common of these is muncce taster, someone employed to taste new variations of the miracle food of the 23<sup>rd</sup> century. Shop window dummy



is also a favourite job, where a citizen is expected to simply stand around in a shop window all day, wearing the latest in glam gear. Most juves would be more than happy to do this anyway, getting

paid for it and gaining the kudos of an actual job means that there is a nvere ending supply of applicants at every major mall and shopping outlet in the City. Some jobs, such as Tri-D repair



man, have been reserved for humans even though a robot could perform the task far more efficiently in order to make a tiny dent in the Unemployment figures. Many citizens spend their entire life seeking jobs, sending speculative letters to every single entry in the vidphone directory, often receiving nothing or a casual rebuttal in reply. For every job advertised as available, there are hundreds of thousands of applicants, no matter how humble the position. Even the hint of a job can lead to hundreds of applicants turning up at the gates of the company concerned in order to apply. Naturally, Mega-City One being as it is, such a situation will inevitably turn nasty and the so-called 'job riots' are an almost everyday occurrence.

The incredible unemployment has generated a great deal of resentment among certain citizens. They believe that their lives would be much better if the robots simply went away, leaving the humans to once again take their place as the workers in society. Most are content to simply grumble and complain about the 'tinheads', but a few have it in them to act on their hatred and have become robot smashers – stalking and destroying the hated machines wherever possible.

These extremists take many forms. The most notorious group are the Neon Knights, a malevolent clan that evolved into its present form shortly after the first Robot Rebellion of 2099. The knights don hoods and masks before embarking on one of their 'hammer nights',

wandering the plazas and pedways of the Mega-City until they encounter a lone robot. This unfortunate machine is then smashed with extreme brutality, as an example to other robots that they should remember their rightful place in society – as slaves to the humans. Another group, the Neo-Luddites, are a quasi-religious order that believes that robots are soulless abominations in the eyes of Grud and need to be destroyed wherever possible with the aid of huge hammers and, strangely, heavy wooden shoes. Other groups are much less well organised but no less brutal. It is quite common for a group of bored juves to gather together and smash their block's cleaning robots and try their hand at cleaning the floors and walls with antique tools in order to try to 'experience what it feels like to really work' – however, no human is capable of working 24-hours a day like a robot. These juves are often the first to complain that the floors and walls of their blocks have become unacceptably filthy, because they have given up cleaning after three minutes and the cleaning robots remain broken. Other punks and juves take up robot smashing simply because they enjoy breaking things.

Many gangs in Mega-City One have taken to employing robot smashers, especially those that are rivals to a renegade robot gang. The robot smashers regard rogue robots as their natural enemy and will jump at the chance of being



## The Robot Smasher Miniature Conversion

Just like all gang members, the robot smasher needs to be represented on the table by a miniature. My robot smasher (McHammer) is a conversion of a Lone Wolf Kai Lord miniature, which has been modified to resemble one of the Neon Knights that appeared in 2000AD prog 29. The Kai Lord's hammer is snipped off using a pair of cutters and replaced with a different hammer from my bits box (there seem to be lots of hammers in there, for some reason...)



Using a two-part epoxy putty (I used Milliput, but two-part epoxy putty comes in a great many forms and is available from almost any plumbing supplies store), bulky Mega-City One knee and elbow pads were sculpted onto the miniature and a mask was added over the model's face to give a much more sinister, feature-concealing hood. Finally, the model was painted in suitably sombre robot smasher colours.

able to meet them in combat – although some do not realise that the renegades are much more capable in combat than the defenceless servo droids and valet robots that they usually target. Like most bullies, they hate targets that fight back. However, a robot smasher is experienced and highly skilled in destroying robots and is usually able to bring his abilities into play to good effect.

**Traits:** Brute Strength, Demolitions

**Equipment:** Handgun, pad armour, wrecking hammer

**Robophobic:** Robot smashers are notorious for their hatred of all robots. A gang that includes any robot specialists cannot recruit a robot smasher. If any robot is subsequently recruited by the gang the robot smasher will leave immediately.

**Smash the Machines!:** A robot smasher has had a great deal of practice in attacking and destroying robots. He has become highly adept at cleaving through a robot's defences and smashing the target to pieces. As far as he is concerned, robots are nothing more than inanimate objects. When attacking robots, the robot smasher is able to apply any Break bonuses he may have to the damage roll.

Spd	Ag	Res	CC	Hts	WtF	Reputation Required	Recruitment Cost	Rep
4"	5+	6	3D	3	3+	12	8,500 cr.	8



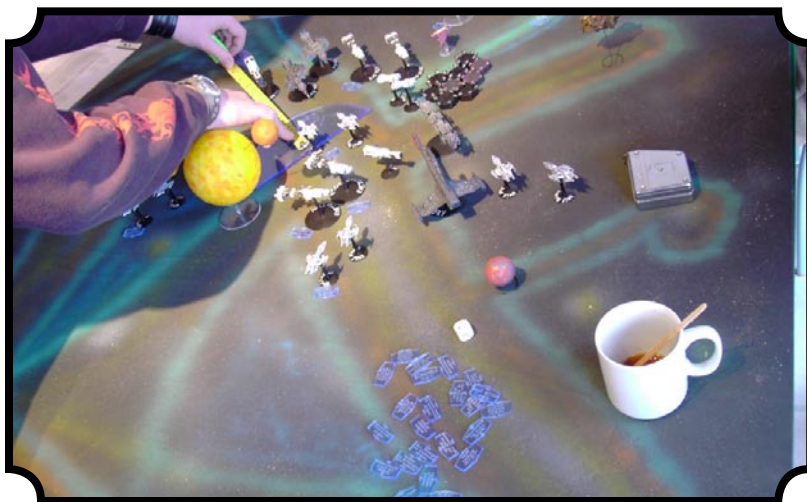
# Fire at Will!

## Photo Report from the first German Babylon 5 ACTA tournament

On the 25th of March 2006, the first German B5 ACTA tournament took place at Nimmy's Horrroladen in Hennef near Bonn. Eight participants (some of them travelled 300 kilometres to play) fought for the first German Championship. Referee Heiko Wisper watched over the matches, all played by Mongoose Publishing's official tournament rules. After nine hours of playing, the ISA under Commander Lars Bentley won the tournament, making him the first German B5 ACTA Champion. Surprisingly, Mr. Florian Hamel came second: ‚I played my first game two weeks ago, after purchasing the ACTA starter box,‘ he admitted. The players were enthusiastic about not having to pay an entrance fee because all the tournament's prices were sponsored by Mongoose Publishing, which made sure nobody left the event empty-handed. Special thanks go to MGP's German distributor Ulisses-Spiele GmbH and Mr. Patric Götze for their support of the tournament, making a 10% discount to everybody interested in ACTA possible.



*Champion Lars Bentley and Michael Armistead*



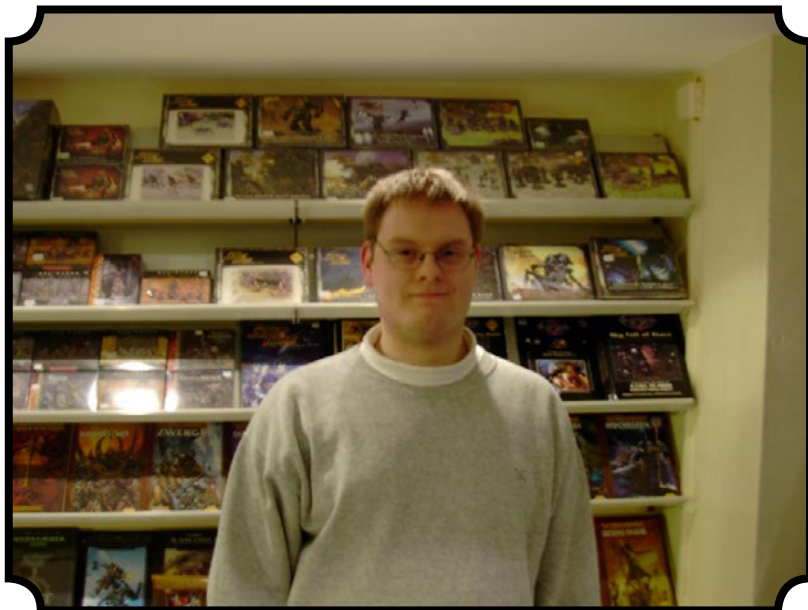


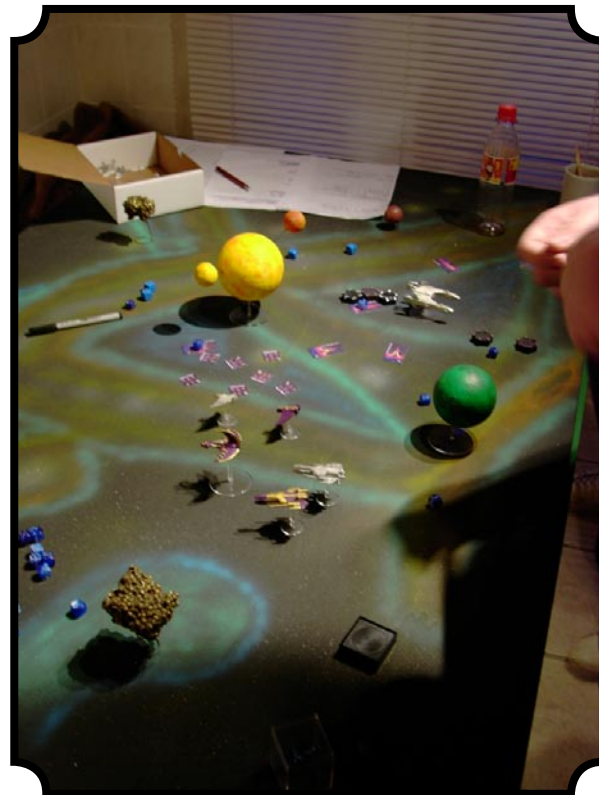
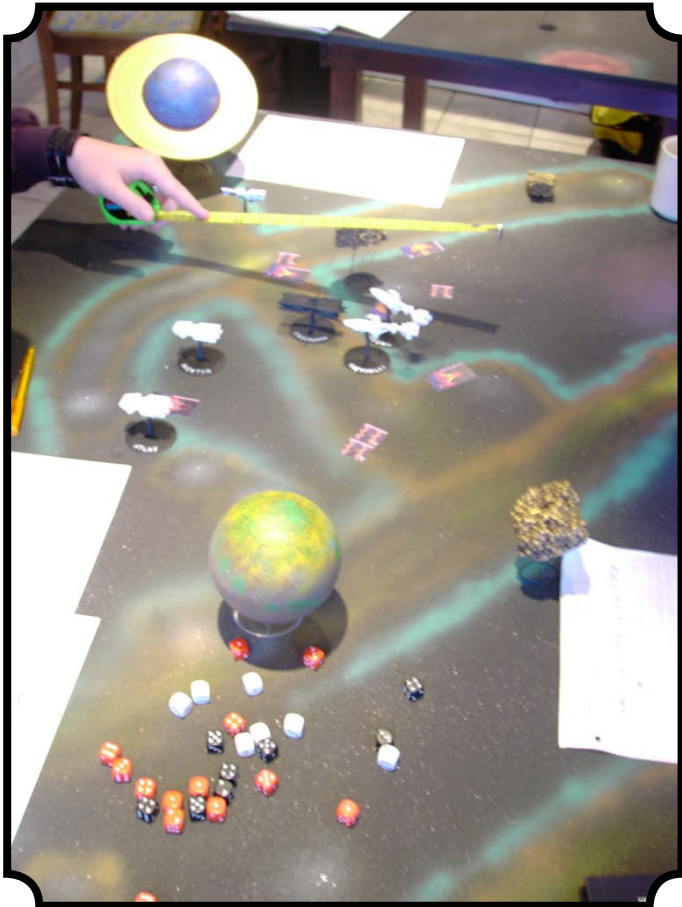


*Referee Heiko Wisper and Lars Bentley*



*Runner-up Florian Hamel*





# Scenic Mayhem

## Making a Concrete Jungle

Constructing City Block boards and buildings for  
Starship Troopers and Gangs of Mega City One

**Darell C.  
Phillips**

In last month's Signs & Portents Wargamer article 'A Breath of Fresh Atmosphere,' I described a method of building industrial structures to be used with urban combat. For those that noticed the supporting city block boards and office building adjacent to my industrial complex, this month we will cover the steps to duplicate these accessories for fighting city wars on a table top (can you say *Block Wars?*)

In choosing a material to make city blocks from, I made a trip to my local building supply store. After padding about the aisles a bit, I found the section where pre-cut sections of wood fibreboard were offered. I decided upon some square pieces that measured two feet on a side. Thinking for a minute about thickness, I chose a thickness of  $\frac{1}{4}$ " (what, about 6mm?) in order for it to not be too thick and heavy, but to still offer sufficient strength and to guard against warping. Warping is important to any basing project, as any basing material that could turn up at the corners quickly leads to a frustrated modeller- not to mention the smirks from the gamers (a motley crew they can be, heh). In fact, my first thought of using foam core for a basing material was rejected for two reasons. First, downward pressure

from any errant game player's palm or other heavy object would leave a dent in the board. Second, I've seen a few of my foam core boards do a bit of warping while in storage. For these reasons, I wanted a solid material that could be transported and positioned on a table for urban scenery.

The next step was applying a base coat of grey primer. You don't need to buy anything fancy here, by the way. I found grey spray primer for under \$1.00 US per can. After applying several coats for good coverage and allowing sufficient time for drying of the primer, the next step was ready to proceed. But before we proceed, I might want to mention that I made sure that the primer was sprayed as to properly coat the edge of the boards, all the way around their perimeter. This allows for edge sealing of the board, as well as the board's natural finish not 'peeking' out when the city boards are placed together.

In order to achieve a finish that would simulate urban conditions, I decided upon the use of an overcoat spray that can be found at almost all hobby stores, craft stores and general hardware stores. This is described as a spray stone finish, and

one brand goes by the name of 'Fleck Stone', and is made by Plasti-kote ®. I decided upon stock item number 11444, 'Manhattan Mist'. If sprayed in a thick pattern, the effect would be not too unlike asphalt. Since this spray material is considerably more cost than inexpensive primer, I decided upon a tactic of using it as a light overspray on the grey primed board. With much of the underlying (and cheaper!) colour still showing through, the combination of these colours arrived at the desired urban road finish. This is an important consideration. At close to \$10.00 US per can, you need a way to ration the flow of this spray texture to make it go as far as you can, while not exposing too much of the 'bland' grey primer. This is a personal decision, but I suggest laying out a large area of cardboard and placing all of the boards you have primed placed out as tiles together. Then spray a light amount of texture evenly over them all until a desired finish is achieved. Remember



to read the directions on the cans. For instance, it is warned that Fleck Stone is water sensitive, so a protective topcoat is highly suggested. While it is recommended by the manufacturer that the user buy their brand of sealer, it is not necessary. I can't blame them for trying, though (heh).

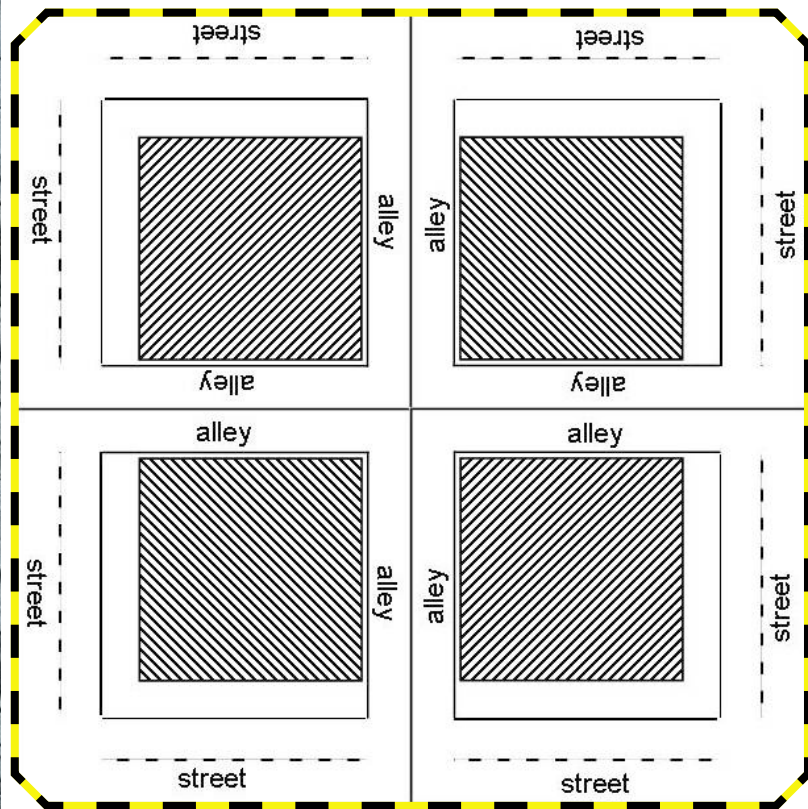
For a really protective finish, I decided upon the use of a version of Krylon acrylic sealer called 'triple thick' (#0500). While this will give you a gloss finish, it will also allow for a good coat without multiple layers of matte sealer. Here, I will hold the story a bit for a pause to think about this (*stop reading this for five seconds, and then resume*). It is a fact that I have learned the hard way that one good coat of gloss acrylic sealer can equal many, many coats of matte sealer. In other words, there are no thick sealers that are also a matte finish. Matte equals flat and flat equals thin. Hey, but what if you want a good

coverage of sealer on a model or such, but don't want that blasted shiny finish? This calls for a dose of tactical genius. Give your model a good shot or two of gloss acrylic sealer, and then give it a dusting with matte sealer. Pure genius, I say. Using gloss for protection and matte for a flat finish is the best of both worlds.

At this point, I have a confession. These are not really city block boards. No, they are *one-quarter* city block boards. It should take around four of these arranged into a square pattern to make a city block (or thereabouts). After trying to find a measurement for real city blocks, I discovered that they vary widely around the world (*Mega-City One City Blocks have an average height of about two hundred storeys, and are said to be approximately two miles tall – a 30mm scale model would be about 20 metres tall, or roughly twice the height of a typical two storey house. They think big in Mega-City One... - Judge Editor*). A good description of a city block is 'the smallest area of a city that is surrounded by streets'. After comparing the size of my chosen fibreboard squares with a few dimensions found on the internet (and taking a short walk down my street), I decided that I would place streets on two adjacent sides of the board, and leave room for alleyways (for alley fights, of course) on the opposite sides. This way, if you want to place four boards with the street 'corner' facing to the outsides, the alleys would match up all touching each other and make up a large 'plus' shape in the middle. The building footprints would then occupy

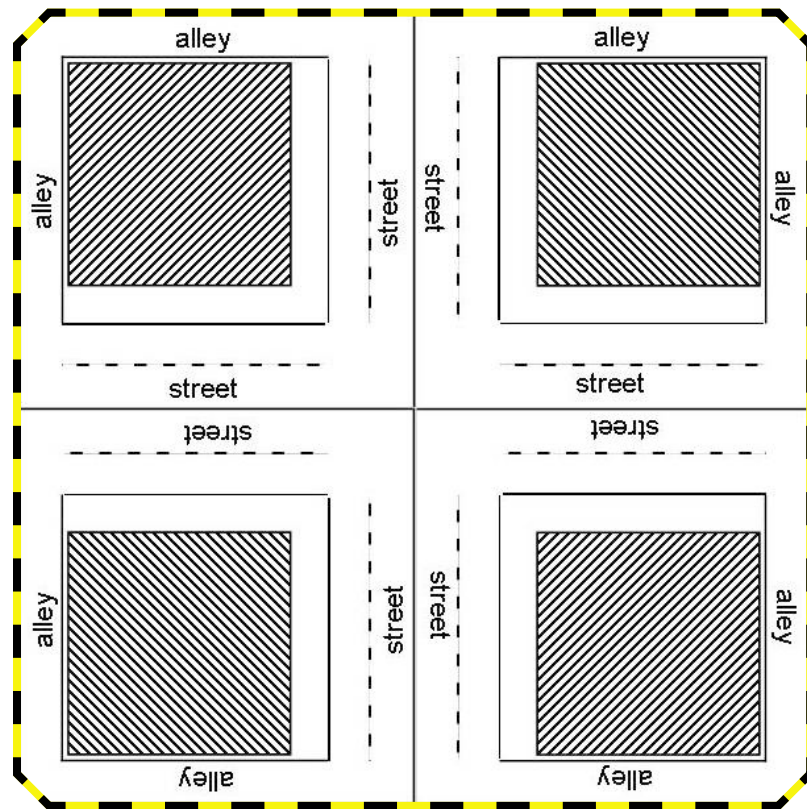






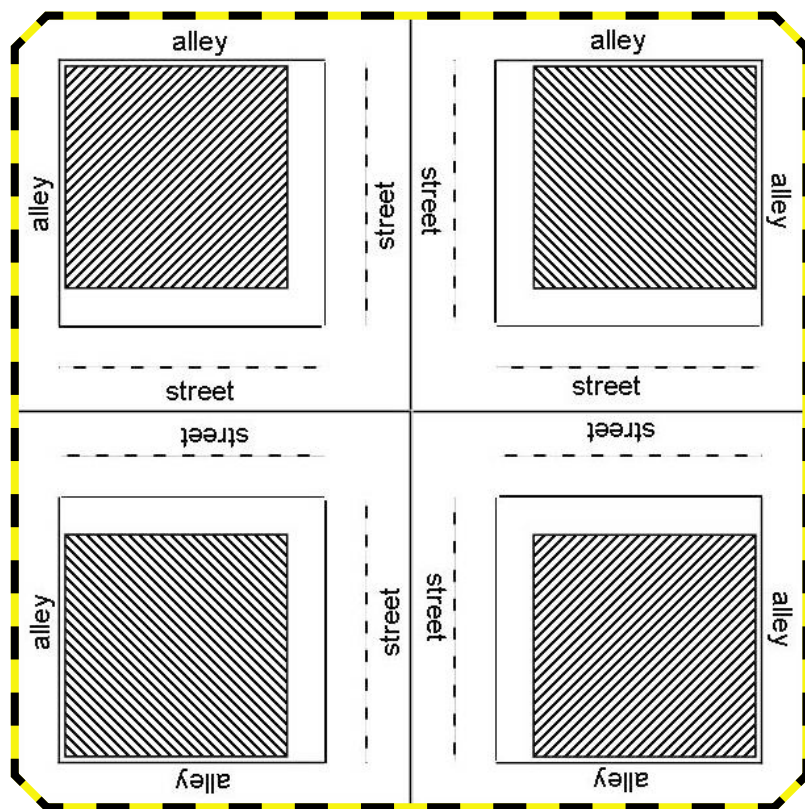
*City Block Grid Layout, Option One*

the centre of the block, separated by alleys. If however you wished to place the streets as the 'plus' shape joining together in the middle, the building footprints or foundations would be more positioned towards the outer corners of the board. While this might seem to be a minor difference, it does allow for play to be either cantered in the middle of the board, or perhaps allow more for wider ranged street fights around the perimeter of the block. While most alleys are much narrower than I've defined for these boards, my method makes sure there is room for us 'giants' to place our hands into the middle of the blocks (if the alleys are in the middle area, of course). *(There are blocks and streets like this in Mega-City One, of course – it just so happens that they are contained **within** the larger City Blocks. Judge Editor)*



*City Block Grid Layout, Option Two*

Now we'll finish off the city blocks with some marking lines. To save on cost while still using something durable, I bought vinyl electrical tape in white and yellow. Using a straight edge and a hobby knife, I cut 1/16" (about 1.5mm) strips away for use as traffic lines and parking marks. The white tape was also useful for creating pedestrian crosswalks as well. This part will take some patience, as applying these to look uniform is a job to do well. Make good use of the tape measure, and cutting some paper or cardboard guides could be useful. It should go without saying to save some area adjacent to the streets to make sidewalks. If you notice my sidewalks, I've made them from 1mm thick styrene sheet. There really is no secret to impart to you here other than to visit your local hobby store and look for



*City Block Grid Layout, Option Three*

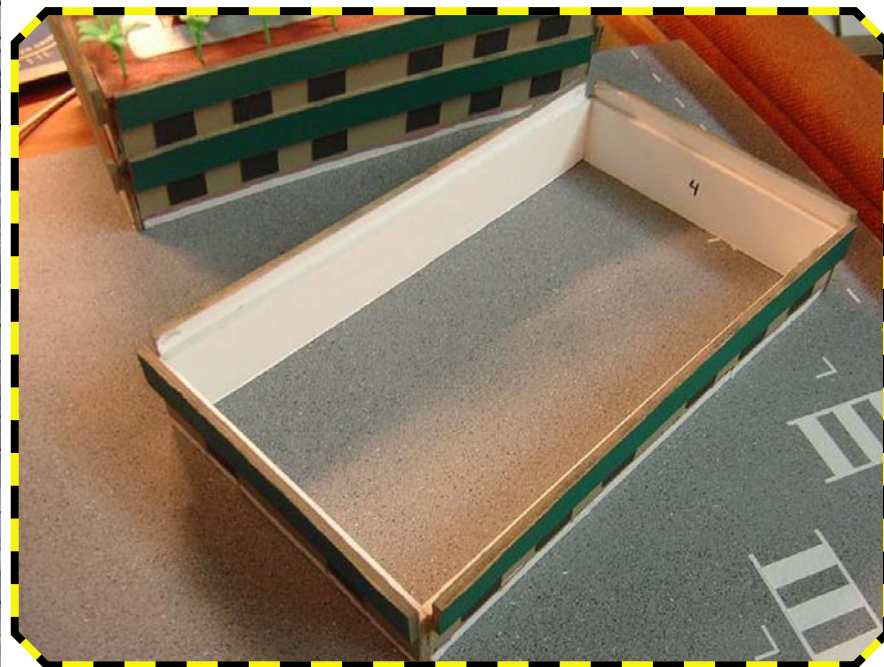
the styrene sheet stock. Some companies make a grid pattern that is called (guess what?) *sidewalk*. Now that was easy, eh? I've used this material for scratch building and kit bashing stock for many years. The particular pattern I chose was made in a 1/2" square grid. Once you paint this stuff grey and stain it up a bit, you'll have some awesome sidewalks. This is where you can get a bit gruesome, and let your inner 'twisted humour' emerge. I've got dark red, mixed with dirt and oil on mine. Oh, and painting crosswalks with organic markings can be downright evil. I guess they didn't remember what their Mum told them about looking both ways before crossing (and what was that driving school lesson taught about yielding to pedestrians, anyway?). Remember to overcoat everything with matte sealer.

Now that we have some streets to fight over, let us go up a few levels from the streets and find a nice view of those stained crosswalks from above. For the office building, I could have chosen a number of different materials to make it from. In the future, I just might indulge my 'inner child' a bit and create some urban structures using LEGO Bricks (and I don't care what age I will ever be, plugging LEGO Bricks together is fun!), but for this structure I chose foam core craft board.

My building ends were first cut to a dimension of 7-7/8 inches (20cm) long by 2 inches (about 5cm) high. I then cut one-inch strips the same length. I made twelve of each of these, in order to make a six-storey office structure. For the long sides, I cut twelve pieces to be 13-1/2 inches by the same two-inch height. I of course followed these by making 12 pieces that were one inch high. Now, take all of the one-inch high pieces and bisect them with a pencil (not the hobby knife, you axe murderer!). Using a pencil, you will have two 1/2 inch sections along all of the one-inch pieces. Now glue all of the one-inch pieces to their matching lengths of two-inch pieces, overlapping to the pencil line. This lets one-half of the narrow pieces project out, while the other half is attached to the two-inch pieces. I used superglue, but glue stick or other cement for paper should work as well. If you use superglue, use accelerator or the glue can eat up the Styrofoam. If it does, call it building damage (after all, this is urban combat you know). When all of the wall pieces are assembled, you are ready to make building levels that can be stacked together or taken apart for level-by-level combat. To make each level of the building, glue the shorter pieces to the ends of the long sides, making a rectangle. The end structure will be a two and 1/2 inch high office level without a floor. After building six identical levels, you can then stack these to make a building. Even though you can easily figure out material for floors, I didn't feel the need (yet). For now, I can take the structure apart and place them all on a flat table to use as a common floor for multi-story combat. I did mark a

floor number (1-6) on the inside of each level to keep them coordinated. A more clever solution would be to leave the building vertically assembled on the table and just have paper sheets show the floor levels (US 8.5" x 14" 'legal' or ISO A4 or perhaps ISO B4). If you made a duplicate six-floor building, you could also use the broken down sections of one to fight in, while the model's twin was left standing. Ah, decisions, decisions. For small table fights you could use one building built and one broken down, and for large table fights you can use paper sheets with both buildings on the board. There, it's decided (aren't you glad I'm in here? - ghost in the machine... boo!).

To save a bunch of work cutting out tedious windows, I snapped a few pieces of grid styrene into the size of office windows and painted them off-black. Yes, I cheated. Haven't you ever heard of window tinting? I did the



same for the entry doors at the street level. Enough of the windows, ok? If I had cut out the windows, I'd have had to install curtains, blinds, tables, computers and monitors with screen savers of little fish moving about, and so on. I'd rather be painting miniatures.

For a roof for our little battle in the heights, this is where it gets outright fun! What do you mean you are afraid of heights? You should be more worried about the bullets flying about than gravity, by the way. Just measure the inside clearance for a rectangular roof panel, allowing it to overlap the inside ledge pieces. For the Yanks reading this, it should be about 7-7/8" by 13-7/8" (I'll make the rest of you chaps work for it, heh). This piece should fit snugly, and do not glue this, ok? Let gravity do the work. I decided upon a small outbuilding, which could easily be a maintenance shed, or perhaps the top of an elevator shaft



(be sure to draw this box on your paper levels, and don't forget the stairs!). I simply cut some foam core pieces to make a box.

If you look carefully, I did indeed cut 45-degree edges for the wall ends. For those that want to know why I didn't do this on the previous six levels of the building, the answer is simple. I wasn't going to go to that level of detail, but be my guest. In some of my work, I go to quite 'anal' detail. Some times however, my mind just doesn't see the reason to go over-the-top on some projects. Sure, the foam core board ends will show on the building. Some will say 'yep, that's good enough' while others will find a way to cover them up. It's just a matter of what you want. In fact, I might very well use a light gap filler or putty and disguise my building corners someday. However, who is to say also that in the future they don't use one-foot thick

foam core to make their office buildings out of, hmm? I just love Sci-Fi!

Anyway, back to the 'little outhouse on the roof'. A piece of square foam core board with the edge cut to an angle can become the roof (and yes, I did putty up the raw edge of the exposed foam edge). For a flag base, I actually found a number of aluminium pyramids that were pen holders (there was a hole on the middle of the pen, and it balanced on the metal pyramid when not in use). Surplus stores can give up some interesting finds, let me tell you. I glued one of these pen stands on the rooftop house. Next, using a piece of hobby brass tubing sized for the pyramid top pin, I had a flagpole for my building occupant.

The rest was really fun (saving the real fun for last I suppose). Using some additional 'sidewalk' sheet styrene for a garden walkway, I glued it down to the roof. Oh, and the styrene is easy to break off to the size you want because of the grid. Then, measuring and marking with a pencil, I punched holes in the roof panel for my greenery. A visit to a bakery allowed me to find these little green beauties. Although they are ferns, the long stems if not sunk into a cake make great palms trees. They even have a bit of an alien look to them due to the bright green coloration, and they are some of my favourite plastic plants for gaming use. To get uneven soil coverage, I piled up red tinted craft sand and then soaked it in superglue (hitting it with spray superglue accelerator). For the 'break area' table and chairs, I used some of that 1/2 inch grid sidewalk as raw material (didn't look like sidewalk material at first glance, did it?). Like I said, I really like grid-scribed sheet styrene. I added a planter and additional



employee break tables and chairs at the street level. The executives get the roof of course, and the office monkeys get the street, no doubt dodging bullets while chit-chatting holding a Starbucks container with small print cautioning on it: 'Warning: hot contents may burn when leaking out of bullet holes.' Sigh, talk about incentive to 'move up' (heh).

For the sidewalk trees, I found them at the same bakery. Bakeries are more fun than surplus stores, do you know? These trees already have a cast-in base, but I glue a metal washer under them as a counter weight. The side 'gantry' on the building is made from Platformer kit material. I'm not even sure if it's a fire escape system or something for window washers to use (and does it really matter?). Oh, now I remember what it was for. It's for cleaning off the Cliff Mites. They just love the Boss's palms. The hexagonal structure in the garden area is (surprise) made from Hexagon kit material, with metal hobby tubing added and bent to fit. I'm not sure of its function, either. It might be an air conditioning unit for the building, or a pint-sized fusion plant to be used for auxiliary power, or maybe it's a 'cooler' for punishing office monkeys. I just love Sci-... oh I said that already?

Anyway, there you have it. Well, at least I have it, heh (but you can make it too!). I have made six of the ¼ City Block boards to make a four-foot by six-foot urban game table, and the office building as a first effort to populate my new city. I'll think next of how to build some different structures, maybe taller. All sorts of ideas are possible, including elevated parking garages. The office building I've already made can be used as two three-story structures, or easily other combinations. Taller structures can be built, to give even more area for your games. I mean, if your troopers or Gangs aren't afraid of bullets, then they sure shouldn't be afraid of heights, right? What? Just for that, I'm going to make you put in catwalks and sky bridges. And there will not be any super-hero spider web saves if you fall. The only spider webs your Gangs will see will be employed by the Spider Bugs of the new Gang called the 'Urban Arachnids'. You are going to just love the interrogation sequences. The Gang Bosses are rank amateurs when it comes to interrogation, Arachnid-style...



# Making a Battleboard for A Call To Arms

Ron 'deathcaster' Martin

## Step One: Materials

1. 6 Pieces of 20"x30" poster board, or sometimes-called foam core.
2. 2 Cans of black spray paint.
3. 1 Can of Silver spray paint, and/or 1 can of Colour Fleck spray.
4. 1 Can of Collared spray paint for distant nebula looks. I used a light purple, but blue, green or dark red would also work.
5. Some white glue. I used Elmer's white glue.
6. Some sort of pegs to connect your boards together. I used 4" lollipop sticks. You can get a bag at your local craft shop.
7. A pen, ruler and either a drill bit or Phillips screwdriver about the same diameter as your pegs. I used the Phillips.
8. 1 Can of Clear Acrylic Sealer either Matte or Gloss. I prefer gloss.

## Step Two: Board Preparation

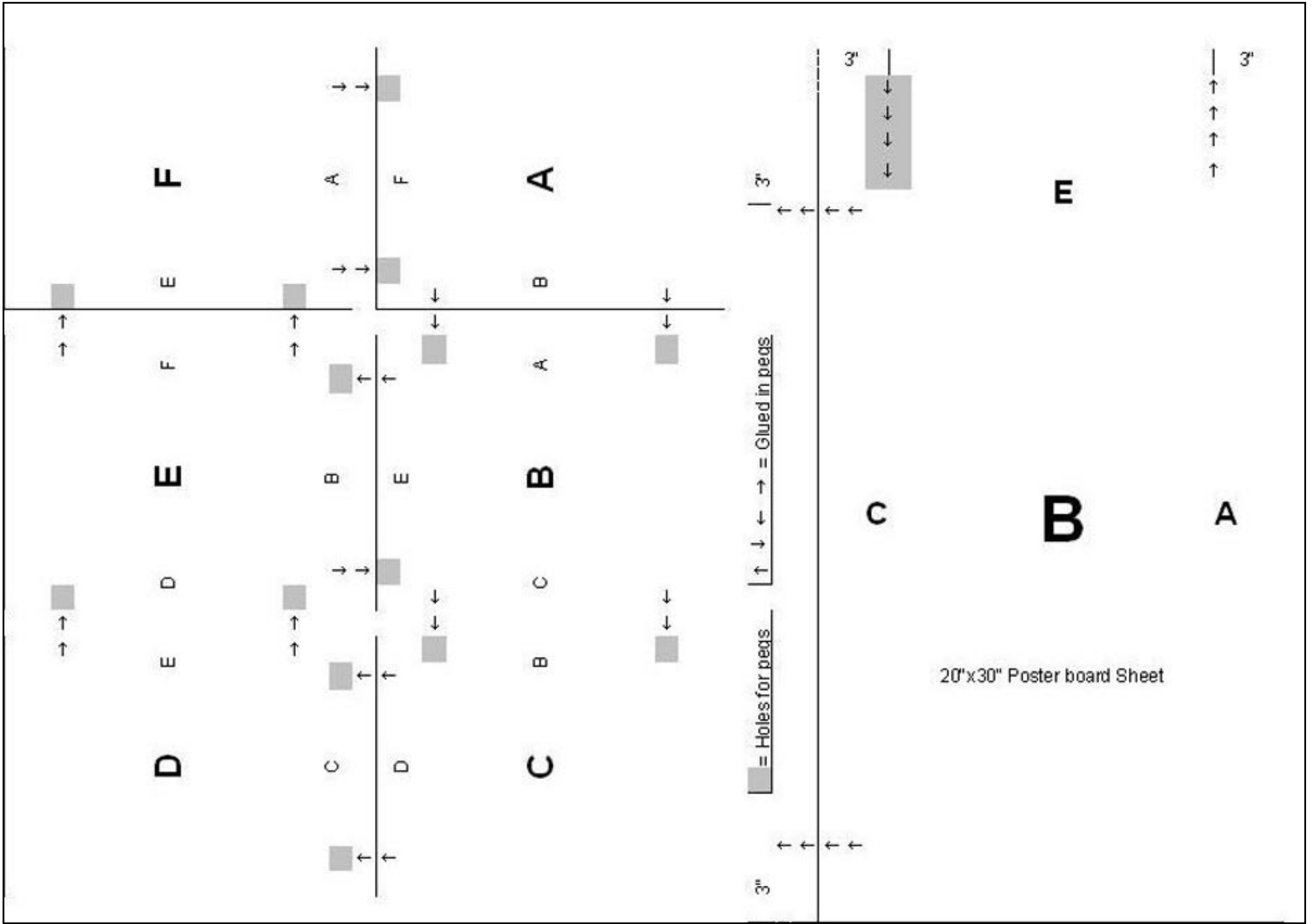
First I would label each board (on back) as indicated on the below chart, and go ahead a mark you holes for the pegs.



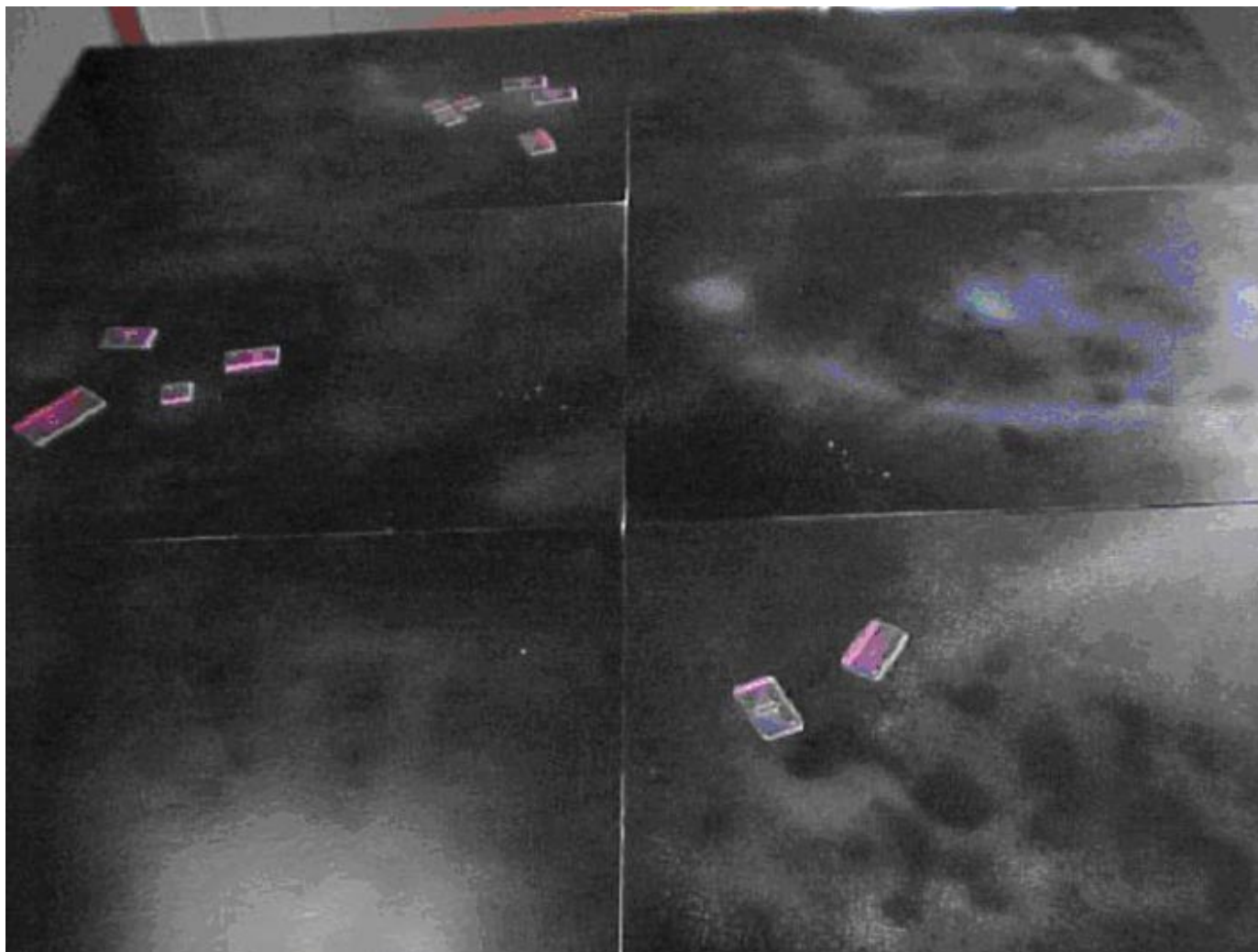
*General Franklin and Captain Sheridan enjoy a quick game of A Call to Arms*

Peg holes are 3" from the edge of the board. Do not glue pegs in at this time.

Once you have labelled each board, now place a small bead of white glue on one edge of a single board. Carefully smooth the bead of glue along the edge of the board with your finger so the entire edge is covered with a small coating of glue. This will prevent the spray paint from dissolving the foam in the centre of the boards. Now repeat this step until all the boards' edges are covered. Make sure to let the glue on each edge dry before moving to the next step.



*The battleboard plan*



*Picture 1: Shows all 6 Boards being used in a Narn vs. Centauri battle (Note: if some of the white board edges are showing, use a black marker on all the edges and that should take care of it)*

### Step Three: Making Peg Holes

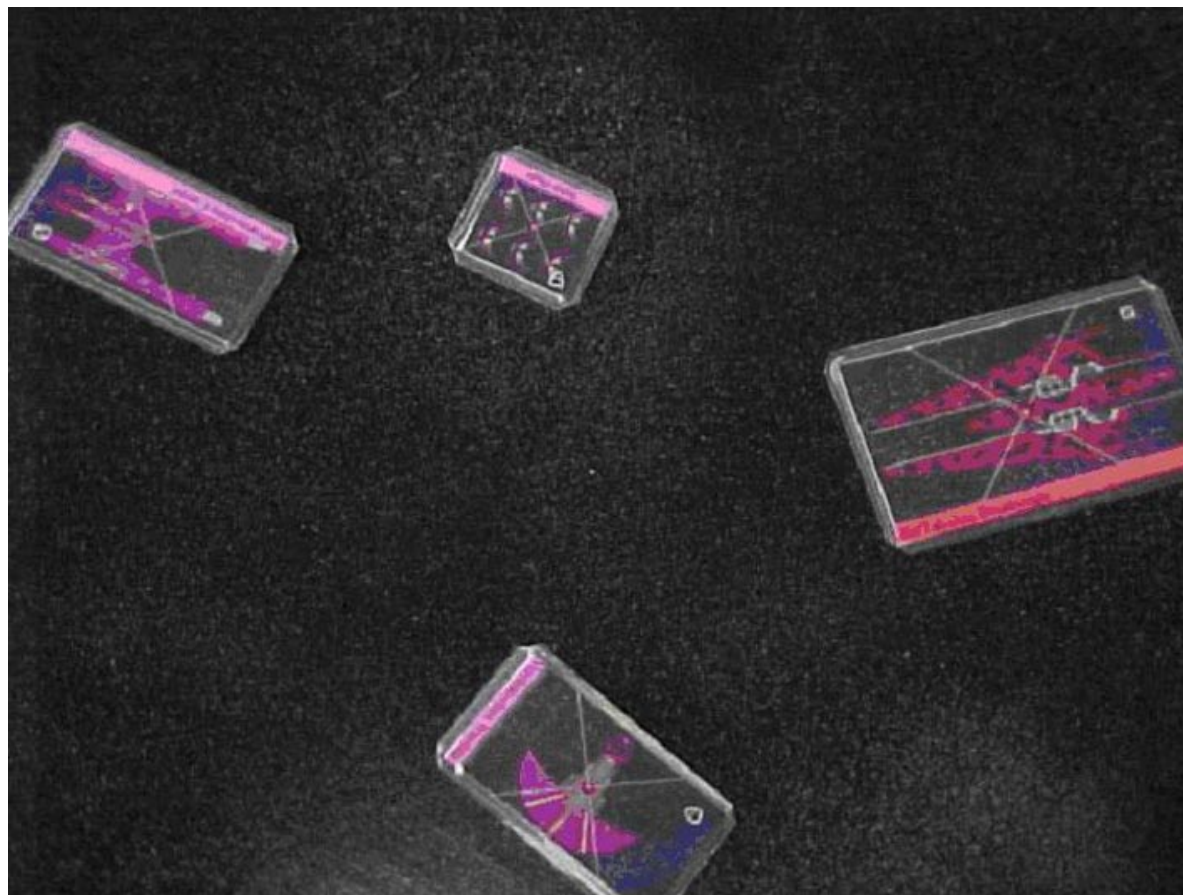
Using the chart above the greyed out areas are holes that do not have pegs glued into them. Each hole is measured 3" from edge of board. First, you should mark the depth of each hole on your Phillips screwdriver or drill bit with a pen or marker. The depth

should be half that of your peg. Now carefully start 'drilling' your hole into the board. Since the centre of the board is made of foam this should not be very difficult, but you must use slow twisting actions to make the hole. Try not to break the paper on either side. Repeat this step until all your holes have been made. You can now place pegs in the holes and check that everything fits correctly, if not you can now make any necessary adjustments.

### Step Four: Gluing in the Pegs

Mark each peg in half and glue each peg into the holes halfway in (up to the halfway mark). I did each board with a drop of glue in each hole and a small bead of glue on the peg (half). Carefully insert the peg into the hole using a slow turning





*Picture 2: A closer view on 1 board of the same battle.*

motion to 'screw' the peg into place. After all 14 pegs have been glued let dry. After they have all dried I would connect your board together to make sure everything fits and is lined up correctly. Now take it apart again for the next step.

### **Step Five: Spray Painting the Black**

First, make sure you are in a well-ventilated area, preferably outside. It is recommended that you wear a mask and goggles. DO NOT: under any circumstances do this inside of your house. If you are underage, please get your parents permission

and help to do this. Take each board and spray an even coat of black across the board's surface. For best results, follow directions on spray can. Repeat this step for each board.

### **Step Six: Spray Painting the Colour and Silver**

It would be best to practice this on a piece of paper or cardboard first. Hold the coloured spray paint about 20" above the black board and lightly spray. You should notice that some of the paint floats down to the black board making very small dots. Go over the board in small areas with the colour, then with the silver as well. If you have the colour fleck, do this at this time also. By misting the paint over the board you will get a look of stars and far away nebulas.

I hope you will enjoy your battle board as much as I like mine. It should be noted that my battle board only has 1 peg placed in the centre of board A to F, and board C to D, and no peg connecting board B to E. This was a proto-type board and I decided that those boards should have the pegs for added support.

My next project will be making planets and other stellar object to place on the battle board.



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