

Signs & Portents

WARGAMER

REBEL COLONIES

Looks like not everybody loves the Federation...

DRAZI SHIPYARD

New ships variants for the dastardly Drazi!

DEATH IN THE UNDERCITY

New rules for Undercity Gangs in GOMC-1

Plus... Battlefield Evolution Photo Report, Mighty Armies Event Cards, Starship Troopers Campaign and lots, lots more!

S&P Wargamer 38
November 2006
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If you have been following the Mongoose forums this past month you will no doubt be aware that a bitter three-sided Battlefield Evolution campaign has been keeping us up late in the Studio. Matthew Sprange's European Federation Task Force has clashed with Chris Longhurst's Chinese People's Liberation Army and my very own Middle East Alliance, based in the fictional state of Kreplakistan, home of the immeasurable Sheikh Yabouthi - may the sun smile upon his top-of-the-range Toyota Hilux with the unused front seat airbags and the Bumper Book for Boys telescope (that folds out in three sections) in the glove compartment - who has been handing out some serious wrath to the would-be colonialists.

We've been having a great time finalising the playtesting of the Evolution system, and I have to say it's coming along brilliantly. The game is doing everything that we want it to do (and we set our sights very high on this), plus the miniatures we are getting back look great. Check out the two page photo spread on page 31 and you'll see what I mean.

While we've been busy fighting each other, Adrian Walters has been turning himself into a multi-tasking production machine. It turns out that not only is he one of the world's best painters, but he's a dab hand at graphic design. Having revealed this information we set him the task of drawing all the vehicle schematics for production. As I speak he is measuring out the detail for the MEA Zulfiqar main battle tank. Sheikh Yabouthi can hardly contain himself!

Ian

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Rebel MI painted by Adrian Walters engage loyalist troopers

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Mighty Armies Event Cards

Add a new dimension to your Mighty Armies games with these random event cards



9

The Specialists: Trans-Dime

41



This singularly supernatural summoning specialist shall surely spell success.



Proxy War/Shakedown

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An ISA inspection of new EarthForce technology and the Drakh take the Earth Alliance fleet off-guard - two new ACTA scenarios by Greg Smith.

Rebel Colony Army List

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Fed up with fighting alien menaces? Now you can have an excuse to shoot your fellow humans with this new army list from Matthew Sprange.

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The Sagittarius Cruiser

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By popular demand (yes, you know who you are!), the Sagittarius Cruiser for A Call to Arms has been revised and updated.



The Gorlith Campaign - Part One

13

The first part of a set of Starship Troopers scenarios covering the Gorlith Campaign from the point of view of *Andersons Assassins*.



New Ships From The Drazi Shipyards

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Matthew Sprange brings news of the devilish Drazi. Just what have they been up to, and who can stop them?



Death in the Undercity - Part One

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Take your Gangs of Mega-City One clashes beneath the surface with part one of these rules for gaming in the Undercity.



PhantastiCon Tournament Report

36

A new German champion is crowned, but the former champion is not done yet.



Scenic Mayhem: Bucky-Barracks

50

There have been football mugs, football CD wallets, and now you can even have football-shaped scenery for your Starship Troopers games.



EYE ON MONGOOSE

This Month's Releases and Stockist News

Though the huge Adira was aimed at defeating the Victory advanced destroyer of the ISA, the Liati was, in its own way, a far more important project. This advanced cruiser was designed with a single, simple purpose – the rapid and efficient destruction of the White Star fleet. The principles required were well understood by the Republic's engineers and their experience with fast and hard-hitting designs such as the Vorchan stood them in good stead as they approached the development of the Liati. The Liati masses far more than the typical White Star but can easily keep up with its targets in both speed and manoeuvrability. Its weapon systems have advanced targeting relays that allow them to track and destroy fast-moving targets, leaving a White Star captain nowhere to run if cornered. It is only unfortunate that while the Republic was working on the Liati, the ISA was making itself ready to unveil the White Star gunship, a vessel that can match it in every arena.

Centauri Liati



Earth Alliance - The Early Years Fleet Box



A truly heavyweight box set, the Earth Alliance fleet comes packed with everything a budding Admiral needs to begin waging war in space. With ships carefully selected for use within the Early Years fleet list of the Armageddon supplement, this box set includes the following;

- 8 Flights of Starfuries
- 2 Nova Dreadnoughts
- 2 Orestes System Monitors
- 3 Sagittarius Cruisers
- 1 Hyperion Heavy Cruiser
- 1 Artemis Heavy Frigate
- 2 Tethys Cutters
- 1 Oracle Scout

Grizzly Exosuit Lieutenant



The Grizzly Exosuit armour is the largest and most powerful standard individual armour worn by member of the Mobile Infantry. The Grizzly utilises the Atlas Rig – a collection of suspensory gears, armour plates and hydraulic systems fitted over the shoulders and chest which brace the wearer, allowing him to hold and fire two huge weapons at the same time.

The powerful jump jets allow the Grizzly to manoeuvre around the battlefield rapidly, meaning that the officer can quickly get to the location where he is needed. The Grizzly suit also provides increased survivability for MI officers, maintaining the chain of command in the heat of battle.

This blister contains one Grizzly Officer with weapon options for both the Sixgun Rotary cannon and Firestorm Missile Pack.

Lighter than the Grizzly Exosuit, the Cougar is a popular choice for MI officers as it combines an awesome rate of movement with high protection and considerable firepower. The Cougar Exosuit allows its wearer to perform superhuman feats of strength and athleticism, making it popular with the more daredevil officers who like to lead their troops by example.

This blister contains one Cougar Officer with weapon options for both the Sixgun Rotary cannon and Firestorm Missile Pack

Cougar Exosuit Lieutenant



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The Sagittarius Cruiser



Another look at the Missile Cruiser

Matthew Sprange

Once in a while during game design, you have an idea you just know is going to work. It is elegant, simple, and works very cleanly with the rest of the system – you just know that fame, fortune, and females will be yours. And, indeed, it sometimes works out that way (with less of the females. And the fortune. And it is more notoriety than fame. . .).

Then there are the times where you go over a single statistic over and over, and no red flags make themselves known. The game is released and players promptly ask ‘what the hell were you doing? Are you blind?’

Well, no, I have to say I am not. However, A Call to Arms now features over two hundred ships (not all of which have been released, granted) and it is possible, in this very human world for errors of judgement to slip through. There was a reason, I swear, for the Sagittarius to have been upgraded in Armageddon, though memory now slips elusively away as to what that was. In any event, whatever the complicated formulae and game design philosophy behind this ship, it is clear that the vast majority of players are not too keen on it. At this point, as we did with the White Star (I *still* think the original was the best!), there comes a time for us to do what players actually want rather

than what we feel is right. Collectively speaking, you, after all, will play the game far more times than we do!

So, without further ado, we present the Sagittarius – you should consider this entry an official change to A Call to Arms.



Oh, come on, it wasn't that overpowered!

Sagittarius-class Cruiser

Skirmish

Speed: 6

Turn: 1/45°

Hull: 4

Damage: 25/6

Crew: 26/6

Troops: 1

Craft: None

Special Rules: Interceptors 2

In Service: 2230+



Weapon	Range	Arc	AD	Special
Missile Rack	30	F	2	Precise, Slow-Loading, Super AP
Missile Rack	30	A	2	Precise, Slow-Loading, Super AP
Missile Rack	30	P	6	Precise, Slow-Loading, Super AP
Missile Rack	30	S	6	Precise, Slow-Loading, Super AP

The first attempt at a mobile artillery platform, the Sagittarius hull was a specialised design first seen in the early 23rd Century. The dawn of the Dilgar War gave EarthForce the perfect testing ground for new missile warheads and launch systems as they were produced, simply retrofitted or re-armed by trained crews between battles. The Dilgar were never known for their defensive measures, making them spectacular targets for new missile types and observation of their effect on solid impacts. As this experimentation progressed, larger and more stable hull systems were produced, eventually finding ways to mount many missile racks on a lengthy cruiser hull without losing the ultimately necessary anti-fighter particle beam turrets. The ship was not popular amongst fleet command, primarily because its complete dedication to the missile bombardment role left it little room for flexibility and drained extra resources due to the sheer amount of ammunition required to keep a Sagittarius in working order. Because of its specialised design, the Sagittarius was totally unsuitable for use in anything other than fleet support. Worse than that, the Sagittarius had little in the way of true defences, lacking even jump engines to make room for additional ammunition compartments and launch system reloading mechanisms. It did its job, did it well, and did not try to perform any other.

Sagittarius



Mighty Armies Event Cards

Add a New Dimension to Your Games of Mighty Armies

Tom Mallory

Mighty Armies is a game that has purposely been designed with fast, simple rules in mind. However, some people always want a little something more.

These Event Cards have been designed with those players in mind – players who want some extra things to do within the rules, and do not mind the game taking a little longer to fit those extra rules in. Nevertheless, they have also been designed with the original idea of the game at the forefront – simplicity. By putting additional rules onto these cards, the core rulebook of the game remains as concise as ever, and players are not required to memorize anything else.

Using the Event Cards

There are a number of ways to introduce the Event Cards into your games of Mighty Armies. The following is the suggested method:

- The deck is shuffled before the game. Each player is dealt a hand of four event cards, and the deck is placed face down on the table.

- Players may play an Event Card at any time they wish (including interrupting an opponents turn to do). There is no limit to the number of cards that can be played in one turn, other than the number of cards in the player's hand. Cards that are played are placed on a discard pile.
- If the deck runs out of cards, the discard pile is shuffled and replaces the deck.
- At the end of each turn, players draw an additional event card from the top of the deck.

Alternatively, you could come up with an alternative method such as dealing a random number of cards at the beginning, or drawing a card costing a Move Point.

Some cards confer a bonus to a unit – it is suggested you place these cards next to the unit in question to help you remember that it is effect.

A single unit may be subject to multiple event cards in the same turn.

Card Attributes:

Play At: Tells you when the card may be played.

Duration: The effects of this card last for this length of time, at which point any bonuses end and the card is placed on the discard pile.

Additional Requirements: Details any other requirements for playing this card. If these requirements are not met, you may not play this card at this time.

Instructions:

Print out the following pages (you will need two copies of the card backs). Paste a card backs and card fronts sheet onto either side of thin card. Cut out cards.

Crack Shot

The accuracy of these troops proves that all those hours spent in training really do pay off.

Play at: Any time.

Duration: Remainder of this turn.

Additional Requirements: The unit must have Shooting I, II, III, or IV.

This card is played on a unit, which then receives a +1 modifier to all rolls on the shooting table.

Crack Shot

The accuracy of these troops proves that all those hours spent in training really do pay off.

Play at: Any time.

Duration: Remainder of this turn.

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Duration: Remainder of this turn.

Additional Requirements: The unit must have Shooting I, II, III, or IV.

This card is played on a unit, which then receives a +1 modifier to all rolls on the shooting table.

Into Them, Men!

Hacking away at their foes with new vigour, these troops put up a fight like none they have ever had before.

Play at: Any time.

Duration: Remainder of this turn.

Additional Requirements: none.

This card is played on a unit, which then receives a +1 modifier to all close combat rolls.

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Into Them, Men!

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Play at: Any time.

Duration: Remainder of this turn.

Additional Requirements: none.

This card is played on a unit, which then receives a +1 modifier to all close combat rolls.

Dispel

By manipulating the magical energies in the area, your spellcaster prevents the enemy from using their foul magics.

Play at: Whenever an enemy spellcaster attempts to cast a spell or summon a unit.

Duration: Immediate.

Additional Requirements: You must have a spellcaster on the table.

The spell being cast by the enemy spellcaster does not take effect – note that the MP your opponent spends in order to attempt the spell or summoning is not returned. If a summoning is dispelled, your opponent does not lose the summoned unit and may still attempt to summon them again.

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Let's Move

Sometimes you manage to find that extra burst of speed you needed.

Play at: Any Time.

Duration: Immediate.

Additional Requirements:

None

The unit this card is played on may make an additional move at their normal speed, immediately, at no cost of MPs. You may use this card to move a unit during your opponent's turn.

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Play at: Any Time.

Duration: Immediate.

Additional Requirements:

None

The unit this card is played on may make an additional move at their normal speed, immediately, at no cost of MPs. You may use this card to move a unit during your opponent's turn.

Hold The Line

The unit leader's inspiring speech rallies his troops to hold their position against even the most fearsome of opponents.

Play at: Any Time.

Duration: Remainder of this turn.

Additional Requirements:

None

This card grants the *Fearless* special rule to the unit it is played on.

Hold The Line

The unit leader's inspiring speech rallies his troops to hold their position against even the most fearsome of opponents.

Play at: Any Time.

Duration: Remainder of this turn.

Additional Requirements:

None

This card grants the *Fearless* special rule to the unit it is played on.

Jammed!

Artillery units are prone to malfunction more than handheld weapons. This particular one even more so.

Play at: Any time

Duration: Remainder of this turn.

Additional Requirements: The

unit must have the *Artillery* special rule.

This unit this card is played on has jammed, malfunctioned, or is otherwise temporarily unusable. It will be unable to take any shooting actions for the rest of this turn.

Jammed!

Artillery units are prone to malfunction more than handheld weapons. This particular one even more so.

Play at: Any time

Duration: Remainder of this turn.

Additional Requirements: The

unit must have the *Artillery* special rule.

This unit this card is played on has jammed, malfunctioned, or is otherwise temporarily unusable. It will be unable to take any shooting actions for the rest of this turn.

I'm Not Really Dead!

Dragging themselves out of the mud after being left for dead, the survivors of this unit dust themselves down and continue the fight.

Play at: Immediately after a unit is killed.

Duration: Immediate.

Additional Requirements: None.

Any one unit that has just been killed may effectively be resurrected by using this card. Roll one dice – if you roll less than the units AP this card has no effect.

I'm Not Really Dead!

Dragging themselves out of the mud after being left for dead, the survivors of this unit dust themselves down and continue the fight.

Play at: Immediately after a unit is killed.

Duration: Immediate.

Additional Requirements: None.

Any one unit that has just been killed may effectively be resurrected by using this card. Roll one dice – if you roll less than the units AP this card has no effect.

All Together!

These units have trained to work together. They act as one. They eat, sleep, and think as one. They fight as one.

Play at: Any Time.

Duration: As the other card being played.

Additional Requirements:

Must be played on a group along with any other card.

This card allows you to play any one event card designed for use on one unit on an entire group.

All Together!

These units have trained to work together. They act as one. They eat, sleep, and think as one. They fight as one.

Play at: Any Time.

Duration: As the other card being played.

Additional Requirements:

Must be played on a group along with any other card.

This card allows you to play any one event card designed for use on one unit on an entire group.

The Devil's Own Luck

Sometimes the winds of fate can work for you.

Play at: After rolling dice.

Duration: Immediate.

Additional Requirements:

None.

By playing this card, you may pick one of the dice you have just rolled and re-roll it.

The Devil's Own Luck

Sometimes the winds of fate can work for you.

Play at: After rolling dice.

Duration: Immediate.

Additional Requirements:

None.

By playing this card, you may pick one of the dice you have just rolled and re-roll it.



THE GORLITH CAMPAIGN



Part One in a Series of Linked Starship Troopers Scenarios

Matt Thomason

Introduction

The Gorlith Campaign is a series of linked storyline scenarios for Starship Troopers: The Miniatures Game. Although designed with specific forces in mind as to represent refights of battles during the “real” Gorlith Campaign, you may choose to play these scenarios with forces of your own choosing if you prefer.

The scenarios are designed to be played in sequence, with events on earlier battles affecting later ones – however these rules are optional and you can play them independently of one another if you wish.

Background

The 2nd Battalion, 1st Regiment, 4th Mobile Infantry Division are currently serving aboard the TFCV *Rutherford B. Hayes*. Recent actions have left them at about 50% strength and awaiting urgent reinforcements, but unfortunately none have been forthcoming. SICON has now seen fit to dispatch them to Gorlith as no other vessels are within range at this point in time.

2nd Battalion are organised as a standalone response unit, consisting mainly of Power Suit troopers with Exosuit, Pathfinder, and Marauder platoons as backup.

“It was a three-way fight between us, the bugs, and the Skinnies. Gorlith Eight was rich in minerals necessary for ship construction, and SICON had made this securing planet a priority. Unfortunately for us, not only were the Skinnies there in force, but two transport bugs were spotted entering the system ahead of the fleet as well. Quite what the bugs wanted with Gorlith was anybody’s guess, but from their actions in recent months the L.T. suspected that they knew exactly why we wanted the planet, and were there to stop us. Of course, such talk was frowned upon by SICON, who insisted it was just a random bug attack on the Skinnies...”

Excerpt from the recordings of Vargas, Private L, FedNet reporter assigned to the 2nd Platoon, B Company, 2nd Battalion, 1st Regiment, 4th Mobile Infantry Division. “Anderson’s Assassins”.

Note that company designations have been incremented whenever an existing company was completely wiped out, resulting in the permanent loss of A and D companies. Platoons marked “disbanded” were reduced to under ¼ strength and have been used to replace losses throughout the 2nd Battalion, however the surviving platoons are still seriously undermanned.

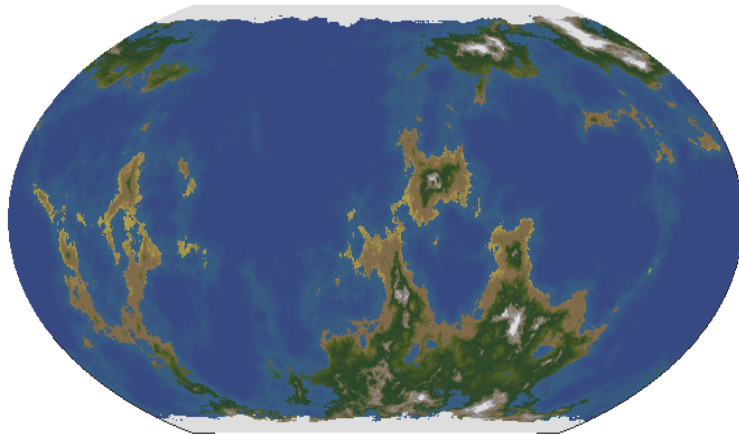
E and F companies were formed as replacements for A and D, but due to manpower shortages in the sector, Light Armour troopers were sent to replace the lost Power Suit troopers. Major Rivera has compensated for this by ensuring the LAMI are thrown into any unknown situation first, to reduce losses amongst his remaining Power Suit platoons.

2 nd Battalion under Major Pedro Rivera			
B Company under Captain Walker	C Company under Captain Armitage	E Company under Captain Gale	F Company under Lt. Felderson, (formerly of 1 st Platoon)
1 st Platoon Power Suit Platoon under Lt. Massabo	1 st Platoon Power Suit Platoon under Lt. Voight	1 st Platoon Light Armour Platoon under Lt. Sato	1 st Platoon Light Armour Platoon (disbanded)
2 nd Platoon Power Suit Platoon under Lt. Anderson	2 nd Platoon Power Suit Platoon (disbanded)	2 nd Platoon Light Armour Platoon under Lt. Torrini	2 nd Platoon Light Armour Platoon (disbanded)
3 rd Platoon Power Suit Platoon (disbanded)	3 rd Platoon Pathfinder Platoon under Lt. Davis	3 rd Platoon Light Armour Platoon (disbanded)	3 rd Platoon Light Armour Platoon under Lt. Molineaux
4 th Platoon Marauder Platoon under Lt. McDonnell	4 th Platoon Exosuit Platoon under Lt. Angstrom	4 th Platoon Light Armour Platoon under Lt. Georgianos	4 th Platoon Light Armour Platoon under Lt. Lau

Obviously players may already have their own favourite M.I. platoons named and painted, in which case they should feel free to substitute their details for those given here.

Do not worry – you do not need to have enough models to represent the entire battalion!

The Scenarios



GORNLITH VIII

To allow players to play these scenarios with their own forces if they wish, every scenario has alternative points values listed for each side. You may replace either or both sides, as you see fit. These scenarios do not use the rules for Engagements (priority levels and tactics) from the main rulebook. You may not use emplacements except where the scenario specifically allows their use.

For those players who wish to play the scenarios as written but do not have the exact models listed, it is suggested that you allow models to “count as” ones you do not have, using models of forces not otherwise used in the scenario to ensure the minimum of confusion.

A NOTE ON BALANCE

The individual scenarios are not particularly balanced, but the campaign as a whole is. Some scenarios in particular are intended to be nearly impossible to win, and are included as a means of creating attrition for the M.I. forces. Therefore, these scenarios are not intended to be played individually, only as a complete linear campaign.

PLAYERS

The scenarios are designed for two players. The M.I. player should always control the M.I., while the Arachnid player controls the other side. In Skinnie vs Arachnid scenarios the M.I. player gets to play the Skinnies. However, you could add a third player into the mix to control the Skinnies if you prefer.

Linking the Scenarios

These scenarios are designed to be played in a linked campaign, telling the story of the 2nd Battalion's efforts to take Gorith Eight, and specifically focusing on 2nd Platoon, B Company – “Anderson's Assassins”.

Most scenarios in the campaign have special rules dependant on the results of earlier scenarios in the campaign. Each scenario also lists its victory conditions – players may not win through any other means, even if usually allowed within the game.

As you progress through the campaign, you will need to keep a record of how many wins each side (Arachnids, Skinnies, and M.I.) have.

CHARACTERS

The following characters are important in the campaign storyline, and are present in specific scenarios.

In addition, some of scenarios centre around 2nd Platoon, B Company. Some of the members of this platoon are named characters – if they die, they are lost and may not be used in later scenarios even if they are listed there. If you do not wish to use these named characters, you are free to substitute alternative troops for the ones listed below - ensure that every character listed has a replacement and that you do not spend any more than 700 points in total (yes, the listed characters come to a little more but that's your penalty for messing with the *Assassins*). When these troops are available to you in scenarios, you will be told where and when you can or must use them. Private Leon Vargas may not be replaced (although you can rename him if you want).

2 nd Platoon, B Company	Points Value
Lieutenant Abe “Bug-Cracker” Anderson (Protagonist!, True Grit*)	185
Sergeant-Major Brian Knight (Heroic Surge!*)	135
Senior Sergeant Larry Moore (Close Combat Expert)	120
Sergeant Phil Parker (Demolitions*)	115
Corporal Selena McKintire (Confuse, Enhanced Warning)	130
Private Sam Stahl (Sniper)	45
Private Leon Vargas (see below)	0

Traits marked with an asterisk (*) are not available if that model is in a Marauder suit.

If any of these characters are killed while playing a scenario, roll a d6:

On a 1-3, the character was just injured. They will be unable to participate in the next scenario (which they may or may not be listed as participating in), but after that may be used as normal.

On a 4-6, tragically the character has died.

Note that the characters listed above are not strictly legal, but are designed specifically for this campaign.

Unless the scenario text states otherwise, whenever a dead or injured character is in a scenario force listing they should be replaced with a generic unnamed trooper of the same rank (but with no traits or additional equipment), assumed to have been reassigned from another platoon. If the scenario assigns specific equipment to a dead or injured named character, that equipment is instead assigned to their replacement.

PRIVATE LEON VARGAS

Value	Size	Move	Close Combat	Target	Save	Kill	Traits
20	1	4"	D6-1	3+	4+/5+	6+	Jump/12"

Special Rules

He's Not *Our* Pain in the Butt: Vargas has served alongside the *Assassins* through two previous campaigns, each time proving himself to be a liability to the troopers he serves with. Should the squad enter close combat, one of his squadmates will be all too happy to give him a shove in the right direction – if the squad makes a charge action, Vargas is forced to move into contact with an enemy model if it is possible for him to do so.

I So Have to Get a Shot Of That: Although he carries a Morita, whenever the rest of the squad are shooting bugs he's busy shooting his next report. Vargas may never do anything as a reaction except stand there struggling to get the lens off his camera.

Stop Bugging Me! Despite repeated warnings, Vargas continues to distract the other members of his squad at the worst possible times. No friendly model within 2" of Vargas may make a reaction, as he is usually keeping them busy insisting they help him get his lens cap off.

Survivor: Private Vargas has a reputation for being near-indestructible. He staggers out of point-blank explosions with cuts and bruises. Private Vargas is never killed, and never injured. If "killed" in a scenario, he will be found shortly afterwards crawling away from the scene having suffered only from a blow to the head that rendered him temporarily unconscious. He always recovers in time for the next scenario. Sorry, but you are stuck with him.

For any M.I. players who think they can see the easy way out of the Vargas problem – no, you may not shoot him yourself – and that includes having him indirectly hit weapons which use templates – he is assumed to have a 1+ (non-modifiable) save against any and all "friendly fire".

ADDITIONAL RESOURCES

The M.I. player has the following additional resources available, to use as they see fit in whichever scenarios they choose, except where the scenario text disallows the use of any resources. The resource must be assigned at the beginning of the scenario.

Once a resource has been used in a scenario it is unavailable for any other scenarios, unless specifically stated otherwise.

The resources listed are for the duration of the entire campaign, including parts two and three which follow over the next two issues of *Signs and Portents Wargamer*.

Quantity	Resource
2	M8 Marauder Suit Upgrade Any one power suit model may be placed in an M8 "Ape" Marauder Suit.
2	M9 Marauder Suit Upgrade Any one power suit model may be placed in an M9 "Chickenhawk" Marauder Suit
3	Reserve LAMI Squad 4 th Platoon, E Company have been assigned as reserves for the duration of the Gorlith Campaign. Each squad consists of one Sergeant plus seven Light Armour troopers. No additional unit or weapon options are available.
1	Flamberge Heavy Ground Attack Missile With Scatter Bomb Warhead. If this is not used, it may be carried over and used in a later scenario.
1	Sarissa Space Combat Missile With Firestorm Warhead. If this is not used, it may be carried over and used in a later scenario.
4	Plasma Munitions These can be issued to any Power Suit Lieutenant or Power Suit NCO model.

These are only available if the M.I. player uses the forces as listed – if the M.I. player chooses the points match version of the scenarios these additional resources may not be taken.

Scenario One: Insertion

M.I. BRIEFING

Two hours ago the troopers of 3rd Platoon, F Company were dropped by Slingshot to secure a location for a forward base of operations. The area chosen was believed by Intelligence to be a safe zone, but within an hour of landing contact with 3rd Platoon was lost – there were no warnings, no distress call, and now no sign of 3rd Platoon on orbital scans.

3rd Platoon, C Company would be the obvious choice but Major Rivera does not want to risk losing his single Pathfinder platoon. Therefore the duty has fallen to Lt. Anderson's 2nd Platoon, B Company, the *Assassins*.

2nd Platoon will be inserted into the area by drop capsule, their mission to first secure the area and report back on the situation before a decision can be made of how to progress. Their orders are to engage any hostiles unless they encounter overwhelming numbers – in which case they are to call for retrieval so an orbital bombardment can begin. Recovering the missing LAMI is a secondary aim, but 2nd Battalion can ill-afford further losses before the campaign for Golith has even begun.

M.I. Forces

Lieutenant Abe Anderson (Frag Grenades, Morita and Lizard Line)

NCO:

Sergeant Major Brian Knight (Frag Grenades, Morita and Lizard Line)

Squad One:

Sergeant Phil Parker (Morita and Lizard Line)

Four power suit troopers (Morita and Lizard Line)

One power suit trooper (Hel Infantry Flamer and Lizard Line)

Private Leon Vargas (Morita and Lizard Line)

Squad Two:

Sergeant (Morita and Lizard Line)

Corporal Selena McKintire (Morita and Lizard Line)

Four power suit troopers (Morita and Lizard Line)

One power suit trooper (Triple Thud Grenade Launcher and Lizard Line)

Squads three and four have been dropped two miles away under the command of Senior Sergeant Moore and do not take part in this scenario.

Alternatively, you may replace this with any 800 point force of your choosing, with the limitation that all models must be drop capsule-capable (the drop capsule ability will not cost you any points, but the option must be available on all models you take).

ARACHNID BRIEFING

Although you have been expecting them for a while, the first you actually knew of the humans arrival was the rubble falling from the ceiling of the cavern. The first the humans knew of your presence was when you emerged from the tunnels and dragged them inside, screaming.

After an examination of the human leader by the colony's Brain bug, you have discovered that the humans have a ship in orbit filled with more of their kind. Although their numbers are not small, they are smaller than the humans wish and this can only be an advantage – they will be using their troops sparingly which will hopefully allow you to overwhelm individual groups. By the time they realise they need to send more troops down, you hope to have eliminated a good proportion of their number.

The one known as Molineaux also revealed his expectation that more humans will follow shortly to investigate his disappearance – and you will be ready...

Arachnid Forces

Four units of six Warrior Bugs

Tanker Bug

Two Mantis Hunter Bugs

Alternatively, you may take any 900 point force consisting of Warrior Bugs, Tiger Warrior Bugs, Spider Bugs, Blister Bugs, Blaster Bugs, and Guard Bugs.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection). All arachnids are deployed in tunnels - note there are no tunnel exits, so a tunnelling bug must make an exit for the non-tunnellers. The M.I. player's forces arrive by drop capsule in turn one, in the indicated deployment zone.

SPECIAL RULES

There are no special rules in effect for this scenario.

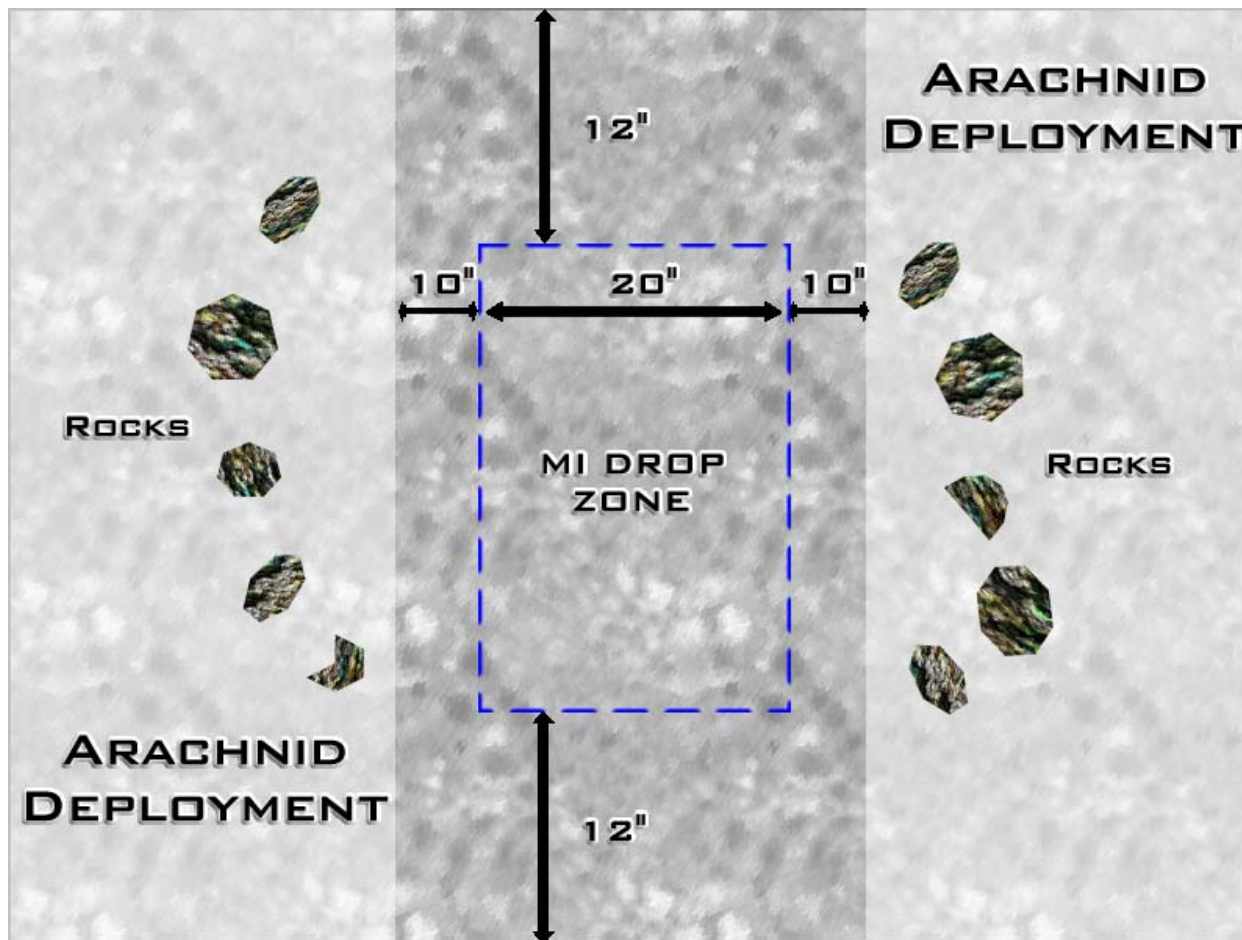
SCENARIO LENGTH

This scenario lasts six turns, or until one side is defeated if that occurs first.

VICTORY CONDITIONS

Whichever side reduces their opponents models to 50% of their original number (counting models, not points) holds the battlefield and wins the scenario. Their opponent is assumed to withdraw from the area - in the case of the bugs they realise they are over-extended and are conserving their forces until reinforcements arrive, in the case of the M.I. they make an organised retreat, dragging their wounded with them.

If the time limit is reached, both sides realise this battle is unwinnable and withdraw from the area.



“Obviously the so-called safe zone was anything but safe. The bugs were everywhere. Luckily the L.T. managed to regroup with the rest of our platoon as we headed towards our next objective – a possible survivor of Lt. Molineaux’s platoon only a few klicks from our location. ”

Excerpt from the recordings of Vargas, Private L, FedNet reporter assigned to the 2nd Platoon, B Company, 2nd Battalion, 1st Regiment, 4th Mobile Infantry Division. “Anderson’s Assassins”.

Scenario Two: Search and Rescue

M.I. BRIEFING

Orbital reconnaissance has picked up a single trooper laying dead or injured only a short distance from the *Assassins* current location, and Major Rivera has ordered them to investigate. If it was, as suspected, a survivor of Lt. Molineaux’s platoon and he was still alive then he could have valuable intelligence. All available air support was currently engaging Arachnid infestations, so an approach on foot was the only option remaining.

The surviving members of 2nd Platoon have been reorganised into three squads. Remember that you may not include any named characters that did not survive the previous scenario.

M.I. Forces

Lieutenant Abe Anderson (Frag Grenades, Morita and Lizard Line)

NCOs:

Sergeant Major Brian Knight (Frag Grenades, Morita and Lizard Line)

Senior Sergeant Larry Moore (Morita and Lizard Line)

Squad One:

Sergeant Phil Parker (Morita and Lizard Line)

Four power suit troopers (Morita and Lizard Line)

One power suit trooper (Hel Infantry Flamer and Lizard Line)

Private Leon Vargas (Morita and Lizard Line)

Squad Two:

Sergeant (Morita and Lizard Line)

Corporal Selena McKintire (Morita and Lizard Line)

Four power suit troopers (Morita and Lizard Line)

One power suit trooper (Triple Thud Grenade Launcher and Lizard Line)

Squad Three:

Sergeant (Morita, Lizard Line, Frag Grenades)

Five power suit troopers (Morita, Lizard Line, Frag Grenades)

One power suit trooper (Javelin, Lizard Line, Frag Grenades)

Private Sam Stahl (Morita and Lizard Line)

Alternatively, you may replace this with any 1150 point force of your choosing, with the limitation that all models must be drop-pod capable (there are no drop pods used in this scenario but the entire force must have been able to have been dropped by drop pod earlier).

ARACHNID BRIEFING

As predicted, the humans appear to have fallen for the bait. Yes, the injured trooper would have made a nice meal, but the Brain’s plan would provide more than twenty more of them are on the way to rescue their comrade. Humans truly are difficult to understand – sometimes behaving logically such as coming to this planet after various minerals which the Brain has determined is used to construct the vehicles they travel through space in, and then doing something that defies all reason such as putting the lives of many at risk just to rescue one of their own kind.

Arachnid Forces

Two units of four Blister Bugs

Two units of four Blaster Bugs

Two units of ten Warrior Bugs

Alternatively you may take any 800 point force of your choosing, but no models with the Air trait.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection), with a long ravine. The only entrance to the ravine is on from the west (the left side of the table in the diagram).

M.I. forces begin within 12" of the unconscious trooper.

Arachnid forces begin within 12" of the western edge of the board.

SPECIAL RULES

The walls of the ravine are unclimbable, even by models with Lizard Lines or the Climb trait.

The trooper to be rescued is unconscious, and cannot be revived during this scenario. Any other Cap Trooper may carry the unconscious trooper, but will be unable to make reactions. They may not choose to drop the trooper

in order to make a reaction. Picking up or dropping the unconscious trooper requires a ready action.

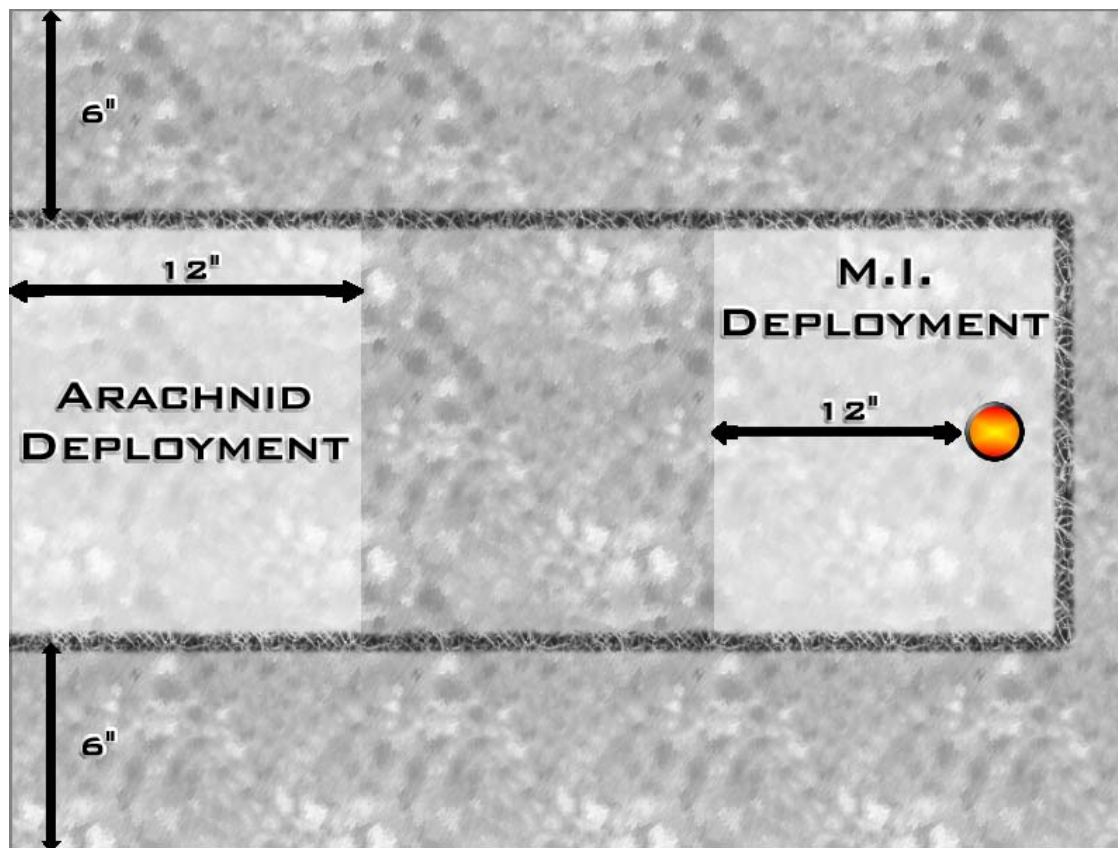
M.I. models may exit off the western edge of the board at any time. Models which do so are assumed to have survived the battle, even if the M.I. player loses. If the M.I. player wins, all models still remaining on the board also survive the battle.

SCENARIO LENGTH

This scenario lasts until one player achieves victory, as detailed below.

VICTORY CONDITIONS

The M.I. player can win by moving a model carrying the unconscious trooper off the western edge of the board. The Arachnid player wins if they prevent this. If the unconscious trooper exits the board, it is assumed that air support arrives just in time to clear a path for the surviving M.I. still on the board.



“It appeared that command were not happy with simply throwing us into one Arachnid trap after another. This time they decided to send us on an impossible mission against the Skinnies. We had been ordered to covertly check out a Skinnie installation that the bugs apparently wished to keep operating. If only we had known then what we do now...”

Excerpt from the recordings of Vargas, Private L, FedNet reporter assigned to the 2nd Platoon, B Company, 2nd Battalion, 1st Regiment, 4th Mobile Infantry Division. “Anderson’s Assassins”.

Scenario Three: Intelligence Gathering

M.I. BRIEFING

Either the unconscious trooper or (if the *Assassins* failed to retrieve them) from SICON Intelligence comes word of a Skinnie installation nearby in grid seven that the bugs seem overly-interested in. Small forces of Bugs continue to harass the Skinnie forces stationed there yet never enough to do any real damage. Larger groups of Bugs have been seen in the area, so it appears that they have some kind of plan that doesn’t involve simply overwhelming the installation. Of course, until they know what the installation does it’s impossible for Intelligence to determine what that plan is. Therefore, the *Assassins* have been chosen to go in and find out.

There are not the resources to attack the Skinnies directly, and that isn’t what Intel want anyway – they would rather the installation continue operating until they are aware exactly what it does – it may be something that is useful against the Arachnid menace.

Normally this would be an assignment for the Pathfinders, but 3rd Platoon, C Company were currently conducting reconnaissance operations elsewhere on the planet surface. Command have decided that this mission cannot wait, and that the *Assassins* will just have to do the job themselves.

One building in particular appears to be more heavily guarded than the rest, so the objective is to get someone inside this building to take a look around. Skinnie patrols have been checked out in the area, and there will be only a small window during which to get someone in and out again.

M.I. Forces

For the purposes of this mission only the M.I. are acting in three pairs. The trooper with the Morita will act as the unit leader. Should anything happen to the unit leader, the remaining trooper gains the *independent* trait.

Lieutenant Abe Anderson (Morita and Lizard Line)
Power suit trooper (Morita Sniper and Lizard Line)

Sergeant Phil Parker (Morita and Lizard Line)
Power suit trooper (Morita Sniper and Lizard Line)

Power suit trooper (Morita and Lizard Line)
Private Sam Stahl (Morita Sniper and Lizard Line)

All weapons have been modified with silencers to prevent alerting the enemy sentries. The M.I. player may not take any additional resources during this scenario.

Alternatively, you may replace this with any 400 point force of your choosing. Models operate in pairs as above – any leftover model gains the *independent* trait. Morita Assault, Carbine, and Sniper rifles are silenced – firing any other weapon will automatically raise the alarm (see below).

Silenced Weapons in SST Evolution

A quick note to anyone modifying this campaign to work under the new SST Evo rules – assume that shooting at a unit with silenced weapons does not cause any reactions.

SKINNIE BRIEFING

Another day guarding the installation. Perhaps the Arachnids will show up again, perhaps they will not.

Skinnie Forces

14 Skinnie Soldiers with constrictor rifles (sentries)

One unit (off-map in reserve) consisting of:
Seven Skinnie Soldiers with constrictor rifles
Skinnie Soldier Champion with constrictor rifle

Any number of Soldiers may be substituted with Raiders if you prefer. Soldier Champions may be substituted with Raider Champions.

Alternatively, you may replace this with 600 points of Raiders, Slaves, Soldiers, Militia, or Brutes. 250-300 points of these (player's choice of up to 14 models) must be deployed as sentries in the place of the Skinnie Soliders (choose which locations to occupy if there are less than 14 models). None of these may be upgraded in any way. Models for sentries are purchased using the individual per-model values listed in the statistic lines of the Skinnie army book.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection). The M.I. can begin anywhere within 12" of the southern table edge (the bottom edge in the diagram). The Skinnie sentries start at the positions specified on the map. An outlying building from the Skinnie installation (the majority of which is off-map to the east) sits approximately in the middle of the eastern table edge (the right-hand edge in the diagram), no more than 4" from the edge.

SPECIAL RULES

The Skinnies are currently guarding the compound, and are assumed to be on *sentry* status. Sentries may not take move or fire actions until the alarm has been raised.

In order for the alarm to be raised, the M.I. activities must be spotted by one of the Skinnie sentries.

- Whenever an M.I. trooper takes an action that ends within 10" of one of the sentries, roll a die – on an odd result the sentry raises the alarm.
- If an M.I. trooper shoots at a sentry and fails to kill them, the other M.I. have until the end of the turn to kill the sentry – if they fail to do so the sentry raises the alarm.
- If a sentry dies within line-of-sight of another sentry, that sentry will raise the alarm next turn -unless they are killed before then (in which case check for line-of-sight again).

If the alarm is raised, the following occurs:

- The sentries may now take actions as normal.
- The models held in reserve may move in from the eastern table edge on the following turn.

All sentries have the *independent* trait.

If any Skinnie Raiders are present, they may not use their *ambush* special rule.

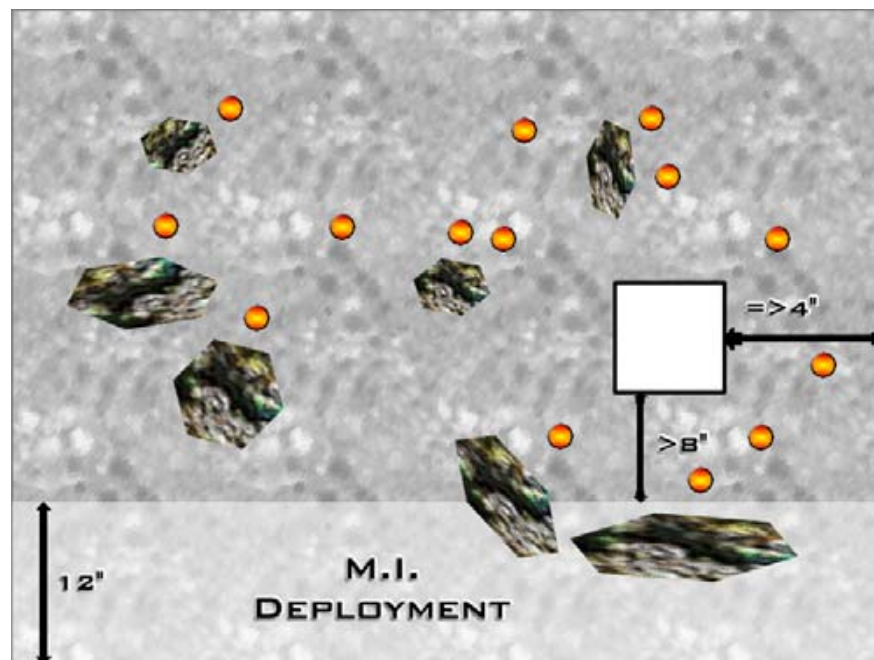
SCENARIO LENGTH

This scenario lasts for a maximum of ten turns. After that a large Skinnie patrol is scheduled to check the area –far too many to fight. The M.I. are aware of the time restriction.

VICTORY CONDITIONS

In order to win this scenario, the M.I. must get at least one model into the Skinnie building and then get that model off the northern, southern, or western edge of the table before the time limit expires.

The only way for the Skinnies to win is to prevent this.



“Before we could find out what the Skinnie outpost was up to, we were given our next mission. Most of E company had been assigned to the northern part of the continent, and apparently were taking heavy losses from Arachnid assaults. The *Assassins* were hastily redeployed to take back an outpost that had been overrun. Presumably this was of some tactical value to Command, but if so nobody ever bothered telling us why. What struck some of us as unusual, however, was that the bugs had been holed up inside one of our outposts for two days...”

Excerpt from the recordings of Vargas, Private L, FedNet reporter assigned to the 2nd Platoon, B Company, 2nd Battalion, 1st Regiment, 4th Mobile Infantry Division. “Anderson’s Assassins”.

Scenario Four: Retaking Outpost 14

M.I. BRIEFING

According to intelligence sources the Arachnids still have a presence inside Outpost 14, after taking it two days ago. The *Assassins*’ mission is to eliminate this presence and hold the Outpost until a relief force arrives.

M.I. Forces

Lieutenant Abe Anderson (Frag Grenades, Morita and Lizard Line)

NCOs:

Sergeant Major Brian Knight (Frag Grenades, Morita and Lizard Line)

Senior Sergeant Larry Moore (Morita and Lizard Line)

Squad One:

Sergeant Phil Parker (Morita and Lizard Line)

Four power suit troopers (Morita and Lizard Line)

One power suit trooper in M9 “Chickenhawk” Marauder Suit

Private Leon Vargas (Morita and Lizard Line)

Squad Two:

Sergeant (Morita and Lizard Line)

Corporal Selena McKintire (Morita and Lizard Line) in M8 “Ape”

Marauder Suit

Five power suit troopers (Morita and Lizard Line)

One power suit trooper (Triple Thud Grenade Launcher and Lizard Line)

Squad Three:

Sergeant (Morita, Lizard Line, Frag Grenades)

Five power suit troopers (Morita, Lizard Line, Frag Grenades)

One power suit trooper (Javelin, Lizard Line, Frag Grenades)

Private Sam Stahl (Morita and Lizard Line)

Alternatively, you may replace this with any 1400 point force of your choosing.

ARACHNID BRIEFING

The Brain Bug has decided that this position must be held instead of simply eating the humans and then moving on – not that there is anything of value here, but it has determined that staying here will make the humans believe that there is, and distract them from the more important operations in the South.

Arachnid Forces

Two units of four Blister Bugs

Two units of four Blaster Bugs

Two units of ten Warrior Bugs

Alternatively you may take any 800 point force of your choosing, with the exception that you must include at least eight Warrior bugs.

In addition there are reinforcements available – see the special rules below.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection), with the outpost in the centre of the table, approximately 12” across. The outpost walls need to be represented, but everything else is optional – you can substitute any other scenery item of approximate size for those in the diagram.

The Arachnids (apart from the reinforcements) begin anywhere within the walls of the outpost. The M.I. can set up anywhere within 6” of the table edges.

SPECIAL RULES

Once 50% (counting models, not points) of the M.I. have been destroyed, the survivors are allowed to withdraw from the battle by exiting any table edge.

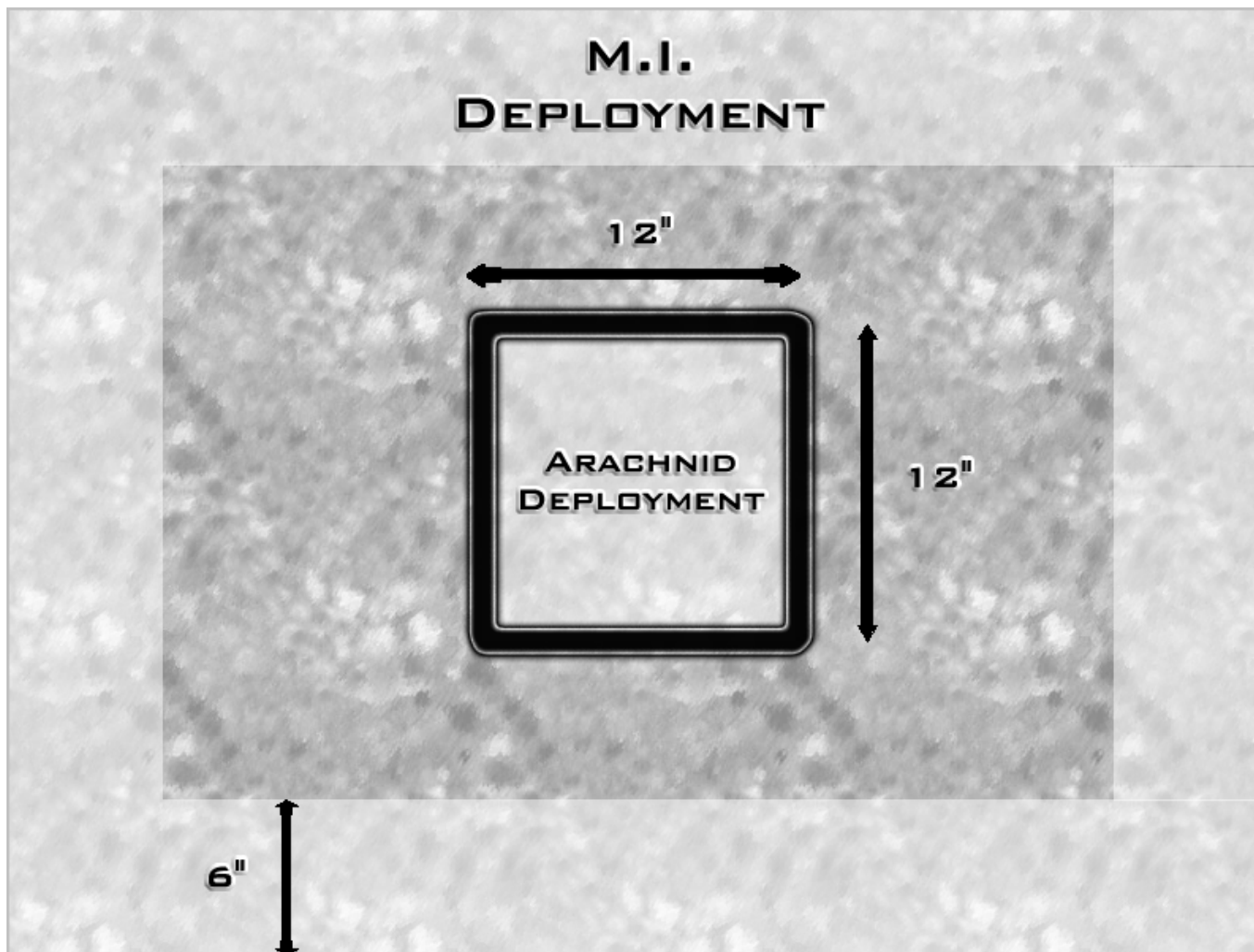
The Arachnids have forty Warrior Bugs en-route. To represent this, whenever a Warrior bug is killed it re-enters from any table edge on the next turn. Keep track of the number of additional bugs that have arrived, once you reach thirty Warriors all reinforcements have arrived and no more Warriors may be recycled into the battle.

SCENARIO LENGTH

This scenario ends when the M.I. defeat all of the Arachnids, or when there are no M.I. left alive on the table.

VICTORY CONDITIONS

Once all Arachnids are destroyed (including the thirty reinforcement Warriors) the M.I. win the battle. If any Arachnids survive then the Arachnids win.



“After being pulled away from our previous mission, spirits were boosted throughout the platoon when we heard we were being sent back to grid seven – maybe we would get to find out what mysterious work the Skinnies were performing, after all.”

Excerpt from the recordings of Vargas, Private L, FedNet reporter assigned to the 2nd Platoon, B Company, 2nd Battalion, 1st Regiment, 4th Mobile Infantry Division. “Anderson’s Assassins”.

Scenario Five: Skinnyville

This scenario uses Skinnie, M.I., and Arachnid forces. The M.I. player controls both the M.I. and the Skinnies (if you have a third player they may play the Skinnies).

The Skinnies act as part of the M.I. army. They do not get their own player turn - if there is a third Skinnie player they must co-operate with the M.I. player.

SKINNIE BRIEFING

The humans have warned us of another wave of Arachnids heading for the installation – larger than any of the previous small harassment forces. Reinforcements are at least a day away – we must hold out for as long as possible. The humans are sending a squad to assist in the defence... their motives appear to be friendly, but keep a close eye on them.

Skinnie Forces

Squad One:

Four Skinnie Soldiers with constrictor rifles
Skinnie Soldier Champion with constrictor rifle.

Squad Two:

Four Skinnie Soldiers with constrictor rifles
Skinnie Soldier Champion with constrictor rifle.

If the Skinnies won Scenario Three, there will be an additional two Skinnie Soldiers in each squad.

If the Skinnies lost Scenario Three, one squad may take a Neural Beamer.

Alternatively, you may replace this with any 275 point force of your choosing.

M.I. BRIEFING

Orbital scans indicate a large Arachnid force approaching the Skinnie installation in grid seven. SICON have determined (either using information gleaned from the mission in Scenario Three or using other methods if that mission failed) that the Skinnies are constructing a device designed to emit ultrasonic waves on a frequency harmful to the Arachnid nervous system – the installation needs to be protected at all costs. SICON have been in negotiation with the Skinnie leadership and a temporary treaty is in place – a single squad of the Assassins have been assigned to assist in the defence of the installation while air assets are retasked – you need only hold off the Skinnies until additional support arrives.

M.I Forces

NCO:

Senior Sergeant Larry Moore (Morita and Lizard Line)

Squad One:

Sergeant Phil Parker (Morita and Lizard Line)
Four power suit troopers (Morita and Lizard Line)
One power suit trooper in M9 “Ape” Marauder Suit
Private Leon Vargas (Morita and Lizard Line)

Alternatively, you may replace this with any 400 point force of your choosing.

ARACHNID BRIEFING

The capture of a Skinnie scouting party was most fortuitous. Interrogation by the Brain Bug has determined that the Skinnies are constructing a weapon that could turn the tide of the battle for this planet, and if the researchers constructing this weapon survive it could spell doom for the entire Arachnid race. This installation *must* be destroyed.

Arachnid Forces

One unit of four Blister Bugs
One units of four Blaster Bugs
Two units of ten Warrior Bugs
One Tanker Bug

In addition there are reinforcements available – see the special rules below.

Alternatively you may take any 750 point force of your choosing, as long as you include at least eight Warrior bugs.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection), with the edge of the Skinnie outpost on the left of the table. The outpost walls need to be represented, but everything else is optional – you can substitute any other scenery item of approximate size for those in the diagram.

The Skinnies deploy within 12" of the western table edge (on the left of the diagram). The Arachnids (minus their reinforcements) deploy within 12" of the eastern table edge (on the right of the diagram). The M.I. will arrive from the western table edge on turn three.

SPECIAL RULES

Once 50% (counting models, not points) of the M.I. have been destroyed, the survivors are allowed to withdraw from the battle by exiting any table edge.

The Arachnids have forty additional Warrior Bugs en-route. To represent this, whenever a Warrior bug is killed it re-enters from any table edge on the next turn. Keep track of the number of additional bugs that have arrived, once you reach thirty Warriors all reinforcements have arrived and no more Warriors may be recycled into the battle.

If any Skinnie Raiders are present, they may not use their *Ambush* special rule.

SCENARIO LENGTH

This scenario lasts for six turns, at which point Fleet air support arrives and makes short work of any surviving Arachnids.

VICTORY CONDITIONS

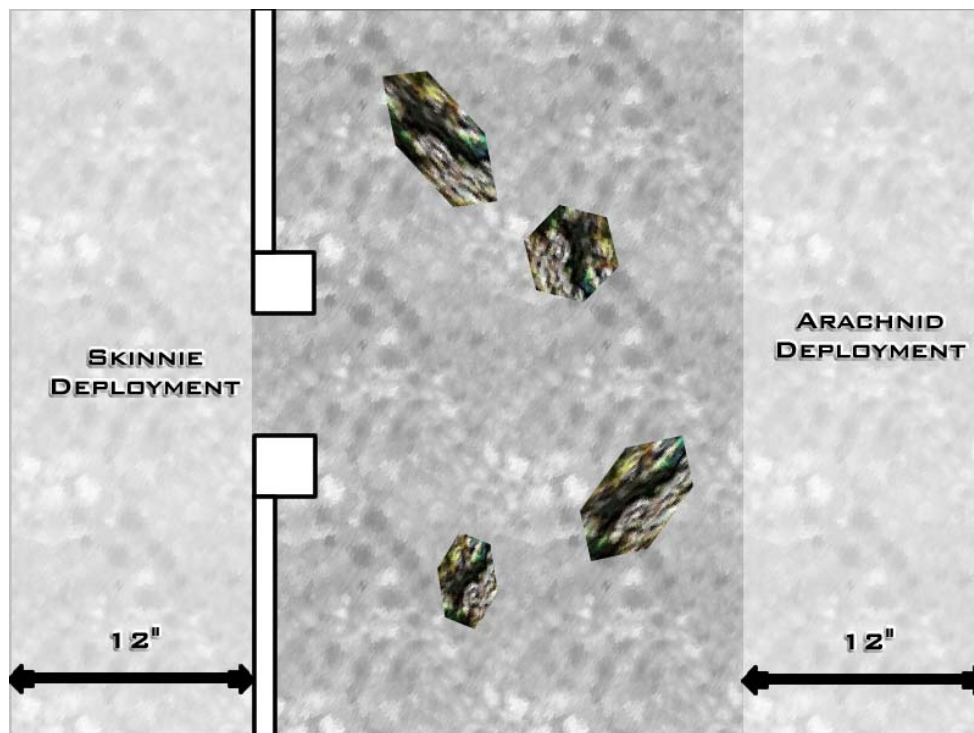
The M.I. and Skinnies win if either has models left on the table at the end of the sixth turn (record this as a win for whoever still has surviving models – therefore either or both may gain a win from this scenario).

The Arachnids win if they can clear the board of living M.I. and Skinnies by the end of the sixth turn.

To Be Continued . . .

At this point, part one of the Gorlith Campaign is complete.

Can the Skinnies finish the construction of their secret weapon? How long will the fragile treaty between the M.I. and the Skinnies hold? Find out as you play through the rest of the campaign, to be presented over the next two issues of *Signs and Portents Wargamer*.



Write for the Mongoose

Want 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.

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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!

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

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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.

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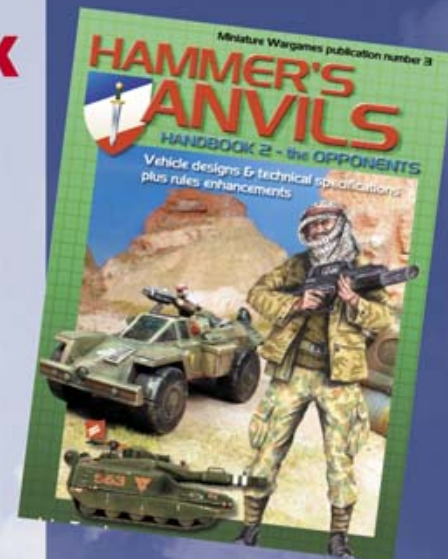
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NEW

New Ships From the Drazi Shipyards



Finding Out Just What the Drazi Have Been up to Lately

Matthew Sprange

I have to confess, I like the Drazi. There is just something about their approach to problems that is wonderfully refreshing in its simplicity. They just cannot be helped and will muddle through on their own – and are no less effective for all that.

The epitome of this, for me, is the new Fireraptor battleship in the Armageddon update. Yes, they managed to get hold of all that new cool technology the ISA had promised them for being a member state. But they did not learn a damn thing. They took the refined power systems, artificial gravity, and efficient weapon focussing lenses, and just made a bigger version of their current ships.

Imagination is not a common trait among Drazi ship architects.

They also have a propensity for locking onto an idea and not letting go until they have squeezed every ounce of life from it. You can see this from the sheer number of variants they have for their main hulls. The Rangers have been keeping a close eye on the Drazi and, having infiltrated their main shipyards, were astonished to find just how many conversions of basic hulls had been implemented. Some were already known (but often mis-identified) while others were a complete surprise, lying under the metaphorical mothballs in the back of a hanger.

Presented here are two new variant ships for Drazi Freehold fleets, both of which can be considered official additions to A Call to Arms.

The Drazi Freehold Fleet List

The following forms the additions to the fleet list for the Drazi Freehold.

Priority Level: Patrol

Eyehawk-class scout cruiser
Sleekbird-class Assault Cruiser

Coming Soon . . .

The Ranger-Analysts on Minbar have heard some worrying reports of new vessels emerging from the Freehold, known only by official project codes; Claweagle and Firehawk.

We will endeavour to bring you news on these as soon as possible!



Eyehawk-class Scout Cruiser (Sunhawk Variant)

Patrol

Speed: 14 **Crew:** 16/5
Turn: 2/45° **Troops:** 1
Hull: 4 **Craft:** None
Damage: 14/4 **Special Rules:** Atmospheric, Scout
In Service: 2202+

Weapon	Range	Arc	AD	Special
Particle Cutter	12	B	4	AP, Beam

The Eyehawk requires a jump-capable ship to play escort to it in order to bring its powerful sensors to areas the Freehold wants reconnaissance from, such as the Jumphawk. Like most Drazi ships, the Eyehawk brings little subtlety to the battlefield and the Freehold has never mastered stealth technologies. It is extremely fast though, and plays to the Drazis' strengths.



Eyehawk

Sleekbird-class Assault Cruiser (Warbird Variant)

Patrol

Speed: 12 **Crew:** 20/5
Turn: 2/45° **Troops:** 4
Hull: 6 **Craft:** 1 Breaching Pod Flight
Damage: 18/4 **Special Rules:** Atmospheric, Shuttles 2
In Service: 2238+

Weapon	Range	Arc	AD	Special
Particle Beam	4	F	4	Weak

The Sleekbird is a rapid assault ship used to deliver eager Drazi boarding parties via breaching pods and assault shuttles to enemy ships, space stations and, on a limited scale, hostile worlds. Taking advantage of the Warbird's heavy armour, this variant only possesses light particle beams but its main weapon is the ability to move into an advantageous position before delivering an overwhelming support.



Sleekbird



LATEST PREVIEW PHOTOS!

We thought you might like to see some more of the latest miniatures coming soon for Battlefield Evolution. In case you have been living in a bubble all these come pre-painted and ready for the table, so what you see is what you will get!



BRITISH AND CHINESE TROOPS HAVE AN UNEXPECTED MEETING



A HEROIC MEC SOLDIER ATTEMPTS TO TAKE OUT A PLA TYPE 99 TANK



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PLA TYPE 99 MAIN BATTLE TANK



MEA INFANTRY SQUAD



**MEA INFANTRY HOLD OF A
DETERMINED PLA ASSAULT**



DEATH IN THE UNDERCITY

Matt
Thomason

Subterranean Gaming for Gangs of Mega-City One

Introduction

The Undercity – a vast sprawling network of tunnels and caverns filled with the degenerate outcasts of humanity, mutants, and a multitude of other creatures. Even the Judges venture there very rarely, as the area is too vast and dangerous to patrol, and the dangers can usually be contained more efficiently simply by sealing off the city from the Undercity below.

However, the sheer size of the Undercity prevents such a border from being 100% secure. Consisting of the ruins of a large part of the cities along the eastern seaboard of the former United States, the Undercity is just too huge to maintain complete control over every possible entrance and exit, and as it is merely a matter of tunnelling through the ground beneath the Mega-City it is a fairly easy task for those who wish access to the Undercity to gain it. At times of great disaster, refugees from the city above have flocked to the Undercity voluntarily simply to escape an even greater threat above. Coupled with seismic shifts, nuclear explosions, and collapsing caverns which open up new paths between the two, there is always some form of traffic between the Big Meg and the world beneath.



Gangs from above the surface find the Undercity useful – it can serve as a refuge from the law, a hiding place for stolen goods, a smuggling route, and a source of slave labour. In addition, there are those Gangs who originate from the world below, their thoughts of vengeance aimed at the intruders into *their* territory. With

the unwillingness of the Judges to journey to the Undercity, it can sometimes be an even more dangerous place than the Mega-City itself.

You will require the *Death on the Streets* supplement in order to use much of the new material presented in this article.

Undercity Gangs Revisited

The *Death on the Streets* supplement provides the Undercity Gang, representing bands of Troggies, Mutants, and Werewolves.

With the addition of the material in this article, all Undercity gangs now gain the following new rule:

Home Ground Advantage (Undercity)

When this gang fights in Undercity terrain (see part two of this article in next month's issue of *Signs and Portents Wargamer*), they may use their knowledge of hidden tunnel networks to their benefit. The gang may pick a new 3"x3"

deployment area (representing the exit from the tunnels) anywhere on the table, as long as it does not overlap with their opponents' deployment area. Up to D6 models may be deployed in this location instead of the deployment area(s) detailed in the scenario.

New Specialists

These specialists are available to any gang.

Troggie Guide

Occasionally a lone Troggie will discover that their knowledge of the Undercity can be valuable to others – if they are brave enough they may be able to contact those that dwell above, and a rare few find themselves working for criminal gangs as guides. Due to their background of fending for themselves, these troggies tend to be a little tougher than the norm.

With their knowledge of secret ways and tunnel networks, Troggie Guides can take gangs members along long-forgotten paths in the Undercity in order to get into a better position and gain an advantage over their opponents.



Equipment: Club.

Traits: Tough.

Guide: A gang with a Troggie Guide gains the *Home Ground Advantage (Undercity)* special rule, as detailed above for Undercity Gangs.

Troggie Healer

Using natural remedies passed down from their ancestors, Troggie Healers are vital members of their tribes – however, that does not prevent a brave few from venturing further afield – just so long as there is a friendly face or two in the group they are travelling with. Although not as effective as a Robodoc and lacking the means to bring a fallen gang member back into the fight, they are still much sought after due to their ability to treat wounds that would otherwise result in more serious long-term injuries. As long as their Healer's Pouch is always full of the mysterious compounds and elixirs they make from the strange flora of the Undercity, their value to the gang cannot be questioned.

Equipment: Club, Healer's Pouch (see below)

Traits: None.

Healer's Pouch: This acts as a medikit (see page 41 of the *Gangs of Mega-City One* rulebook), and may be used to treat injuries after a battle – all models in the gang gain a -2 when rolling on the injury table (page 24 of the rulebook). However, the effectiveness of this item is reduced with time spent away from the Undercity – if neither of the gang's previous two battles took place in an Undercity scenario the modifier is reduced to -1. If neither of the previous four battles took place in an Undercity scenario the pouch gives no modifier at all. The pouch may always be used

as a medikit, however, as the healer always keeps enough material on hand for basic first aid.

Only For the Tribe: A Troggie Healer will only join an Undercity gang, or a gang containing at least one Troggie (including a Troggie Guide). Once they have joined a gang, they will not leave if they are the only remaining Troggie.

Werewolf Hunter

A small group within the Hunter's Club once ventured into the Undercity to take on the challenge of hunting Werewolves. Equipping themselves with the latest weapons and reading up on Werewolf lore before entering the depths below, they returned to the city with a pile of Werewolf pelts (worth a great deal in the right markets) and only minor losses. Opinions across the Hunter's Club varied from pride in their ability to outrage at the very idea of hunting for profit rather than fun. Eventually the decision was made to ban the act of Werewolf hunting within the organisation, but many enjoyed the sport, the creds, or both – those who wished to continue their activities were forced to leave the Club, and now lend their services to those willing to pay their fees and take them to the action they enjoy.

Equipment: Hunting Rifle (see below)

Traits: Sharpshooter, Sniper

Trained To Hunt Wolf: The Werewolf Hunter gains an additional Shooting Dice when shooting at a Werewolf. Due to their ability to take a target down with minimal damage to the valuable pelt, any Werewolf killed by a Werewolf Hunter gains the gang 1,000cr if they win the scenario.

Signed Up For A Purpose: A gang that hires a Werewolf Hunter is under an obligation to at least try to hunt werewolves from time to time, lest the hunter leave them to pursue their

Specialists

Specialist	Spd	Ag	Res	CC	Hts	WtF	Required Rep	Cost	Rep
Troggie Guide	5"	5+	6	2D	2	3+	10	1,500cr	4
Troggie Healer	5@	5+	5	1D	1	5+	10	5,000cr	2
Werewolf Hunter	5":	4+	6	1D	1	3+	20	10,000cr	9

interests elsewhere. If the gang participates in five consecutive non-undercity scenarios, the Werewolf Hunter will leave at the end of the fifth scenario.

New Weapons

Hunting Rifle

The majority of these weapons are antiques, passed down through generations of hunters, with a colourful history attached detailing which ancestor killed which deadly creature, where, and when with the weapon. Some, however, are new, modernized versions with electronic scopes and improved balance. Either way, this weapon is extremely comfortable to use compared to the laser rifle and is the choice of recreational hunters nearly every time. The additional range over the laser rifle, however, is far outweighed by the reduced damage and low loading rate – but this

is a price most hunters will gladly pay in order to take their prey down with as little external damage as possible.

Crossbow

Life in the Undercity often means improvising from whatever materials are available, and sometimes it just isn't possible to get hold of the weapons you need. Homemade weapons such as the Crossbow can be invaluable to those gangs who cannot venture to the surface to purchase their armament, as well as those who cannot afford the prices. While slow to load, they can still be effective.

Crude Bow

For those unwilling or unable to construct the crossbow, the far simpler bow may be the weapon of choice. These crudely-made variants however are ineffectual and inaccurate at best.



Next Month

Part Two of this article covers new Undercity Turfs and Scenarios, and covers what passes for the law in the Undercity...

Weapons

Weapon	Type	Range	SD	Dam	Cost	Required Reputation	Special	Rep Bonus
Hunting Rifle	Rifle Weapon	30"	1D	1D+3	6,000cr	15	Ready	+10
Crossbow	Rifle Weapon	10"	1D	1D+1	100cr	1	Ready	-
Crude Bow	Rifle Weapon	6"	1D	1D	50cr	0	Ready	-

PhantastiCon Tournament Report

A New German B5 champion!



Lars Bentley Defending His Title

On the 9th and 10th of September the German “PhantastiCon” event was held in Rodgau, near Frankfurt.

The main attraction on the first day was an official Babylon 5 tournament supervised and judged by the ever-so-friendly guys of Nimmy’s Horror-Laden. The official German champion Lars Bentley travelled all the way down to Frankfurt to defend his title against the fleets of five other players, including Centauri, Minbari, Shadow, ISA and Earth Alliance fleets.

Visitors were able to purchase Mongoose games and supplements at great prices from the Nimmy’s Horror-Laden booth.

After nine hours of playing Germany had a new champ: Patrick Scherr of Pforzheim won the tournament with his Shadows fleet. He gathered sixty victory points and won with a great margin of twenty points. He truly deserved his prize; a prerelease-copy of Armageddon founded by MGP. When asked for his comments, former champion Lars Bentley replied “I’ll be back....”



Patrick Scherr on the Road to Victory

Proxy War



ISA Versus Earth Alliance in this Shadow Tech Investigation Gone Bad

Greg Smith

For millions of years the Shadows and the Vorlons played a game of chess with the galaxy as their board and the younger races as their pawns. After the Shadow War of 2261, both races departed beyond the rim and left the younger races to their own games but both the Shadows and the Vorlons left their legacies.

Despite repeated demands from the Interstellar Alliance, the Earth Alliance continued to experiment with Shadow technology. While the Omega-X destroyers had been scrapped, the advanced alien technology proved to be too tempting for Earthforce engineers to ignore. Thus the Nemesis-class advanced cruiser was born.

Thanks to Captain Matthew Gideon of the Excalibur, the ISA knew that the Earth Alliance continued to disregard their edicts that they should end their development of the Shadow technology. Despite the Excalibur's logs detailing the ship's battle with a hybrid Shadow ship, the Interstellar Alliance Council refused to act against Earth without concrete evidence. When the Earth Alliance rebuffed President Sheridan's diplomacy, the Interstellar Alliance Council voted to act.

In order to find the evidence they required, the ISA decided that they needed to seize one of the Earth Alliance's new advanced destroyers, which they suspected of using the alien technology. They planned to board a Nemesis cruiser before it was launched, gather evidence and then depart

– all with a minimal loss of life. The ISA's White Star fleet did not have the manpower to capture a warship, even one in space dock, so the Narn and Brakiri, both of whom had suffered the depredations of the Shadows, provided men and materiel.

When the ISA taskforce reached their target, they found the Nemesis cruiser was fully armed and operational. The Earthforce commanders had no intention of letting ISA personnel aboard their most advanced warship to learn its secrets. When the ISA demanded they be allowed to inspect the ship for Shadow technology, Earthforce opened fire.

Battle began anew between the technologies of the Vorlons, in the form of White Stars, and the Shadows, manifested by the Nemesis.

Historical Note

The ISA fleet failed to board the Nemesis and was driven off after severe losses. Earthforce's latest ship proved itself more than capable in the fight. The battle resulted in severe strain on relations between the Interstellar Alliance and the Earth Alliance for many years. It also served to create a strong anti-ISA movement on Earth that would last for five centuries.

Interstellar Alliance Fleet

One White Star Carrier, six White Stars, One Narn T'Loth assault cruiser, one Brakiri Ikorta light assault cruiser, eight Narn breaching pod flights. The White Stars and the White Star Carrier have Crew Quality 5 and the Narn and Brakiri vessels have Crew Quality 4.

Earth Alliance Fleet

One Nemesis advanced destroyer, one Marathon advanced cruiser and two Chronos attack frigates. All Earthforce ships have Crew Quality 4.

Pre-Battle Preparation

Place a lifeless rock as shown on the map. No other stellar debris is used. The Earth Alliance player deploys his fleet first in the zone indicated. The ISA player places his fleet second. The Earth Alliance automatically wins the initiative on the first turn.

Scenario Rules

The Nemesis may not withdraw from the battle unless it is Crippled or reduced to a Skeleton Crew.

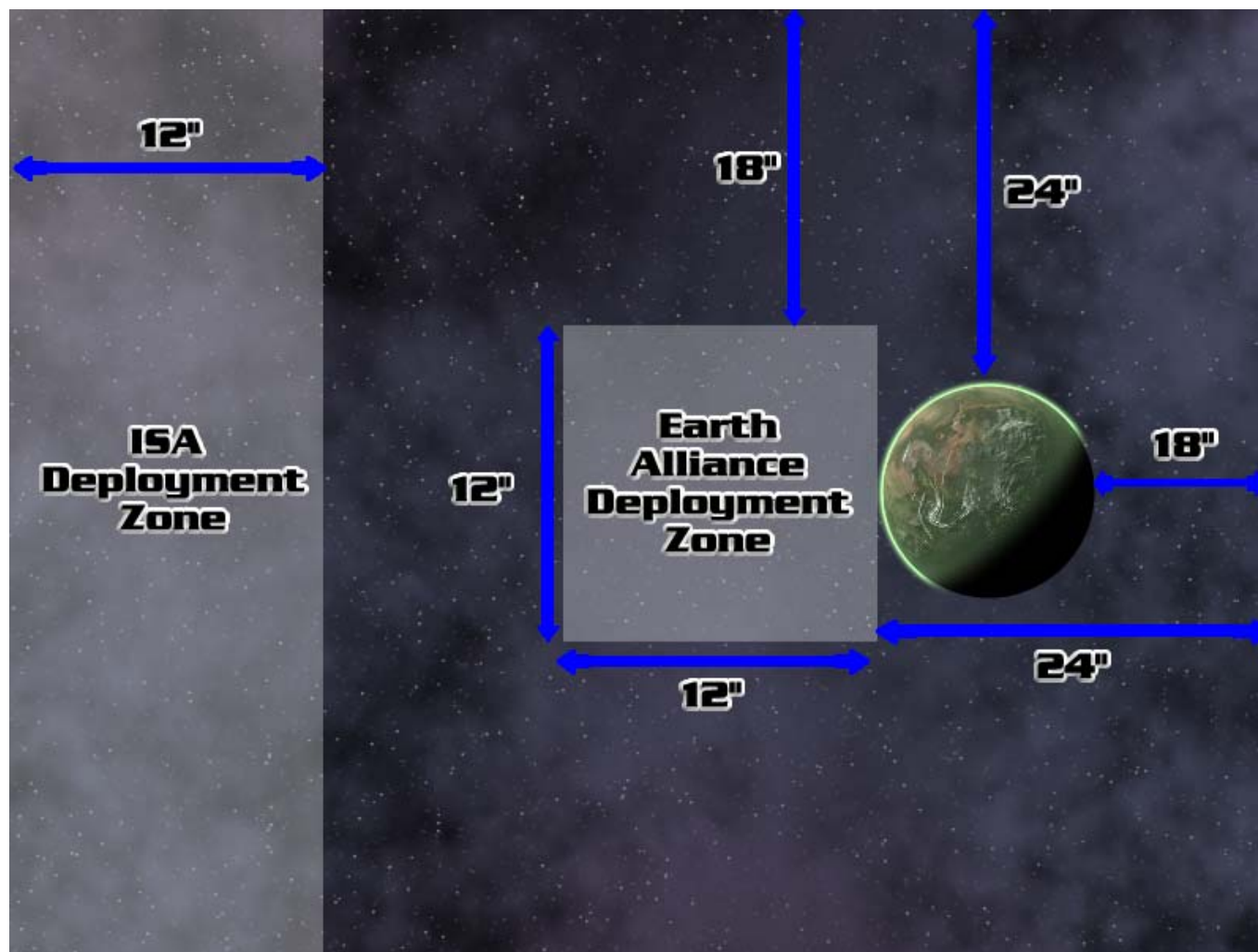
Game Length

Until victory is achieved.

Victory and Defeat

If the ISA player successfully captures the Nemesis (i.e. has troops on board and has reduced the crew to 0), he has scored a Major Victory. The ISA player scores a Minor Victory if the ISA holds the table and the Nemesis has been destroyed. The Earth Alliance player scores a Minor Victory if he

destroys all of the ISA ships but the Nemesis has been Crippled or has been reduced to a Skeleton Crew. The Earth Alliance achieves a Major Victory if they destroy the ISA ships and Nemesis is not Crippled or Skeleton Crewed. If the Nemesis successfully withdraws, the battle is a draw.



Shakedown



Can the Earth Alliance Survive a Drakh Ambush?

Greg Smith

The *Marathon* cruiser was built using the most advanced technologies that Earthforce Bio-weapons Division ever managed to get its hands on. Intended to replace the venerable Hyperions, the new cruisers included artificial gravity and a sophisticated artificial intelligence partly based on the Drakh control devices used by the Centauri in 2262.

The launch of the *Marathons* was brought forward after the Drakh infected Earth with their nano-plague. However, the hasty launch caused problems as the integration of the varied technologies still had teething troubles. The first of its class, the *EAS Marathon* was launched on March 31st 2266 and was dispatched to an asteroid belt in the Regula system for its shakedown cruise, where it was to engage in weaponry tests and training exercises.

Drakh spies learned of the *Marathon's* launch and the Drakh leaders sent a fleet to ambush Earth's latest ship. While the Drakh were en route to Regula, Earthforce General Rausch decided he wanted to see the *Marathon* in action and diverted his flagship, the Warlock-class *Necromancer* to observe the trials.

Historical Note

Caught in the middle of a simulated battle, the *Marathon* and the other Earthforce ships stood no chance against superior Drakh numbers. Fortunately, the *Necromancer* arrived minutes after the Drakh had begun their attack and thwarted the vengeful aliens' plans. The Drakh were beaten off and the *Marathon* was saved but the *Necromancer* was crippled in the battle.

Earth Alliance Fleet

The *EAS Marathon*, the first *Marathon*-class cruiser is the Drakh's target. She is protected by the two Chronos attack frigates that it was facing in a combat exercise and two Hermes transports that were carrying observers. The Warlock-class *EAS Necromancer* is in hyperspace and will arrive on turn two. All of the ships have Crew Quality 4, except the *Necromancer*, which has Crew Quality 5.

Drakh Fleet

The Drakh fleet sent to destroy Earth's latest warship consists of two Cruisers, two Light Cruisers, two Light Raiders, two Heavy Raiders and one Scout. All Drakh ships have Crew Quality 4.

Pre-Battle Preparation

A large asteroid field is placed as shown on the map. The field has a density of 6. The *Marathon* is placed in one of the deployment zones and the two Chronos frigates are placed in the other. The Hermes transports can be placed anywhere on the board but they must be placed within 12" of any other Earth Alliance ship. The Drakh fleet enter the board from any single edge on the first turn.

Scenario Rules

The Warlock destroyer may use the Open Jump Point! Special Action on any turn after the first.

The *Marathon's* artificial intelligence is untested and performs erratically. At the start of each turn roll a d6 and consult the following table. The effects described last until the end of the turn.

1: The ship suffers the effects of being Crippled (if it is already Crippled, ignore this result).

2: The ship may only move forward at half speed and cannot turn. It cannot perform any Special Actions.

3: The ship cannot perform any Special Actions.

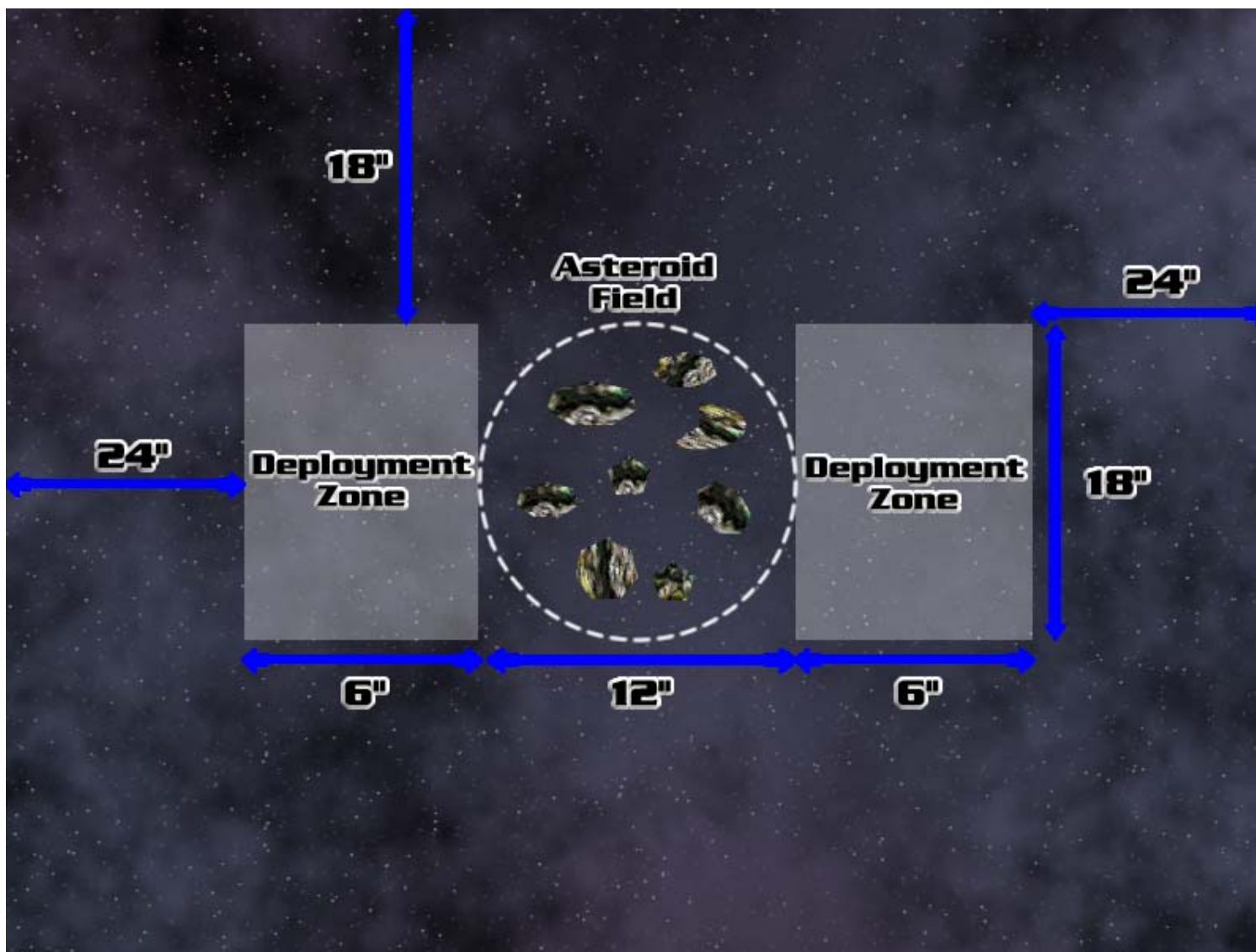
4-6: The ship may act as normal.

Game Length

Ten turns or until one side has no ships left on the table (running adrift, surrendered and destroyed ships do not count as viable ships).

Victory and Defeat

This scenario uses Victory Points to determine who wins, however the Drakh player will earn double the normal Victory points for any damage done to the *Marathon*. It is a Priority Level: Battle game.



THE SPECIALISTS: TRANS-DIME



A New Specialist for your Gangs of Mega-City One Games, with a Supernatural Twist

Glenn Allan

Supernatural entities are more than a mere Surban legend in the Big Meg. For years there have been numerous reports of hauntings and sightings of creatures from other dimensions, sometimes these entities will make deals to help citizens who live in constant fear or citizens who crave power but are too lazy to earn it. While this seems like an opportunity of a life time, people who make deals with these creatures are often too clouded with the thoughts of a new life or power beyond their imagination to realise that the creatures have their own agendas, and it's not long before a person can find themselves owing their very lives to a vicious demon.

Some beings from other dimensions are so powerful they have the ability to possess a person's body and mind and pursue and control their victim's actions, the most noted case was that of the Sisters of Death, two spirits from the Deadworld dimension, who were able to cloud the mind of Judge Kraken and unleash the Dark Judges once again upon Mega-City One during the Necropolis which claimed the lives of millions of people.

It's not unheard of for some people to study the dark arts and rituals to summon entities from other dimensions, but it takes a great amount of knowledge and will power to be able to control

one once they have been summoned. It's a lucky gang indeed who has a Summoner, or a Trans-Dime as they are more commonly known as, on the payroll, but due to the unpredictable nature of these beasts, a Top Dog may wish he had spent his hard earned credits on something more reliable.



If I'm so all-powerful, why can't I just summon money from another dimension?

Summoning

A Trans-Dime can attempt to summon an entity with a ready action. They then roll a D6 and then consult the below table to determine the effect of the attempted summon. Only one entity can be summoned at any one time by a Trans-Dime.

Roll	Effect
1-3	Summon Failed
4-5	Successful Summon
6	Out of Control

Trans-Dime

Spd	Ag	Res	CC	Hts	WtF	Required Rep	Cost	Rep
5"	5+	6	1D	1	3+	18	12,500	10

Traits: None

Equipment: Handgun, Knife

Summon Failed

The attempt to channel through to another dimension has failed and no demon had been able to come through to this world. The Trans-Dime may continue to attempt to summon an entity with a ready action until one is successful.

Successful Summon

The summon has been successful and the gate way between dimensions has been opened long enough for an entity to cross dimensions. The entity can then be placed within two inches of the Trans-Dime and used in the same way as a gang member for the rest of the game; it uses the stats below. At the end of the game the entity returns to his dimension and must be summoned again in following games.

Out of Control

While the gates between the dimensions have been opened and an entity has been able to make its way through, the Trans-Dime has underestimated the sheer power of the entity and is not able to keep control of it. The demon is placed within two inches of the Trans-Dime and from then on can make one free Move action at the start of every one of your turns. This is in addition to any models you may normally move, the entity will move before anyone else in your turn. The entity will then attempt to move as close as possible to the nearest model. If it manages to move within 8" the entity will immediately perform a free charge action at its target. An out of control entity doesn't distinguish between friends or foes and will attack who ever is unlucky enough to be closest. A risk one takes when dabbling in the dark arts.

Controlling the Beast

Once a successful summon has been cast the Trans-Dime and the demon have a psychic link that allows the Trans-Dime to control the creature. If the Trans-Dime is ever beyond 10" of the creature or is taken off the table the link is broken and the demon becomes Out of Control.



Raarrgh! Rarrrrgh! Raaaaaarrgh!

I'm pretty angry at being summoned without any warning, you know? Mrs. Entity and I were about to sit down and watch a movie together.

Entity From Another Dimension

Spd	Ag	Res	CC	Hts	WtF
7"	3+	7	3D	2	2+

Equipment: Claws (a demons claws count as cleavers but they can not be destroyed with the Destroy Weapon trait).

Traits: Close Combat Master, Thundering Charge, Tough, Thick Skin

Miniatures and Conversions

Mongoose produces a number of miniatures suitable to represent the Trans-Dime on the table. The Lone Wolf range has several wizard type miniatures that can be used, the most suitable being the Brother of the Crystal Star. A simple conversion to give the miniature the look of the Trans-Dimes that are found in the Anderson of PSI story "Possessed", replace the Brother of the Crystal Stars head for the Lone Wolfs Helghasts head. Once it's converted simply paint your new Trans-Dime in suitably dark and brooding colours, then he's ready to join your gang.

If you really want to intimidate your opponents after your Trans-Dime has summoned a demonic entity, converting the Starship Troopers Arachnid Infiltrator Bug by putting together it's body and head then filling in it's chest and the top of it's head were it's antennas should be with modelling putty will put the fear into the hearts of even the bravest punk.



Please, Judge, arrest me! Lock me away somewhere.. somewhere safe!



GOOD WORK, YATES. GET OVER HERE WHEN YOU'RE DONE.

SILVERBACKS, FALL IN AND PREP LIZARD LINES. WE'RE GOING DOWN.

BOWDEN, OPEN THAT FILE AND GIVE ME THE SHORT VERSION. WHAT ARE WE LOOKING AT HERE?



YES SIR.

THERE'S NOT A WHOLE LOT HERE, BUT IT LOOKS LIKE THIS PLACE WAS A WEAPONS RESEARCH BLOCK. REAL BLACK-BOX STUFF.



NO SURPRISES THERE.

HUSH NOW, PRIVATE. GROWN-UPS ARE TALKING. CARRY ON, BOWDEN.



SEVENTEEN DAYS AGO, THE ANNA NIKULINA DROPPED A PLATOON OF PATHFINDERS HERE, UNDER LIEUTENANT NICHOLA VANAUKEN.

THEY BROUGHT AN INTEL AGENT WITH THEM - GUY CALLED BEIN.

CHRIST! THAT DOESN'T SOUND GOOD.



SPECIAL OFFICER BEIN IMMEDIATELY ASSUMED COMMAND OF THE INSTALLATION, AND BROUGHT IN HIS OWN RESEARCHERS. HE SHUT THE ORIGINAL TEAM OUT

EIGHT DAYS LATER, HE ISSUED A PLANETARY QUARANTINE AND CALLED DOWN A CODE SEVEN BOMBARDMENT. NO-ONE MADE IT OFF-WORLD.

THEY SHOT THREE GUYS TRYING TO JACK A DROPSHIP.

WHAT THE HELL WERE THEY DOING HERE?



THERE'S NOT MUCH...

HOLD ON...

OH, GOD. THEY HAD A BRAIN BUG - A LIVE ONE.

THEY WERE... DOING STUFF TO IT.



KINDA WENT *QUIET* THERE FOR A SECOND, DIDN'T IT?

BIG TIME. WHAT THE HELL DOES THAT MEAN - "DOING STUFF"?



Y'KNOW I MOSTLY DO BASIC *TECH-WORK*. LOSE A FILTER, I'LL PATCH IT; BLOW A POWER CELL, I'LL FIX YOU UP. CRAZY-ASS *XENO BIOLOGY* IS WAY OFF MY MAP. I DON'T EVEN KNOW IF I SHOULD BE *READING IT*.

CREEPS ME OUT...



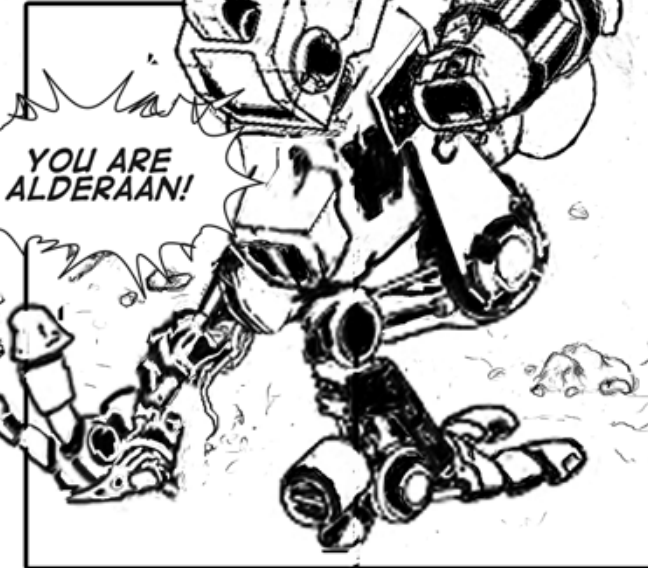
WELL, THIS IS COSY. WHAT'S THE DEAL WITH THESE *SMALLER HOLES*?

VENTILATION, MAYBE?



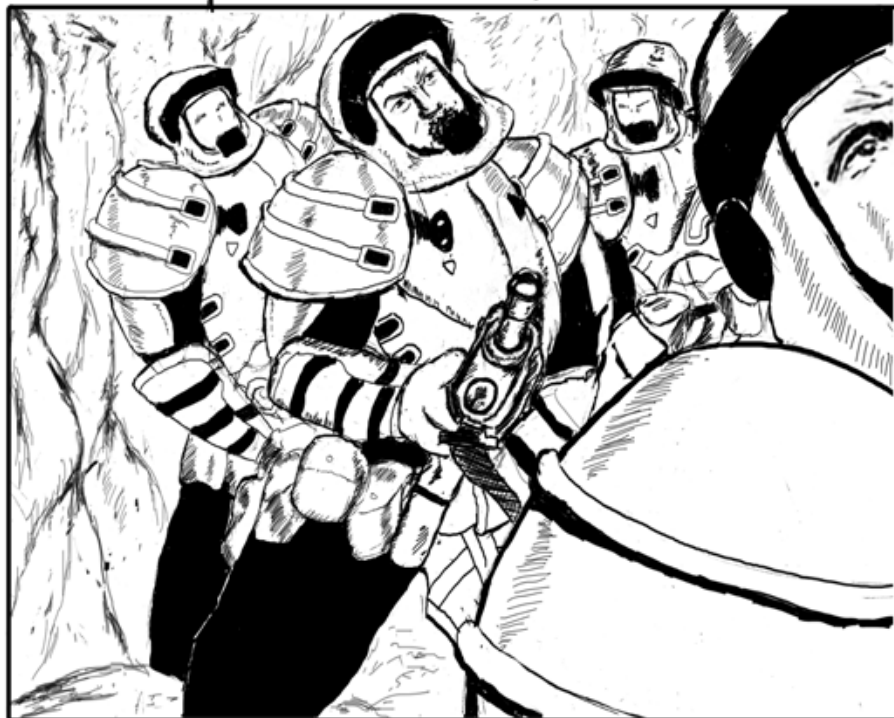
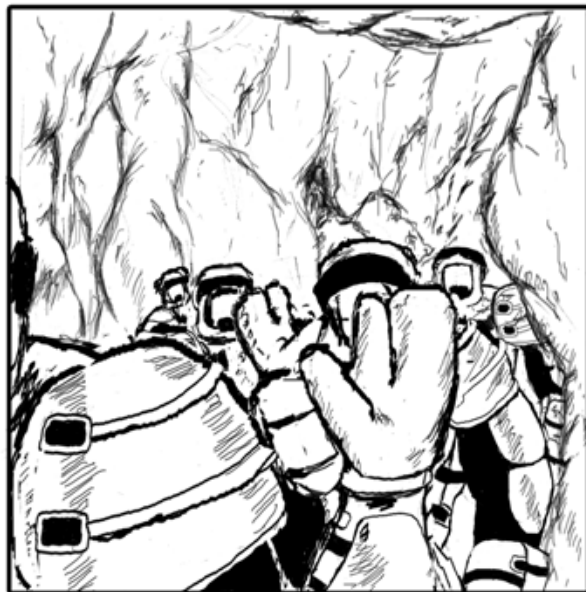
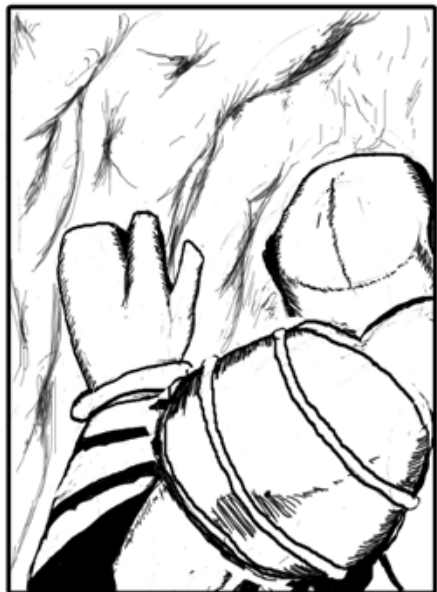
CUT THE *CHATTER*, TROOPERS. I'M NOT LIKING THIS ONE BIT,

YATES, SOUND OFF IF YOU CAN HEAR ME. WHAT'S YOUR *STATUS*?



GOOD TO HEAR, SERGEANT. WE'RE STARTING TO GET SOME *E.M. INTERFERENCE* DOWN HERE. SEE IF YOU CAN LOCK ONTO MY BEACON AND WORK OUT WHERE THE HELL WE ARE.

BLACKWELL, YOU'RE UP FRONT.





WORKERS -
DUMB AS ROCKS.
THEY WON'T ATTACK US
UNLESS WE HIT THEM
FIRST. JUST EASE
ON BY.





PLASMA BATTERIES COMING DOWN NOW, BOSS. THE 55TH FINALLY PROVED THEY'RE GOOD FOR SOMETHING.

COPY, SERGEANT. SIGNAL THE JASPER MASKELYNE AND COME ON OVER. THINGS ARE JUST STARTING TO GET INTERESTING HERE.



UNDERSTOOD.

JASPER MASKELYNE, THIS IS SILVERBACK 2. FLIGHT PATH IS SECURE. REPEAT, FLIGHT PATH IS SECURE.

TOZIER, HOW'S THAT JET HOLDING UP?

MAYBE ONE MORE SQUIRT, SARGE. AFTER THAT I'M BURNING COOLANT. LOOKS LIKE I'LL BE WALKING HOME.



HEH...

WHUF...

CONFIRMED SILVERBACK 2. THUNDERBOLTS INBOUND.

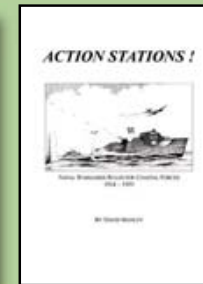
HOPE YOU LEFT US SOMETHING DOWN THERE TO KILL.

BIG SECTOR, FELLAS. PLENTY OF UGLY TO GO AROUND.

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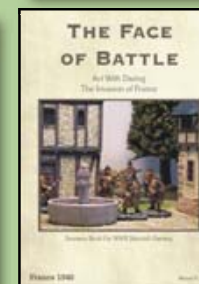
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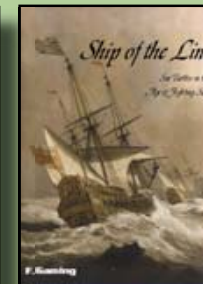
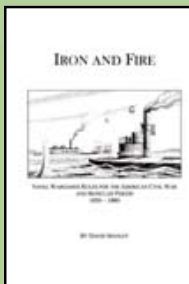
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Scenic Mayhem: Bucky-Barracks

**STARSHIP
TROOPERS**
THE MINIATURES GAME

Modifying a Vehicle Window-cling for use as a Structure for the Starship Troopers Miniatures Game

Darell C. Phillips

While my own “sport” preference is tabletop wargaming, that doesn’t mean that I cannot do that while at the same time managing to give a nod to the folks that follow other sports of passion. In the U.S. we still call it “Soccer”, but the balance of the world knows it as Football. As I write this, the FIFA World Cup is in progress, and I thought it would be fun to pay homage to the World’s favorite sport by doing a short mod of a shape that is more than a little familiar to a lot of folks.

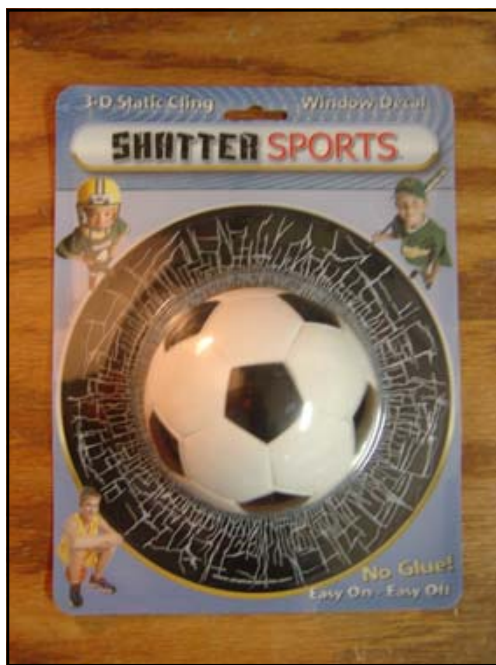
In a bit of overlapping serendipity, I am reminded of this shape in news articles about many varied topics, from chemistry and building structures and even on to nanotech. The common link to all of these subjects is a man by the name of R. Buckminster Fuller. Although a German by the name of Walter Bauersfeld first used the geodesic dome in 1922 to build a planetarium on his roof, it was Fuller who saw the structural uses of it, and was awarded US patent #2682235 (1954), among others. Fuller saw the shape for much more than a planetarium backdrop, and appreciated the design for the geometric and engineering uses it was excellent for. After Fuller died, the Nobel



Prize award winning molecule carbon 60 was discovered and was officially given the name *Buckminsterfullerene*. The nickname that was commonly used for it was that of “Buckyball”. The shape is fascinating, and has 20 regular hexagons and 12 regular pentagons, with no two pentagons sharing an edge. Sound familiar, sports fans? For you football fanatics, here is a point of trivia about the sports version of the ball—The design of black pentagon/white hexagon was intended for maximum visibility on monochrome television sets! So now you can see those black and white shapes even better on your high-definition widescreen colour sets, heh, heh, heh. I felt

that this background was necessary in order to point out that while the shape of my latest gaming model is that of a sports ball, the polyhedral shape is in fact a very logical and proven design for a structure. Besides, now you have interesting trivia to arm yourself with the next time you want to impress your gaming friends. Well, that is unless all of them read Signs & Portents in which case they’ll just roll their eyes a bit, unimpressed...

I don't know if these "cute" vehicle window cling-on decorations are offered outside of the U.S., but something tells me they probably are. As you can see in one of my supporting photos, what you would be looking for is a window sticker of sorts, but with most of a plastic sphere attached to it, missing just a portion of one hemisphere in order to lay flat. As it happens, that was a point I considered when thinking about using the artifact as a structure



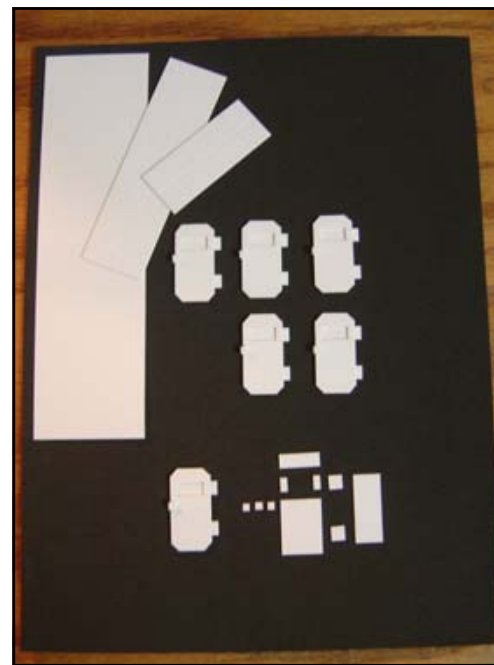
model for gaming use. The hexagon/pentagon grid pattern was cast into the ball, and doesn't disappear when painted, which was another good point I noticed when peering intently into the packaging at the store (in this case, a Target location). The fact that I could even make use of the vacuum-formed clear package in the future wasn't lost on me, either. Some might remember my "Gibraltar Outpost" rocky base that was made from a King Kong toy package that most would have thrown away. Waste not, want not.

What was needed of course to make the model "work" logically as a gaming terrain structure was to figure a way to add an entry hatch or door to the side. In order to construct this, I recommend a visit to your local railroad hobby shop. There, you will find plastic styrene about 1mm thick, offered in various dimensions and with many scribed patterns. One major source that I've used for this material for over two decades is made by Evergreen Scale Models. Their home office is located in my State of residence, in Washington. The web location is <http://www.evergreenscalemodels.com>

I would point you to my very favorite stock I use for scratch-building, white styrene scribed in a grid that they call "sidewalk". It is used for architectural models to make, well sidewalk! I commonly make use of the 1/4" grid and 1/2" grid, but for this project you might also acquire a small bit of 1/8" sheeting

(although you really do not have to). You will shortly see why I used three scales of the grid, but to economize you can get by with 1/4" grid only. First, look at the photo with the door/hatch breakdown of pieces and you'll see that they are just snapped-off pieces of grid sections. That's one of the really nifty features of using this particular sheet stock is that you can get uniform square and rectangular building stock without cutting. Just count out a measure of the grid, and snap off a section. Then rotate 90 degrees and repeat to get just what you want. You'll save lots of an item that you won't miss- finger bandages caused from sharp hobby knife blades.

Just for complete disclosure of events that are transpiring around me as I write this (as I know you'll be thrilled to know), I had to just stop long enough to help a plumber carry a new toilet up some stairs next to my store for my Dad. What could possibly make me want to include this in a story about

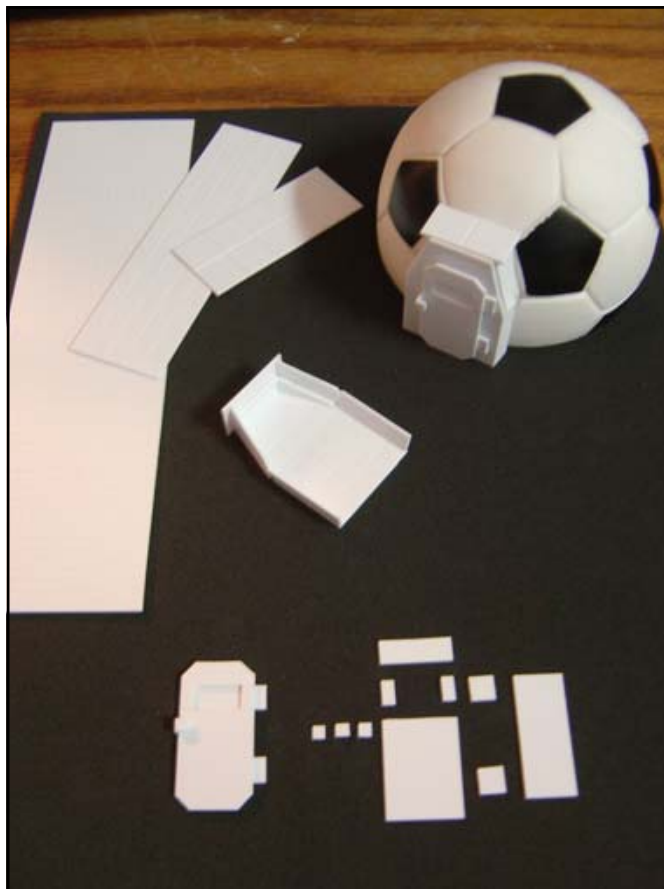


model buildings and geodesic domes and nanotech, you wonder? Well, the Japanese a while back have designed a nanotech toilet, which is self-cleaning. The inside surface is so smooth no bacteria or molds can attach to cause staining, so it is low maintenance. The extra coating is applied at 800-1200 degrees Centigrade and will last about 100 years. Will the wonders of science ever cease? This is yet another job done better by the new nanotech science. I claim rights by the way to sell the first wargaming figures in nanotech-scale. They will be expensive (of course), virtually invisible, and you will need my special line of nanotech paint due to the fact that normal scale paint particles will be larger than the figures. Then of course you'll need an STM (scanning tunneling microscope) in order to paint the figures and play games with. Eureka, I'm going to be rich!

Moving back to reality, I began by snapping off a rectangle of $\frac{1}{4}$ " (that's macro scale) grid styrene sheet stock that measured $\frac{3}{4}$ " x 1". Using two pieces of separated $\frac{1}{8}$ " x $\frac{1}{4}$ " stock from a sheet of $\frac{1}{8}$ " grid, I glued this to serve as windows frames for the door window recess. To save cost, you could skip buying the $\frac{1}{8}$ " material and cut some $\frac{1}{4}$ " squares in half, but you might need to keep the bandages ready. Keep in mind this is tedious, even if it *is* done in macro-scale. You are gluing a $\frac{1}{8}$ " wide edge of material to another that is only 1mm thick. As far as glue for styrene, I recommend liquid "weld" cement for acrylic, used to build aquarium tanks and such. After only a few minutes, it will be dry enough to glue the top of the door hatch piece to the top of the windows frames, using a piece of stock that is $\frac{1}{4}$ " x $\frac{3}{4}$ ". After drying (again for only a few minutes), flip the door over and glue a backing piece of grid that is $\frac{1}{2}$ " x $1\frac{1}{4}$ ", centering it over the window hole and leaving $\frac{1}{8}$ " to all edges. Next, use two pieces of $\frac{1}{4}$ " x $\frac{1}{4}$ " material snapped off of the sheet, and glue them to the side of the door you want the hinges to show on. Since 90% of humans are right-handed, this is most likely going to be on the right side of the door, but remember that you will probably be gluing them from the backside, working with the door flipped over. Nearing finishing of the door, all I had left was to place a door handle of sorts on the side opposite the hinges. I did this using three pieces of separated $\frac{1}{8}$ " x $\frac{1}{8}$ " sheet stock and beginning on the back $\frac{1}{8}$ " edge of the door, glued them in a "U" shape. If you zoom in on the door part photos which you can do with Adobe® Reader if you are viewing the digital version of this, you might be able to see what I'm describing. An easy way to make a door latch is if you have any of the Tehnolog Chemical Plant or Syberclicks plastic kits. You can use their great little wheel-lock handles. The squared off entry shape (or airlock perhaps) was made using bits of $\frac{1}{4}$ " pieces, and was built to conform somewhat to the curving shape of the dome structure. On the top of the structure, I used a $\frac{1}{2}$ " x 1" piece of $\frac{1}{2}$ " grid, because I had it already. As the

last step on the door, I trimmed the four corners of the door at 45-degree angles for more of a hatch look.

All that was left to do was to attach the three pieces together. I used a hot glue gun to attach the conforming piece to the dome, and then painted the dome assembly with metallic paint (Krylon® Fusion #2338 Nickel Shimmer). For just a touch of contrast, I decided to paint the door with Krylon® Fusion #2521 Graphite. It has a bit of a rougher texture, which I like sometimes. I used a drop of super glue and had to quickly align the door as the glue sets fast. I then made use of a black marker and filled the window recess in. The antenna was a nice afterthought, made with $\frac{1}{16}$ " brass tubing. I used Tehnolog pieces and added even another one of those hand wheels as fiddly bits at the top. I carefully drilled a hole just behind the door access, but did not glue the antenna in so as to make it less damageable if transported. All that was left to do was to use some black watered-down artists' ink for a bit of weathering, and when dry several coats of Krylon® matte sealer.



As far as gaming size, I would say these were Size 3. I decided to coin these as "Bucky-Barracks", in honor of R. Buckminster Fuller. Since these are in the future, I need not worry about violating US patent #2682235 as it would have expired. I do so love science fiction! Since these are snug for barracks, I see maybe 2-3 troopers housed per unit. Besides, the Mobile Infantry does not want temporary sleeping units to be too cushy or too large- "barely functional" is S.O.P. for SICON. Heck, you could even designate one of these units as a SICON field commode, with one of those now old-style nano-toilets. You know the ones that SICON recycles from the civilian population back home that have earned Citizen Status. The ones after the original 100-year nano coating have finally worn out so they now need some poor Private to keep them clean, manually. That's what Privates are good for - killing Bugs and cleaning the loo.

REBEL COLONY ARMY LIST

Up the Revolution! A new army list for your Starship Troopers Games.

Matthew Sprange

The ideals of the Federation are clean and pure, based around a system of personal responsibility and rewards granted on service towards the body politic. Everyone is provided for, and everyone has the opportunity to better themselves, to rise above a mere civilian to become a citizen of the Federation.

Unfortunately, away from the prying cameras of FedNet, not everyone has found the Federation to be the paradise it promises. While the Mobile Infantry and Fleet have no shortage of recruits willing to risk their lives for the good of their fellow man, there are many others who do not seek danger and excitement, who reject the idea that war with every other species in the galaxy is necessary for survival. Malcontents are horrified at the two tier society that has been created, with privileged citizens granted the ability to rule over civilians who have no say in the way they are governed. These are the people who are unwilling to sacrifice themselves because of responsibilities to their family, pacifist beliefs or simple dedication to other, personal, goals.

On Earth and the major colonies, disobedience to the ideals of the Federation is simply not tolerated and those who disagree with the system learn to keep quiet, or risk being taken into custody for re-education. On smaller colonies light years away from the centre of the Federation, things can be different. Life is hard on these worlds, with most civilians finding work in mining, construction or exploration – all dangerous assignments but none that grant citizenship. As taxes increase to fund the War of the Species, the people of these colonies are pushed to breaking point. With more and more settlements now relying on a civilian militia to provide

round the year protection, rather than a permanent Mobile Infantry garrison, the potential for revolt is both clear and appealing to desperate men and women.

A typical revolt will begin quietly enough. Ring leaders will gather like-minded people and depose the colony governor or administrator. There is rarely any violence involved unless there is a Mobile Infantry presence, with the governor being held under loose house arrest. Then, the colony carries



on much as it did before but with the civilians working for themselves, often under better conditions.

This all changes when the Federation learns of the revolt, a process that may take over a year if the colony is sufficiently far removed from well-travelled space lanes and holds no great strategic value in the war. However, the response is inevitable. A detachment of Mobile Infantry will be sent in all haste, usually platoon to company-sized, depending on the size of the colony and expected resistance. Very rarely, an entire regiment may arrive. It is usually only at this point, with the Mobile Infantry in orbit and preparing to drop, will an official declaration of independence from the Federation be made by the colony's new leaders.

The orders of the Mobile Infantry are simple – to restore order to the colony and return it to Federation control with the minimum loss of life and collateral damage. Civilians are to be well-treated at all times but any person taking offensive action is considered a legitimate target under the rules of engagement. Few troopers are swayed by the impassioned pleas of the colony, for they have seen the fighting on the frontline against the Arachnids, Skinnies and Forth, and know that every world of the Federation must act as one if the human race is to claim final victory.

Few independent colonies survive an assault by the Mobile Infantry, who will outclass the defenders in training, equipment and sometimes even numbers. None has survived a second assault where an entire regiment *will* be deployed. However, there remains a dream among the rebellious souls of the Federation that if they can resist long enough, there is a possibility that SICON command will judge them too far away and too expensive to deal with. Then, maybe, the colony could continue to exist as an independent state.

Rebel Colony Army List

With a core formed from the colony's own militia, a rebel colony army will be composed of ordinary civilians who have had enough of Federation rule, and seek the right to self-determination away from a two-tiered society. After raiding the militia's armoury, they will begin converting commercial vehicles into armed wagons, before fortifying their homes against the inevitable response from the Mobile Infantry.

A rebel colony army in the Starship Troopers miniatures game comprises three or more rebel squads and a commanding rebel officer, though it can swell to include many more officers and squads.

Rebel Colony Special Rules

Rebel colony armies use all the rules detailed in Platoon Level Forces, found on pages 20-21 of the Mobile Infantry Army Book. A number of extra special rules also apply.

WE ARE ON OUR OWN

Rebels lack the deep-rooted support structure enjoyed by the Mobile Infantry and have to rely on what scant military resources their own colony can provide. Rebel colony armies may never take Command or Fleet Assets of any type.

HIGHER COMMAND

Rebel officers tend to gain their position through charisma and personal magnetism, rather than any formal military training. No rebel officer may use the special Promote or Retrieval Point actions.

Heroic Traits

No model in a rebel colony army may select Talents. Only officers may select Training, and then only from the following list; Armourer, Close Combat Expert, Engineer, Demolitions, Medic, Sniper.

Priority Level

A rebel colony army is always Priority Level 1 unless it uses Emplacement Assets, in which case it is considered to be Priority Level 3.

Rebel Weaponry

The following weapons are unique to the rebel colony army list.

Name	Range	Damage	Type	Traits
Demolition Charge	Placed	3xD10	One-Shot!	LZ (4") Piercing/2
Small Arms	15"	D6	Pack	

REBEL COLONY UNITS

REBEL OFFICER

50 POINTS

You must include at least one rebel officer in your army. You may include up to 3 extra officers per 1,000 points.

Every rebel in a colony risks their lives at the hands of the avenging Mobile Infantry but it is the leaders of the rebellion who can be certain of a sentence of death if captured. For them, surrender is rarely an option and only the plight of their followers may sufficiently move them to give up willingly. Each is dedicated to the cause of freedom, however, and have the ability to bring entire crowds around to their way of thinking.

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Rebel Officer	50	1	4"	D6	3+	6+/5+	5+	Independent

Weapons/Equipment:

Morita assault rifle and underslung G/L. Only the Flechette Grenade may be used with the underslung G/L.

Special Rules:

A rebel officer is subject to the following special rules.

Condensed Training: A rebel officer's Morita rifle loses their Auto trait.

Unit Options

Rebel officers may purchase the following options.

True Hero: The rebel officer may be bought heroic traits up to a total value of +50 points.

Weapon Options: The rebel officer may be bought a demolition charge for +10 points.



MARTYR OF THE CAUSE

20 POINTS

You may include one martyr of the cause in your army for every two rebel squads you take.

Though the ideals of the Federation support all humans, civilian and citizen, there can be an ugly side to its policies. To those who have lost friends and loved ones to a TAC Fighter dropping plasma bombs on a rebellious colony, or been burned out of their homes by alien raiders who took advantage of a redeployment of Mobile Infantry, a deep hatred of the Federation and all it stands for can take its toll. Having suffered so much, some choose to risk everything to gain just an inch of ground, laying down their lives to plant high explosives on the side of a Marauder or tanker bug so their comrades might have a chance of survival and a new life.

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Martyr of the Cause	20	1	4"	D6+1	3+	-/5+	5+	Independent

Weapons/Equipment:

Small arms and a demolition charge.

Special Rules:

A martyr of the cause is subject to the following special rules.

For my Wife! A martyr of the cause may attempt to plant a demolition charge on any enemy of size 3 or greater with a Charge action. The martyr uses his normal Close Combat score but gains a +1 bonus – he must roll the victim's Target score or higher to succeed. If he is successful, the demolition charge will detonate at the start of the next turn.

Unit Options:

A martyr of the cause may purchase the following options.

True Hero: The martyr of the cause may be bought heroic traits up to a total value of +25 points.

Weapon Options: The martyr of the cause may be bought a second demolition charge for +5 points.



REBEL SQUAD

115 POINTS

You may include any number of rebel squads in your army.

Once a colony turns its back against the Federation, its first priority is to create a paramilitary force, usually from the existing militia, to fight against not only the Mobile Infantry but also any alien raiders who might take advantage in the colony's change of ownership. Though these brave men and women have received some training through the militia or have been schooled by rebels familiar with military weapons, they must use passion and righteousness in place of disciplined and well-practised tactics.

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Rebel	10	1	4"	D6-1	3+	6+	5+	
Rebel Squad Leader	25	1	4"	D6-1	3+	6+	5+	

Unit Size:

Every rebel squad consists of one squad leader (unit leader) and nine rebels.

Weapon Options: Up to two rebels may replace their Morita rifles and underslung G/L with any of the weapons below.

Weapons/Equipment:

Morita assault rifle and underslung G/L. Only the Flechette Grenade may be used with the underslung G/L.

- Morita Long sniper rifle and underslung G/L (with Flechette only) for +5 points
- Longbow missile launcher for +35 points

Special Rules:

Rebel squads are subject to the following special rules.

Condensed Training: All Morita rifles lose their Auto trait.

Split Firing: A rebel squad may not split fire unless an officer joins it, in which case only two fire zones may be created.

Unit Options

Rebel squads may purchase the following options.

True Hero: The squad leader may be bought heroic traits up to a total value of +25 points.

Unit Options: Up to 10 extra rebels may be added to the squad for +10 points each. Up to two rebels may be upgraded to be martyrs for the cause for +10 points each, in addition to those bought separately.



CIVILIAN MOB

50 POINTS

You may include any number of civilian mobs in your army.

In times of true desperation, or when led by a profoundly charismatic leader, even ordinary civilians can be persuaded to take up arms against an invader, be it the Mobile Infantry or an alien raiding force. If deployed in a real battle, the casualties suffered by a civilian mob can be horrendous, as unarmoured and untrained people crowd together to be torn apart by incoming missiles and automatic fire. However, they can sometimes achieve through bravery, numbers or sheer dumb luck what even the militia could never attempt.

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Civilian	5	1	4"	D6-1	3+	-	5+	

Unit Size:

Every civilian consists of ten civilians.

Unit Options: Any number of extra civilians may be added to the mob for +5 points each. No, there is no maximum!

Weapons/Equipment:

Small arms.

Special Rules

Civilian mobs are subject to the following special rules.

Mob Mentality: So long as at least ten civilians remain in the unit, a civilian mob is always considered to be in command. In addition, you may select any model to be the unit leader in every action. Every rebel model in point blank range of the unit leader may be considered to be part of the mob. Any model within point blank range of any model that is already part of the mob can also join the mob, effectively forming a 'chain' back to the unit leader. There is no maximum number of models that can join the mob. Models in the mob are considered to be a single unit, ignoring the normal rules for command range.

Split Firing: A civilian mob may never split fire.

Unit Options

Civilian mobs may purchase the following options.



ARMED WAGON

50 POINTS

You may include one armed wagon in your army for every rebel squad you take.

Every army needs transports and mobile gun platforms, and rebel colonies are no different. Lacking true military vehicles, enterprising rebel leaders will order the conversion of commercial vehicles. Mounting makeshift weaponry and crude sheet metal armour panels, armed wagons have a very low survival rate against their military counterparts but can play a vital role in infantry battles and fast raids.

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Armed Wagon	50	3	6"	D10	5+	5+	8+	Hits/3 Wheels/18"

Unit Size:

Each armed wagon unit consist of one armed wagon.

Weapons/Equipment:

Trip Hammer mortar (FxF).

- Inferno support flamer for +0 points
- Javelin missile launcher (including Falcon, Firecracker and Holepunch missiles) for +50 points
- Twin-Fifty autocannon for +20 points
- Sixgun rotary cannon for +10 points

Special Rules

Armed wagons are subject to the following special rules.

Ground Transport: An armed wagon can carry up to 15 Size points of models (maximum individual model Size 1).

Unit Options

Armed wagons may purchase the following options:

Weapon Options: The armed wagon may change the Trip Hammer mortar's firing arc from FxF to a turret (fire all round) for +10 points. The Trip Hammer mortar may be upgraded to any of the weapons below.



Emplacement Assets

Any rebel colony army choosing Defence tactics may select Emplacement Assets though, as normal, it cannot spend more than 50% of its points allowance on them. Emplacement Assets are chosen from the list below. There details can be found on pages 58-59 of the Mobile Infantry Army Book.

0-4 Ammo Dumps for 40 points each

0-12 Outpost Wall Sections for 20 points each

0-8 Outpost Platforms for 40 points each

0-4 Reliant Emplacements armed with a Twin-Fifty Autocannon for 50 points

- Replace Twin Fifty Autocannon with Inferno support flamer for no extra cost.
- Replace Twin Fifty Autocannon with Javelin missile launcher (with Falcon, Firecracker and Holepunch missiles) for +30 points.
- Replace Twin Fifty Autocannon with Rapier AA missile launcher for +30 points.



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