



Signs & Portents

WARGAMER

Battlefield Evolution

The Full Basic Rules Free!

NUCLEAR AMBITIONS

When Knowing About An Explosion Just Isn't Enough

Victory at Sea

The New World War 2 Naval Game Is Here!

Plus... Victory at Sea Battle Report, More Mighty Armies Event Cards, Starship Troopers Campaign part 2 and lots, lots more in our bumper Christmas issue!

S&P Wargamer 39

December 2006

MGP 5539W

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This month I have been mostly playing with toy soldiers. Well, that and writing about them, of course! It's also been a month for playing Nick the Greek, as it happens. It seems that every game I've been involved in drew Nick as my opponent. For the Victory at Sea battle report in this very issue it seemed pretty obvious as we have been banging heads all through playtesting with our American and Japanese fleets as Nick manfully attempted to reverse the course of the Guadalcanal Campaign in his guise as Rear Admiral Nikigriki. We have been having a great time refighting all sorts of historical naval battles, and for me it has been a revisiting of one of my favourite wargaming periods - World War II. Probably because my dad fought in the war it has always fascinated me, and it was very interesting to talk to some of the German guys from *Ulisses Spiele* that we met at the recent Essen gaming convention and listen to their perspectives. A special name check here for Markus Plotz and his charming wife Viola, who looked after us so splendidly.

I also duked it out with Nick in the report for the Battlefield Evolution Advanced Rulebook due out next year. You'll just have to be patient to find out how that went though. In this issue you will find the complete basic Battlefield Evolution rules, so you can get up to speed before the first sets come out. It won't be long now!

Finally, as this is the Christmas issue, best say Merry Christmas, and keep on gaming!

Ian



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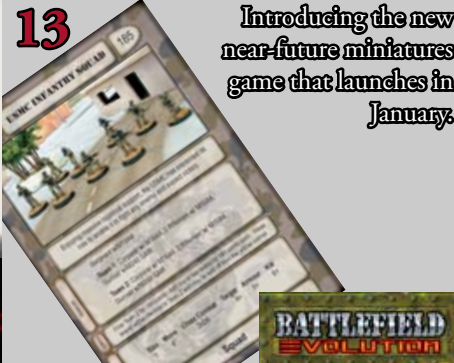


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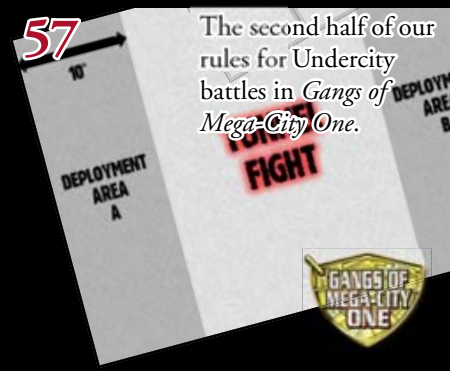
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EYE ON MONGOOSE

This Month's Releases and Stockist News



Victory at Sea Main Rulebook

The Second World War saw naval warfare evolve from the clash of mighty dreadnaughts, which had been the preoccupation of navies for half a century, to a conflict dominated by the aircraft carrier and submarine.

The Battle of the Atlantic saw German U-boats attempt to strangle the economy of the United Kingdom, with fast commerce raiders such as the pocket battleships and the mighty Bismarck attempting to slip into the Atlantic to wreak devastation upon the allied convoys.

In the Mediterranean the Italian and British fleets squared off as each side attempted to settle the fate of Egypt and North Africa, as both sides attempted to strangle the other's supply routes.

In the east mighty carrier fleets clashed as the Imperial Japanese Navy tried to hold on to the rapid conquests of 1942, whilst all the while American submariners strove to paralyse Japan's industrial might via attacks on her merchant fleet. It was here that mighty battleships clashed in ferocious night battles amongst the Pacific islands.

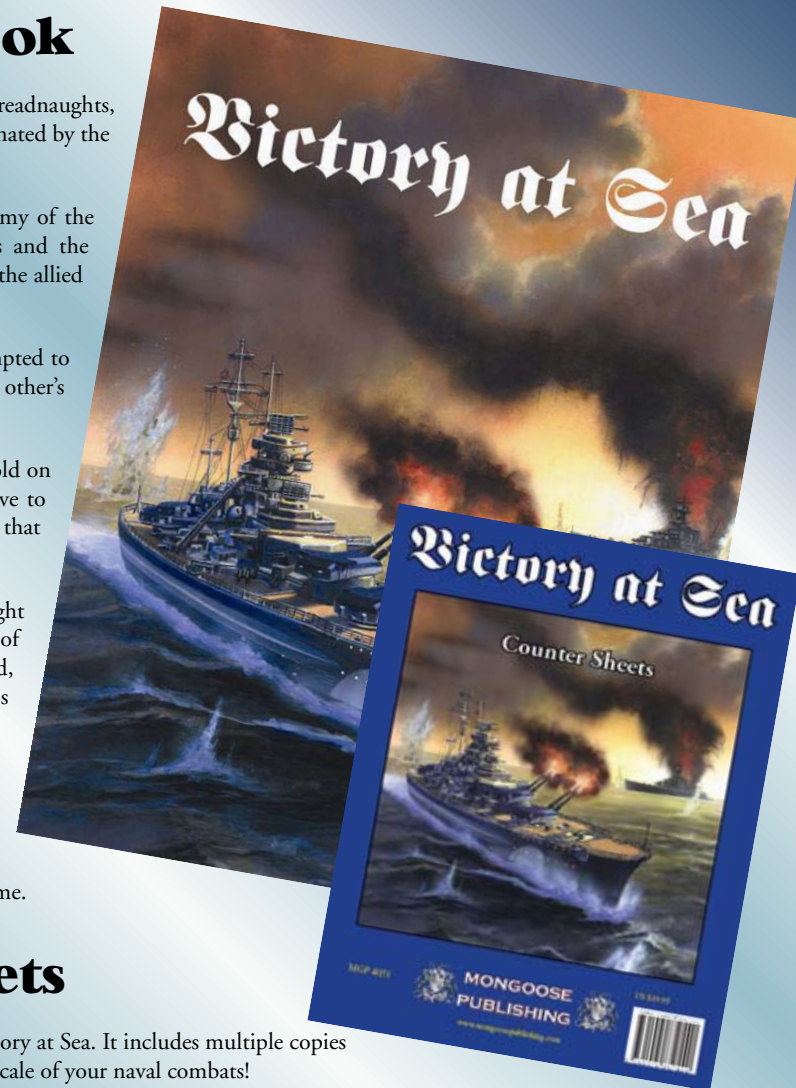
Victory at Sea brings these conflicts to life allowing budding admirals to re-fight the epic battles of this conflict, or to create their own fleets based upon the ships of the day and fight entire campaigns. Over seventy different ship classes are detailed, allowing a wide array of different battles to be fought with eighteen scenarios included.

Based upon the award winning A Call to Arms games system, Victory at Sea is a fast flowing game that will allow novices and veteran gamers alike to enjoy recreating the epic struggles between the mighty fleets of the era.

Victory at Sea includes counters to use with every class of ship featured in the game.

Victory at Sea Counter Sheets

This deluxe set of counter sheets greatly expands those found accompanying Victory at Sea. It includes multiple copies of every ship featured in that book, enabling you to literally double the size and scale of your naval combats!



Tiger Starfuries

The first of the 'true' Starfuries, when it was first built the Tiger represented a significant shift in fighter design philosophy for the Earth Alliance, incorporating features, such as the manoeuvre jets on an x-foil wing section, that would remain common to Starfuries for many years into the future. Though replaced by the Nova Starfury during the Dilgar War, the smaller Tiger made good account of itself against alien fighters and its combination of missile rack and plasma cannon gave it credible teeth.

The full rules for the Tiger Starfury can be found in this issue of Signs & Portents Wargamer.

Blister pack contains four flights of Tiger Starfuries.



Earth Alliance - The Crusade Era Fleet Box



With ships carefully selected for use with the Crusade Era fleet list from the Armageddon supplement, this box set includes the following:

- | | |
|-------------------------------|-----------------------------|
| 4 Flights of Starfuries | 4 Flights of Thunderbolts |
| 3 Apollo Bombardment Cruisers | 2 Chronos Advanced Frigates |
| 1 Delphi Advanced Scout | 1 Marathon Advanced Cruiser |
| 2 Nemesis Advanced Destroyers | |

Earth Alliance - The Third Age Fleet Box

With ships carefully selected for use with the Third Age fleet list from the Armageddon supplement, this box set includes the following:

- | | |
|------------------------------|---------------------------|
| 4 Flights of Starfuries | 4 Flights of Thunderbolts |
| 1 Warlock Advanced Destroyer | 2 Omega Destroyers |
| 3 Hyperion Heavy Cruisers | 2 Olympus Corvettes |
| 2 Hermes Transports | 1 Avenger Carrier |



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This blister set contains one sniper, two Triple Thud troopers and one Hel Flamer trooper, providing an outstanding combination of individual targeting and area damage weapons.

Mobile Infantry Power Suit Specials



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BATTLEFIELD EVOLUTION



New from Mongoose Publishing.
Battlefield Evolution features
simple, yet tactically challenging
rules and expert-level pre-painted
models in every box set!

- JANUARY 2007
- USMC Infantry Squad
- USMC M1A2 Abrams Main Battle Tank
- EFTF British Army Infantry Section
- EFTF British Army Challenger II Main Battle Tank
- MEA Infantry Squad
- PLA Infantry Squad
- PLA Type 99 Main Battle Tank



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DROP YOUR PAINTBRUSH!





Victory at Sea



A Look at the New World War II Naval Game From Mongoose Publishing

Matthew Sprange

It's funny how some games turn out. For the most part, games released by Mongoose come under intense strategic scrutiny. What licences are available? Which will be suitable for the market in a year's time? Can we build a successful line from an initial release? The questions go on and on.

Then there are games that have an altogether different approach. *Victory at Sea* is certainly one of these.

Humble Beginnings

Victory at Sea began as a personal project of mine, starting off with a few scribbles on the back of an envelope (metaphorically speaking) to prove that the core rules for our Babylon 5 game, *A Call to Arms*, could work in a naval setting. I was on a Second World War buzz at the time, so the 1940's were the focus. Initial impressions were good, so I began the lazy task of building a set of complete rules and fleet lists around my notes. This was something that took over a year to do, in between more important projects, and while I would trot out some counters and challenge someone to the Battle of the River Plate (the first scenario that was written), the game meandered, becoming something I worked on in a quiet moment, if I remembered it at all.

One day, Ian asked me if I had any material lying around on the hard drive that might be suitable for Signs & Portents – a silly question, as the answer is invariably yes. *Victory at Sea* is by no means the only game to be written in this fashion! I remembered the World War II game I had been working on and quickly fudged together some fast and dirty articles that would give the magazine a short series, presenting all the basic concepts of the game.

As it happened, the article drew quite a bit of interest, with people demanding that *Victory at Sea* got its own space on our forums! Clearly,

there was at least some interest in a World War II naval system that concentrated on fun and action, rather than intense detail, and so some quick cost calculations were made.

As the owner of Mongoose, I tend to work cheap when it comes balancing the accounts, so there was no fear there – it began to look as if it might actually be possible to release the game as a bona fide book. We briefly looked at producing miniatures for the game but ran into some snags that eventually convinced us it would not be a good idea (and we had always intended to put counters in with the game, as we had with *A Call*



to Arms). The first problem was the Navwar range of models, which I was already using myself for the game. There was no way we could sensibly compete with such an established range, even if we went to a different scale – I advise you to check them out, as they are very, very competitively priced. We also toyed around the idea of doing some pre-painted ships but Battlefield Evolution took precedence there, and so that was shelved as well.

In the end, the format was clear – a 96 page hardback with all the main ships and fleets, complete with enough counters for you to fight pretty much any battle you could wish for.

The System

Those of you who messed around with the *Victory at Sea* preview (see Signs & Portents Wargamer issue 29) will know how closely this game runs to the *A Call to Arms* rules, and even though the latter game was created for space combat in the Babylon 5 universe, the core system proved adaptable enough for life on the waves.

Certain changes had to be made, of course. In space, the technology exists to ensure that the majority of your shots *will* hit their target, and so you only have to worry about punching through active defences and armour. In World War II, you were sometimes lucky if you came close to hitting your target! Clearly, a ‘to hit’ roll had to be built into the system, which could then be modified for range, target size, weather and so on. This had a knock on effect for the damage system, with bigger guns getting more Damage Dice than their smaller counterparts. Critical hits were also tinkered with, allowing you to reduce a target’s speed, blow off the occasional turret and, very rarely, get that *Hood*-destroying magazine hit.



Those were the core rules, all of which could be summed up in just a few pages – they really are that easy to get to grips with. What rounds *Victory at Sea* off and makes it complete are the advanced rules. These bring in a whole slew of extra bits and pieces to add to your games, from using aircraft to fighting at night or in bad weather.

In the preview rules, I had rules for torpedoes but said at the time that I really did not like the way they worked. In fact, I can say now, they stank. Moving counters across the table at a certain speed, then working out the strength of the spread if they happened to hit a target? Bleh! There had to be a better way without simply making torpedoes a ‘direct fire weapon (that is, pick a target and then roll dice, just as you would with a gun – there had to be some sort of delay built in to give the feel of the torpedoes travelling). Instead, targets of torpedo attacks now have a counter placed next to them when the attack is declared. It is only resolved later in the turn, thus giving that

feeling of delay. Japanese Long Lance torpedoes can place counters on ships further away, though they have to wait another turn for the results to be worked out.

We also had a lot of debate during playtesting (and here I must thank the Salty Seadogs who formed the playtest teams, not least Richard L. Bax, who is a veritable encyclopaedia of naval knowledge) about submarines and how they should work in terms of movement. We began by moving them as ordinary ships with a version of the Stealth rules from *A Call to Arms*. A lovely idea, but it did not quite get the right atmosphere across. Inevitably, ‘dummy’ counters were suggested as a solution, but I absolutely, positively *hate* counters cluttering the table, and try to avoid them whenever possible.

In the end, we went for a slightly more abstract system that reflected the use of subs as ambush units. Basically, you nominate an area of the table that each submarine is patrolling. You can reveal

it at any time in order to make an attack (or be forced to reveal it by sub-hunters), and then pray you can survive the inevitable retribution when you sink your enemy's battleship!

The Fleet Lists

I started by drawing up a list of the war's most famous ships and began statting them up. Then the Playtest teams got involved and started demanding more and more vessels, most of which they insisted we just *had* to have! It quickly became obvious that space in the rulebook would be at an absolute premium, and many of the ships and aircraft we created did not make the final cut.

In the end, we ended up with fleet lists for the Royal Navy, Kriegsmarine, US Navy, Imperial Japanese Navy, and various ships from Italy and France, along with some civilians.

I had to fight tooth and nail for the last two, as there were many calls to drop them in favour of including more ships from the 'Big Four'. Italy, I felt, had to be kept because they are the perfect foil for Royal Navy fleets in the Mediterranean. The French fleet. . . well, what can I say? I had a French girlfriend at the time and having the ships in the list gives Royal Navy players the opportunity to bombard vessels while they rest in harbour.

As good reasons as any. . .

So, what we have in the main rulebook are pretty much every major vessel for these fleets, as well as some of the more esoteric ones – the Kriegsmarine even get the chance to mess around with the never-completed Graf Zeppelin aircraft carrier. Me? I am a dedicated Royal Navy fan, and an ardent admirer of the *HMS Nelson*.

Battles and Campaigns

There are two types of scenario included in the book – general 'engagements', which range from simple two-fleets-enter-one-fleet-leaves battles to ambushes and carrier duels. Then there are the historical scenarios which cover most of the major clashes in the Atlantic, Mediterranean and Pacific.

No doubt players will soon develop their own favourites among these battles, though unless you are good at rolling devastating critical hits, expect the *Bismarck's* encounter with the *Hood* to go a tad differently than what happened in real life!

One of the things that 'makes' *A Call to Arms*, I believe, are the rules for playing out entire campaigns, taking enemy territory star system by star system. After a few tests, it soon became clear that the same mechanics could be used for *Victory at Sea*, with just a few less asteroids and a few more squalls.

However, whereas *A Call to Arms* relies on randomly generated maps, we had the real world to play with in *Victory at Sea*. Going after your opponent's main supply base is exciting enough in the universe of Babylon 5. However, things really begin to hot up in *Victory at Sea* when you send your main armada to recapture Malta! Just adding real world names to the campaigns added so much to our games,

and I would advise everyone playing *Victory at Sea* to play a few scenarios and then leap straight into a full blown campaign – it will not take months to play, and is great fun!

Counters

As with *A Call to Arms*, we do not require players to invest in huge amounts of miniatures to begin playing this game – one or more counters of every ship and aircraft in the lists is included with the main rulebook, and a cheap counter expansion pack is also available if you want truly immense battles without splashing out on metal equivalents.

Personally, I would urge you to check out the ranges of Navwar and other manufacturers, as games always play better with models. But the option is there.



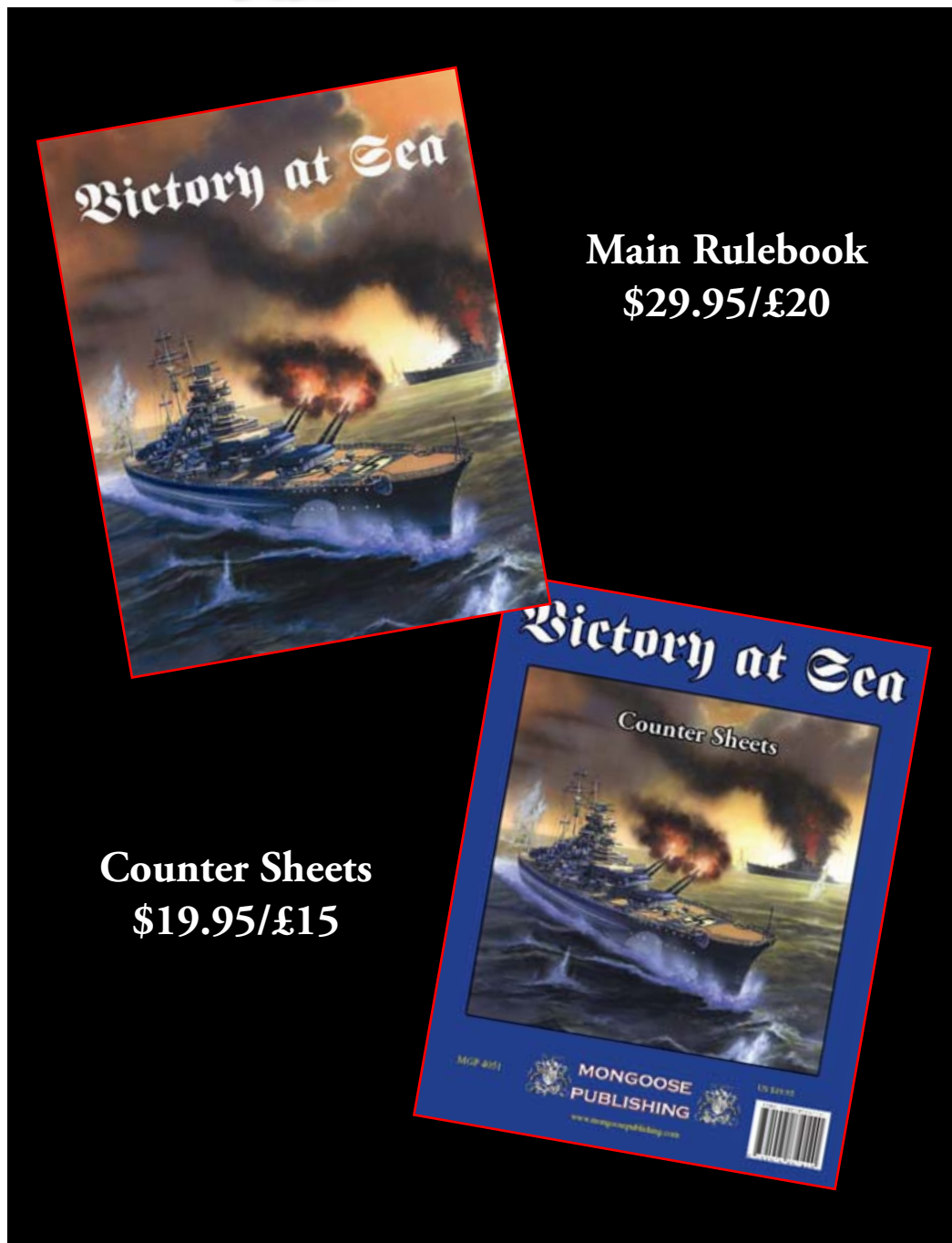
Future Games and Expansions

Whenever a game is released, one of the first questions we are asked is 'what is coming next?' Gamers have an insatiable appetite when it comes to systems they love, and the presence of additional support for a game is an important factor in deciding whether to invest the time to learn and play it.

Whether or not we release additional supplements for *Victory at Sea* will very much depend on you chaps – if the game proves popular, we will endeavour to provide everything you ask for. Regardless of sales, however, we have a veritable fleet of expansion rules that will be printed in *Signs & Portents* over the next few months. For a start, there are all the ships and aircraft (lots of aircraft!) that did not make the final cut in the main rulebook. Then there are our very excitable Salty Seadog playtesters who, throughout the creation of the game, constantly worked on bits and pieces to expand it in the direction they personally wanted to see it go – I have already seen drafts of Z-Plan fleets, Russian ships, and MTBs, and I know Ian has been deluged with many more suggestions, so you won't be lacking for additional material once you have exhausted the rulebook. And best of all, it will all be appearing here in *Signs & Portents*, for free!

We have also begun discussing other games that can use the *Call to Arms/Victory at Sea* system – clearly a game based in the World War I Dreadnought era would be a very easy conversion. Then again, I grabbed a print out of the *Victory at Sea* rulebook the other day and started crossing out rules and jotting down notes for a system that could cover both pirate battles and the Napoleonic Wars. Even statted up the *HMS Victory*.

Hmm, perhaps another article is due. . .



Victory at Sea

Main Rulebook
\$29.95/£20

Victory at Sea
Counter Sheets

Counter Sheets
\$19.95/£15

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Narn T'Rakk Frigate



A Simple Conversion for Narn Fleets

Matthew Sprange

Narn fans have been lobbying us to do rules for the Narn T'Rakk almost since A Call to Arms was released – we are proud to present them here to coincide with the release of the gaming model.



T'Rakk-Class Frigate

Skirmish

Speed: 10
Turns: 2/45°
Hull: 5
Damage: 28/4
Special Rules: None

Crew: 36/5
Troops: 3
Craft: None
In Service: 2213+

Weapon	Range	Arc	AD	Special
Heavy Plasma Cannon	18	B	3	AP, Double Damage
Particle Beams	8	F	6	Weak
Particle Beams	8	A	6	Weak
Particle Beams	8	P	10	Weak
Particle Beams	8	S	10	Weak

Narn mass production being what it is, the wings of the T'Loth assault cruiser were produced in great numbers, often completely outstripping the amount of cruiser hulls being constructed. Many were therefore refitted as ships in their own right, a process made easier by many of the engine and weapon systems being located within the wings of the T'Loth anyway. An over-sized reactor and additional control systems were added, making the ship fit to fly. Though possessing short-ranged weaponry only, the T'Rakk nonetheless packs a heavy punch for a small ship.

T'Rakk-Class Frigate

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A NEW TYPE OF WARFARE



Introducing Battlefield Evolution

Matthew Sprange

Next month sees the release of Battlefield Evolution, the first of Mongoose's 'new style' of miniatures game. All such 'Evolution' games (and Starship Troopers Evolution will be the next to follow) will have the following in common;

- Expert-level pre-painted miniatures
- Box sets including pre-painted miniatures, rules and unit cards
- A common rules system

All this means you can build up armies quickly and easily, without needing to spend a month or more building and painting your forces. You will also be able to begin playing soon after buying the first box set, as the core rules for all Evolution games are the same, with unit cards providing special rules for each unique unit. Learn one Evolution game, and you will know them all.

The result is a game system that is easy to get to grips with, can transfer itself to many different settings, and yet make each setting feel very different due to the combination of units and their special rules. In Starship Troopers Evolution, for example, units tend to be tough and armed with powerful weaponry. In Battlefield Evolution, even elite units must make the best use of cover if they are not to get cut down by the first machine gun that is fired.

THE SETTING

10-15 years from now. . .

The world is becoming a more dangerous place. Across every nation, radical ideas and uncompromising doctrines hold sway over entire populations, while governments fight over dwindling resources. Peace is a distant dream as every state prepares for the war it knows is coming.



The United States jealously guards its technology from a growing European Federation that is fast becoming its military equal, while sovereign states of the Middle East have joined together to form an alliance against aggression from within as well as without. And in the Far East, the entire world stirs as a newly revitalised China flexes its muscles, determined that the 21st Century will belong to no other.

From small bush wars to full scale conflicts devastating entire nations, the militaries of the world clash as each attempts to force its own agenda forward, or defend what it has already managed to claim. The latest weapons and technology are employed to give fighting men and women the best chance of survival in the field, from the latest airpower and armour to fully-integrated infantry combat systems.

Who will become the next dominant superpower?



THE RULES

You can find the actual rules system for all Evolution games a few pages after this article. This is the basic framework on which all future games will hang upon and, as you will see, the rules are quite simple to get to grips with.

As veterans of Mongoose games will soon see, it is based on the original Starship Troopers rules, though there are important differences. You only get one reaction per unit now, forcing you to make some important choices during each turn, though you can now also react when under fire. However far away the enemy is. There are rules for suppressing enemies by weight of fire, and the terrain/cover rules have been greatly streamlined, meaning no more confusion or arguments! The classic Starship Trooper influences are still clear – multiple actions for units, reactions, and so on.



The rules sheet that comes with each box set is just one part of the game, however. What gives each game its flavour are the unit cards. These are far more than a simple collection of statistics and scores. Each includes a range of special rules that tend to be unique for each game, meaning Battlefield Evolution will play very differently to Starship Troopers Evolution. As you can see here, units in Battlefield Evolution follow the strict squad organisation of real world armies and have access to contemporary and new future weapons.

The use of these unit cards opens up the game to an amazing degree not possible with the 'standard' model of wargames publication. Separate army books are no longer required, as we can simply release a new box set (complete with models and unit card) without having to front load several units together in a release schedule in order to support such a book. Nor do players have to buy multiple books every year just to stay current with the rules. The core rules will never change and unit cards will provide all the expansion material you could ever need (along with supplementary material found here in Signs & Portents, which is a free download!).

THE ARMIES

There are four armies to choose from in Battlefield Evolution, and each will receive at least one new unit every month, allowing you to constantly expand your force while providing something new to try every month. To begin with, you will find the basic units available for your army, including infantry squads and armoured vehicles. As time goes on, more esoteric and futuristic units will appear, a few of which are detailed below.

UNITED STATES MARINE CORPS

The original gung-ho military service, with all the technology provided by the USA. The USMC features rock-steady troops and superior firepower. The first units to be released in January are the USMC Infantry Squad and M1A2 Abrams main battle tank. The infantry of the USMC have access to the Land Warrior combat suite, advanced technology that integrates them into a digital battlefield and enhances their effectiveness in war.

Future Units: Shadow RST-V, Force Recon Team, AH-1Z Super Cobra, Talon Sword Team, Predator UAV.

EUROPEAN FEDERATION TASK FORCE

Drawing from the finest elements of every nation on the continent, the Task Force enjoys a diversity unmatched by any other force. You also have the option to play the army of just one country within the Federation. The first European units will focus on the British Army, and include the British Army Infantry Section and Challenger II main battle tank. The British Infantry use the FIST combat suite, similar in many ways to the American Land Warrior system, and many other European armies are developing their own versions.

Future Units: SAS Section, Leopard 2 140mm, French Foreign Legion Squad, Future Lynx, AS-665 Tigre.

MIDDLE EASTERN ALLIANCE

Covering a range of forces from government troops to militia desperately trying to hold back the tide of oppressors eager to snatch their country's resources. This army does not always enjoy the latest in technology but it gains weaponry from a wide variety of sources and has no shortage of volunteers. The MEA's first unit is an extremely flexible infantry squad armed with AKs and RPGs.

Future Units: Technicals, Fedayeen Squad, Zulfiqar main battle tank, Mirsad-1 Team, Desert Iris FAV.

PEOPLE'S LIBERATION ARMY

Often regarded as a second-rate force, the Chinese PLA of the near future will have access to not only unlimited manpower but also technology that can catch a western commander off balance if he has too many preconceptions. January sees the release of the PLA Infantry Squad and Type 99 main battle tank. The Type 99 gives a little ground to Western armoured forces but is cheap enough to outnumber them in larger battles. While the infantry have no advanced combat systems, they are arranged in large squads with a wide spread of weaponry, allowing them to engage any target,

Future Units: WZ-551 IFV, EQ2050 Air Defence System, Sniper Team, WZ-10 Attack Helicopter, J-12 Multirole Fighter.

ADVANCED RULES

The rules sheet and unit cards found in each box set will take you a long way into discovering the thrill of warfare in the near future. Appearing in March will be the Battlefield Evolution main rulebook, opening up the game to include a wide range of new options. Army lists will allow you to construct realistic forces, while new scenarios present a new range of tactical problems, from launching an attack in an urban environment to sending a single special forces squad to assault a valuable target,

Advanced rules bring artillery into the game, as well as mine and airborne units. Want to fly your elite squad onto the battlefield in a helicopter, then rappel down to take a critical objective? This book makes it all possible. . .

THE FUTURE OF WARFARE

Battlefield Evolution is the first in a new series of games that combines easy to understand but in-depth rules with high quality pre-painted models. We are organising a great deal of support for this game, from demo teams to online campaigns that will enable you to chart the progress of your forces as they engage in huge wars in various trouble spots around the world. Articles here in Signs & Portents will provide new advanced rules and scenarios, as well as ideas for modellers who want to adapt their pre-painted models and create a unique looking army.

This game charts the progress of modern armies into the next decade, allowing you to use the very latest hardware before it makes an appearance on a real battlefield. New forces are already being planned, and it is time for you to make the choice of which nation you will fight for as the world enters a new dark age.



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.

Where to Start...

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

Things to Remember

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

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

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

Subject Matter

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

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

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

Editing

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

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

Little Details

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

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

Legal Requirements

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**Exclusive
Worldwide
Rules Preview!**

BATTLEFIELD EVOLUTION



Welcome to the battlefield of the near future!

Battlefield Evolution is a fast-paced and easy to learn pre-painted miniatures game, with enough tactical depth to keep you hooked for years. You will command small forces based on real world armies of the near future, and attempt to overwhelm your opponents with tactical skill and a dose of luck!

Miniatures Gaming

Miniatures gaming is a hobby whereby players collect armies of model soldiers and vehicles, and then take part in games against like-minded opponents. Played on a table arranged with terrain ranging from open fields to burnt out city streets, miniatures gaming allow you to act as a general, directing your forces in a cunning battle plan designed to bring you total victory!

You can think of it as chess but;

- With freeform movement – you are not restricted to squares.
- With random elements - troops pinned down by enemy fire may be in real trouble, but the might surprise you and start fighting back.
- With far prettier models!

Using the rules of a miniatures game, and aided by a few models, some dice and a tape measure, you will be able to lead your armies across the battlefield, dodging a hail of incoming fire, before unleashing your finest troops against your enemy.

Battlefield Evolution

The Battlefield Evolution miniatures game is based on supposition and projection of real world armies in the near future, featuring new technologies that are just around the corner – you will be among the first to experience how such weapons and equipment can affect the modern battlefield from the point of view of a soldier. There are several different armies to collect, each with a wide range of units and tactical abilities

Battlefield Evolution is usually played by two people over a table, with each in command of a single army, such as the Middle Eastern Alliance, European Federation Task Force, People's Liberation Army or the United States Marine Corps.

Building an Army

An army can be as small as a single squad or feature over a hundred soldiers, supported by trucks, tanks and helicopters. Every unit in the game is assigned a points value, as shown on the unit card that it comes packaged with. As you collect units, add their points values together, as this will show you just how large and powerful your army is.

The points value of your army must be agreed on with your opponent before the game begins, with the value of your combined units adding up to no more than this amount. We recommend your first battles are played with forces of no more than 250-500 points each, though you can quickly scale up once you become used to the rules. Battlefield Evolution can be played with thousands of points on each side, making it a true battle game!

Before the Battle

Once you have your army and an opponent, there are just a couple of things you need to do before battle can commence. You will need a flat playing surface, such as a kitchen or dining room table – though many players invest in a dedicated gaming table, complete with modelled terrain. You can find examples of such tables on our web site. You will also need several six-sided dice and at least one ten-sided dice.

Your playing surface should have plenty of terrain placed upon it – again, you can use piles of books or boxes to simulate buildings, walls and hills, though many players soon progress onto model houses, woods, factories, and so on.

Once the table is ready for play, you and your opponent should roll one dice each, re-rolling any ties. The winner chooses a long table edge and must then choose to set his army up first, and take the first turn, or set his army up second and take the second turn.

When setting up an army, each unit is placed no more than 12" from the long table edge.

This assumes the 6 ft. x 4 ft. gaming table. If you are playing on a table of a different size, the two armies should be no closer than 24" apart.

Card Front

Title: The name of the unit

Faction: Which army the unit belongs to

Unit Options: Any options the unit can take are listed here, along with any changes in its Value

Move: How far each model in the unit can move in a single Move action

Size: The Size score of each model in the unit

Target: The number an enemy has to roll when making an attack against a model in this unit

Unit Type: This is used with the Battlefield Evolution Advanced Rulebook and can be ignored for now

Value: The points value of the unit

Materiel: Which models are included in the unit as standard

Close Combat: How many dice each model in the unit rolls when engaged in close combat. (2xD6, for example, means roll two six-sided dice, but do not total the result – each dice is treated separately)

Armour: The number that must be rolled if a model in the unit is hit by an enemy

Kill: If this number is rolled when an enemy makes an attack, the model is immediately removed, whether it has armour or not!



Card Back

Range: The maximum distance across which a weapon can be used to attack an enemy model

Special Rules: Many unit have special rules that allow them to do things in the game that other units cannot even attempt. Special rules allow you to do things not normally permitted in the rules!

Damage: The dice rolled when a weapon is used



Playing the Game

A battlefield is a confusing place, with many things happening at once. In order to make sense of things, games of Battlefield Evolution take place over several turns. The player who set up his army first will take the first turn. In your turn, you will have a chance to move and fight with each unit you have on the table. Once you have finished, your opponent then has his turn to move and fight with his units. This continues until the battle is complete and a victor is declared!

Note that you may always ‘pre-measure’ distances in Battlefield Evolution, allowing you to check to see if an enemy is within range before making the decision to fire, for example.

Unit Leaders

Every unit in the game has a unit leader, as listed on its unit card. All models in the unit must end every action within 6” of their unit leader. If a model is ever more than 6” away from its unit leader, or if the unit leader is killed, then it will be out of command, losing its next two actions. Models that are out of command may only make reactions (see below). After two actions have been missed, you may nominate another model in the unit to become unit leader, so long as the original unit leader has been removed from the table. A unit leader of one unit may not act as unit leader of another.

Actions

Whenever you decide to do something with a unit in your army, it will have two Actions – every model in the same unit will perform the same action. There are four types of Action in Battlefield Evolution;

Move: Allows the unit to walk, run or otherwise travel across the battlefield.

Shoot: Allows the unit to begin gunning down the enemy!

Charge: Allows the unit to rush into close combat to tear the enemy apart!

Ready: Allows the unit to prepare itself to do something unusual, like take aim with a sniper rifle or plant a bomb. These require special rules found on your unit cards where applicable.

A unit can do any combination of two Actions. For example, a squad about to be overrun by the enemy might choose two Shoot Actions. Their friends trying to flank the enemy might choose two Move Actions, while another squad near the frontline might choose a Move Action followed by a Shoot Action. A unit must complete both of its actions before you can start making actions with another unit.

Let’s look at these Actions a little more closely.

Move Actions

Every unit in Battlefield Evolution has a Move score which shows how far it’s models can travel across the table, in inches, with a single Move Action. A model need not move in a straight line and can make any number of turns to face in any direction you wish. A British Army soldier, for example, can move 4”. Of course, if he takes two Move Actions, he can travel a total of 8” in a turn.

Terrain

Terrain in Battlefield Evolution is anything that is placed on the table that is not a model – this can be anything that is part of the landscape, such as buildings, woods, rivers, and hills. You will quickly find that the more terrain you use, the better the game, as your units will have a chance to leap behind walls and dodge behind buildings in an effort to avoid incoming fire. If you just play on a flat ‘desert’, you will soon discover your troops get mowed down by the first machine gun that gets fired!

Units moving through terrain will find their progress hindered. Whenever a model moves across terrain, halve its Move score (you may, optionally, agree with your opponent that some terrain, such as tall cliffs and high-rise buildings, is impassable and may not be moved through at all).

Shoot Actions

Simply moving about will not win you a battle – you have to destroy the enemy as well, and guns are always a good way of doing that!

Fire Zones and Line of Sight

Before you can shoot at an enemy unit, the models in your unit must have a Line of Sight to the intended targets. In all cases, Line of Sight is traced as a straight line from the centre of each of the firing models to the centre of what is called the Fire Zone (this need not be an enemy model, and can in fact be open ground, if it is advantageous in fitting more enemy models within the Fire Zone). A Fire Zone is simply a 6” radius – when you roll Damage Dice for your unit’s shooting, you can only attack models completely or partially within this Fire Zone that are also within Line of Sight. All models in the unit must use the same Fire Zone.

Line of sight has three possible categories.

Clear: No terrain (or terrain that does not block line of sight, such as a river or swamp) exists between attacker and target. No effect.

Obscured: Terrain interrupts Line of Sight but both models can still partially see one another (that is, terrain hides part of the target model). The target gains a +1 bonus to its Target score.

Blocked: Terrain interrupts Line of Sight so neither model may see the other. No Line of Sight possible.

Note that attacking models within the same unit will never block or obscure Line of Sight for each other – effectively, you can shoot ‘through’ models in the same unit, as it is assumed they will manoeuvre out of the way of one another. However, models not in the same unit can block or obscure Line of Sight.

Every model with a weapon can use it to attack any enemy that it can see and is within range (range is measured to the centre of the Fire Zone, not to each enemy model within the Fire Zone). Each model can only use one weapon in a Shoot action, no matter how many weapons it possesses. The standard L85A2 assault rifle of the British Army, for example, has a range of 24”. Every gun also has a set number of Damage Dice, which are rolled to see if a target has been hit – the L85A2 uses one six-sided dice (some very powerful weapons, such as machine guns or cannon use several six-sided dice or even ten-sided dice!).

Cover

Cover in Battlefield Evolution is any piece of terrain that models may move through and still have Line of Sight drawn to them. This includes low walls, woods, hedges and ruins.

Cover will help your units survive incoming fire by making them harder to hit. A model has to be touching (on the opposite side of the terrain to the firing model) or within suitable terrain to take advantage of Cover. Otherwise, the terrain can only obscure or block Line of Sight (see above).

For the purposes of Line of Sight, a firing model may ‘see through’ any Cover within a number of inches equal to its Size score. It may also ‘see through’ any Cover within a number of inches to the target model that is equal to the target model’s Size score. Models, if within terrain, may always claim Cover rather than just have an obscured Line of Sight.

Cover grants a +2 bonus to both Target and Kill scores against shooting attacks. A model can benefit from Cover or obscured Line of Sight, never both.

Shooting

Roll Damage Dice for your entire unit. Discard all Damage Dice that roll a natural ‘1’. These represent missed shots or ammunition jams.

The highest scoring Damage Dice must be allocated to the nearest model within the Fire Zone, the next highest scoring Damage Dice to the next nearest model, and so on. If all models within the Fire Zone have been allocated a Damage Dice, then you are free to allocate any remaining Damage Dice to models as you see fit.

Note that friendly models within a Fire Zone are potential targets as well! However, a model may never be caught within a Fire Zone that it helped create itself (in other words, models cannot shoot themselves!).

All models have two scores which you need to aim for when attacking them – a Target score and a Kill score. If you roll equal to or greater than the model’s Kill score, it is automatically removed from the battlefield. You have dealt it a grievous injury or even killed it outright!

If you merely roll equal to or more than a model’s Target score, then it will have a chance to use its Armour to protect itself. Your opponent must roll one six-sided dice and score equal to or greater than his model’s Armour score in order to survive. A roll of 1 for Armour is always a failure.

Suppression

Another important factor in modern warfare is Suppression. When the bullets start flying, even the most hardened troops have a tendency to keep their heads down!

If a unit is allocated at least as many damage dice in a single Shoot action as it had models then it will immediately lose its next action, and may only Move as a reaction. If this happens more than once during a single turn, it will lose a total of two actions. A unit may never lose more than two actions from Suppression.

Charge Actions

If an enemy is in Cover, he can be very hard to defeat – sometimes, you might find it useful to simply charge and root him out with close combat!

When a Charge action is made, you move your models up to their Move score towards an enemy unit. If you succeed in touching an enemy model with one of yours, they immediately fight in close combat.

Roll your model’s Close Combat dice, as shown on its unit card. You can potentially attack as many enemy models as you have Close Combat dice, so long as your model is touching them. As with shooting, if you beat your enemy’s Target score, you will force an Armour roll. If you beat its Kill score, you will destroy it outright. Discard all Close Combat dice that roll a natural ‘1’.

After close combat has been completed, move the model with the smallest Size score 2” directly away from the other. If both models are the same Size, move the model that was attacked 2” directly away. The model that was attacked, if it survives, may now react as normal.

Reactions

What makes Battlefield Evolution different from many other miniatures games is that units get to react to enemies who get too close. After all, if you saw several enemy soldiers charging towards you, you would not wait around to get beaten up, and if you are playing a game, you don’t want to hang around for twenty minutes or more while your opponent moves all his models – you want to play as well!

Reactions in Battlefield Evolution allow you to take an active part in your opponent's turn, and they may just save a few of your units from certain death. Whenever an enemy unit completes an action within 10" of any model in one of your units, the entire unit may immediately make a free Shoot or Move action. You may move in any direction but any shooting must be aimed at the unit that caused the Reaction.

You may also react when you get shot at! Whenever an enemy unit completes a Shoot action against one of your units, that unit may make an immediate Move or Shoot action. If a Shoot action is taken, it must be against the enemy unit that triggered the reaction.

A unit may only make one Reaction in every turn, no matter how many times an enemy moves close by or shoots it. If a unit is in cover and is reacting to a Charge action, it may make the Reaction after the target has moved but before any Close Combat dice are rolled.

Finally, you can never react to a Reaction!

Facing

The majority of units on the modern battlefield are fast-moving and agile. In most cases, you do not need to worry about which way a model is pointing when you move it, as it is assumed it can turn quickly enough to face any threat.

Some models (such as armoured vehicles) have special rules that require you to know how it is facing. You will find that some units can only fire weapons into one facing. If a unit has a weapon that is Front facing, for example, it cannot target models that are to its Rear or Sides. Alternatively, if an enemy is within the Side or Rear facing of an armoured vehicle, he may be able to take advantage of weaker armour. Your unit cards will tell you whether this applies to any of your units. Each of the facings is a 90 degree arc measured from the centre of the model.

Victory and Defeat

Once an army has been reduced to a quarter of the number of models it started with (rounding down to a minimum of one), it is immediately Shattered. When working out whether your army has been Shattered, you may only count models that are actually on the table – models that have not yet been deployed (normally because of special rules that apply only to them) are not counted. Models carried by other models that are on the table such as in transport vehicles) are counted as normal.

A Shattered army has lost the battle, and its units can be assumed to either be wiped out or fighting hard to retreat. The opponent gains bragging rights.

Advanced Rules

If you have enjoyed playing Battlefield Evolution using this rules sheet, be sure to look out for the Battlefield Evolution Rulebook – a meaty hardback that continues lots of advanced rules, including more detailed terrain, full platoon army lists, artillery, aircraft, scenarios and much more.

Mongoose Publishing

Here at Mongoose Publishing, we love miniatures and miniatures gaming, so you can always be assured of plenty of support for our games.

Web Site: The main Mongoose web site has its own dedicated Battlefield Evolution page where you can keep track of our latest releases and download free scenarios and updates to the game! See us at www.mongoosepublishing.com.

Signs & Portents: Our monthly online magazine is free and contains many exclusive articles and previews that you just cannot get elsewhere. From complete campaigns to new rules for your army, expect to see the latest issue available on the 1st of every month.

Forum: There are thousands of Battlefield Evolution players all over the world, and many of them visit our forums to discuss the game, what tactics to use and how to build an effective force. They are a friendly and helpful bunch, so drop in, introduce yourself and let them know what army you prefer!

Tournaments: At conventions worldwide, you will find Battlefield Evolution tournaments and demonstration games to participate in. This is a great chance to play against different people and maybe learn something from their tactics!





Giant Slaying



One Narn Fleet Versus The Traveller

Greg Smith

The Narn discovered the world of Sigma 957 in 2235. It was a mystery to them why no other race had settled this resource-rich planet. It was apparently a perfect world to supply their regime with the minerals it desperately needed and they immediately established a mining colony.

They quickly found that the star system was home to a huge alien spacecraft, which appeared and disappeared at random intervals and without warning. No Narn vessel could get close to the extraordinary ship, if indeed it was a ship and not a being of some kind. Any attempt at communication or analysis resulted in the Narn vessel being destroyed by the alien.

Never ones to give up without a fight, the Narns sent a fleet to destroy the alien craft. Two scout ships approached the planet, to lure it out. The remainder of the fleet jumped in from hyperspace and launched a ferocious attack on the giant ship.



Historical Note

The alien destroyed three G'Quan-class heavy cruisers in short order and the remainder of the Narn fleet fled. The Narns abandoned the colony shortly afterwards.

Narn Regime Fleet

Four G'Quan heavy cruisers
Two Rothan plasma destroyers
Four Ka'Toc battle destroyers
Two Sho'Kar light scout cruisers

The Narn ships have Crew Quality 4, except the two Sho'Kar scouts, which have Crew Quality 3.

Alien Fleet

The Traveller

Pre-Battle Preparation

Place a habitable world (Sigma 957) in the centre of the map. No other stellar debris is used.

The Narn player should deploy two Sho'Kar scouts within 6" of the planet. The Traveller is also deployed within 6" of the planet. The Narn player then places the rest of his fleet in his deployment zone. The Narn may keep as much of his fleet in hyperspace as he wishes, except the two scout ships.

Scenario Rules

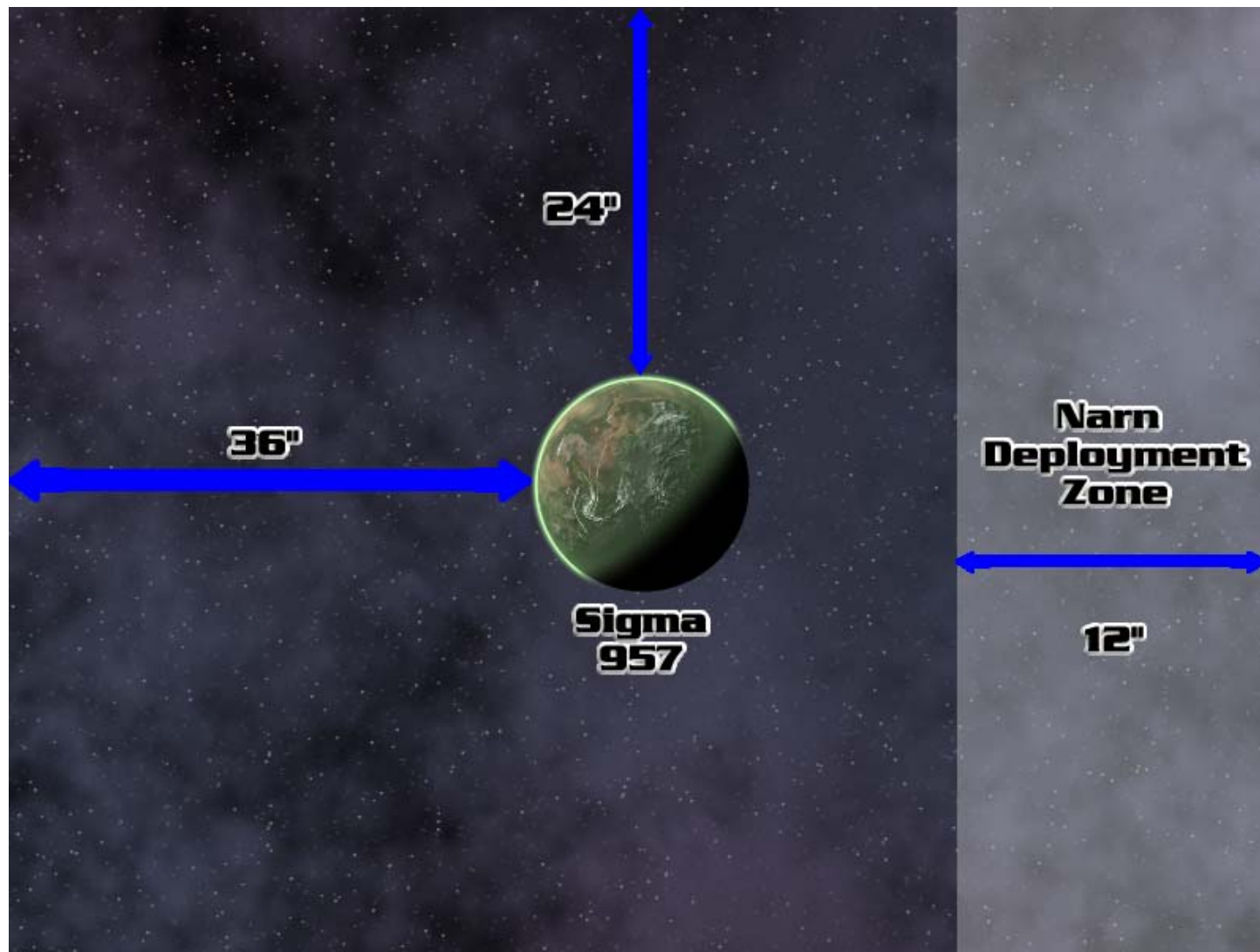
None.

Game Length

Until Victory is achieved.

Victory and Defeat

The Narn player wins if he destroys the Traveller or forces it to withdraw. If the Traveller destroys two G'Quans and any five other Narn ships, the Traveller's player wins. Otherwise the battle is a stalemate.





THE GORLITH CAMPAIGN

**STARSHIP
TROOPERS™**
THE MINIATURES GAME

Part Two of our Linked Starship Troopers Scenarios

Matt Thomason

The Story So Far

“Gorlith Eight, a mineral rich planet on SICON’s must-have list. We were fighting both the Skinnies and the Arachnids for control, although it seemed a tentative alliance with the Skinnies was in the works – they were working on a weapon designed to remove the Arachnid presence, and SICON wanted it, going as far as lending them our assistance in order to gain their trust. It looked like the Bugs had found out what was happening as well – they were finally moving in force to take the Skinnie base.”

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 Six: Sweep The Area

The Bugs have withdrawn from now, after causing serious damage to the Skinnie installation. Luckily the main buildings are still intact, but there are numerous holes in the defences. Another strike will likely overwhelm the small force assigned to the area.

The M.I. have volunteered to conduct sweeps of the surrounding area to look for signs of an inevitable second Arachnid attack on the facility.

M.I BRIEFING

The *Assassins* have been split between three patrols. While two patrols came up clear on their routes, Sergeant Parker's patrol was ambushed by a small Arachnid force while checking out a canyon on the edge of their patrol route.

M.I Forces

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)

Alternatively, you may replace this with any 250 point force of your choosing.

ARACHNID BRIEFING

A small group of Arachnids have been left behind during the withdrawal from the area. While the main force regroups to prepare a stronger offensive, these Warriors have encountered a human patrol. The Brain Bug has requested that they attempt to capture one of the humans to provide valuable intelligence on the activities of the Skinnies with whom they now appear to be co-operating.

Arachnid Forces

Three units of six Warrior Bugs

Alternatively you may take any 270 point force of your choosing.

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 canyon running along the northern (top) edge of the table. The canyon can be represented by a strip of dark coloured paper or card.

The Arachnids deploy up to 12" from the southern edge of the table (bottom of the diagram). The M.I. deploy in an 8" wide area adjacent to the canyon, at least 18" from the eastern and western table edges.

SPECIAL RULES

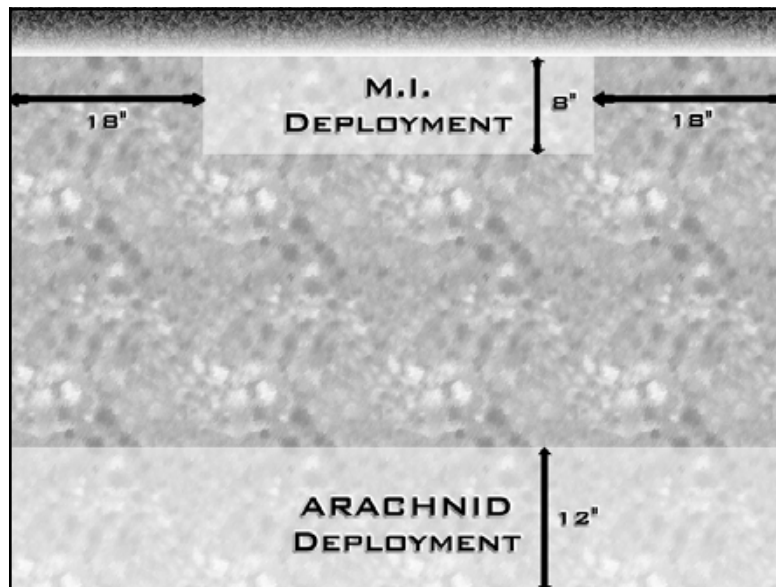
The M.I. may retreat models off the table if they wish. The ground here is mostly extremely dense rock, so the Arachnid forces may not use tunnels.

SCENARIO LENGTH

This scenario lasts until the M.I. forces are destroyed or have retreated off the table.

VICTORY CONDITIONS

Whichever side first reduces their opponents models to 50% of their original number (counting models, not points) by either killing them or driving them from the battlefield wins the scenario.



Scenario Seven: Bug Central Part One

“Reports had come in that an orbital scan had picked up a large bug nest, with more of their forces converging on the position. SICON were convinced that a Brain Bug was present, and wanted it eliminated. The cost to the Arachnid battleplan would surely be heavy.”

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”.

M.I BRIEFING

The *Assassins* have been assigned in force to part of the larger battle line, attacking three entrances identified as possible main tunnel networks. The largest tunnel, to the south, is being hit by Lt. Angstrom’s Platoon, while Lt. Voight’s Platoon takes the northern system. The *Assassins* have the central tunnel. Time is of the essence – Arachnid forces are converging on this point so there is only a small window for the assault. The primary objective is to locate and destroy the Brain Bug that SICON are convinced will be present. The secondary objective is to plant nukes and blow the base, wiping out a large part of the Arachnid force – or at least causing them problems while they dig their survivors out. The destruction of the Brain takes priority – even buried it can still physically direct the rest of its forces, so it is vital that it is terminated before the nukes are detonated.

The Skinnies have provided a small number of “advisors” to assist.

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)

Three power suit troopers (Morita and Lizard Line)

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

One power suit trooper in M9 “Ape” Marauder Suit

Private Leon Vargas (Morita and Lizard Line)

Skinnie “Advisor” (Constrictor Rifle)

Squad Two:

Sergeant (Morita and Lizard Line)

Corporal Selena McKintire (Morita and Lizard Line)

Three power suit troopers (Morita and Lizard Line)

One power suit trooper in M9 “Chickenhawk” Marauder Suit

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

Skinnie “Advisor” (Constrictor Rifle)

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)

Skinnie “Advisor” (Constrictor Rifle)

Alternatively, you may replace this with any 1500 point force of your choosing.

ARACHNID BRIEFING

Somehow, the humans have discovered our base. The decoy tunnels are serving their purpose, as the Humans have split their attack with the strongest part of their force heading into the tunnels that first served as our base until our burrowing hit an underground acidic river. Building the remains of our original base into a trap was relatively easy, and will allow us to concentrate our defence against the other two groups.

A small group have been sent to the northern tunnels to distract the humans attacking there. The bulk of our army is already converging on this point in order to mount a final assault on the Skinnie base, so all we need to do is to hold the Human attackers off and protect the Brain until they arrive.

Arachnid Forces

The huge number of Arachnids present in their main base allow the Arachnid player to select a 1000 points army of their choosing.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection). An impassable cliff lines the eastern (right) edge of the table, containing a 6" wide tunnel entrance.

The Arachnids deploy up to 12" from the eastern edge of the table (right of the diagram). The M.I. deploy up to 12" from the western edge (left of the diagram).

SPECIAL RULES

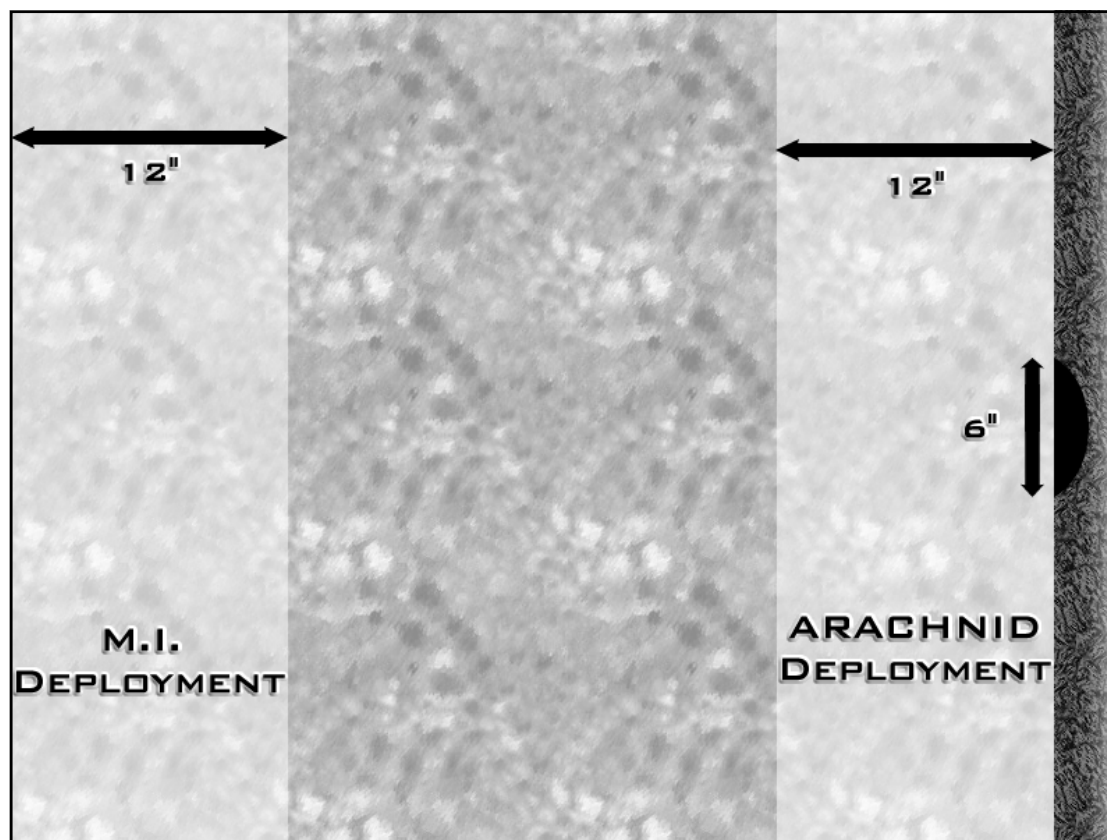
The M.I. may not make use of the Skinny Advisor's "Ambush" rule – this is an assault, with little time for stealth. Once M.I. models (including Skinny Advisors) move onto the tunnel entrance they are removed from the board – put them to one side as you will need them in the next scenario.

SCENARIO LENGTH

This scenario lasts for seven turns (at which point Arachnid reinforcements arrive and drive any remaining M.I. from the area) or until all the M.I. are in the tunnel entrance or killed.

VICTORY CONDITIONS

The M.I. win by getting at least six models into the tunnel entrance (marked on the scenario diagram) before the seventh turn. The Arachnids win if they prevent them from doing so.



Scenario Eight: Bug Central Part Two

This scenario is only played if the M.I. managed to get at least six models into the tunnel entrance in the previous scenario. If they did not, count this as an automatic win for the Arachnids and skip to Scenario Nine.

“We had made it into Bug Central, with a mission to seek out and destroy the Brain Bug controlling the arachnids in this area. SICON weren’t convinced it was the only one on the planet, but it would certainly give us time to consolidate our position if we could take it out.”

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”.

M.I BRIEFING

Navigation in the bug tunnels is next to impossible – the closest thing the M.I. have to a plan is to just keep on going until they find the Brain, and then terminate with extreme prejudice.

M.I Forces

Whichever models made it to the tunnel in the previous scenario.

ARACHNID BRIEFING

The human forces have breached the outer chambers and are heading deeper into the tunnels. Defend the Brain at all costs!

Arachnid Forces

Ensure you have access to as many Arachnid models as possible from the list in *special rules* below. You will also need a Brain Bug.

SETUP

Set up an area to represent a tunnel about 5” wide and 24” long on the table. Deploy the M.I. at one end of the tunnel, in an area no more than 6” long. The Arachnids will enter from the other end of the tunnel during play – see *special rules* below for details. This represents a running battle between M.I. and bugs as the M.I. move deeper into the base.

SPECIAL RULES

At the beginning of each turn roll a D10 and consult the table below to find out what Arachnid unit to place in the tunnel. There will only be one Brain Bug, so ignore any duplicates if you roll it more than once. Neither the M.I. nor the Arachnids may leave the table until the scenario is complete.

D10	Arachnid Model(s)
1	D6 Warrior Bugs
2	D10 Warrior Bugs
3	D10 Tiger Warrior Bugs
4	D10 Spider Bugs
5	Mantis Assassin Bug
6	D4 Guard Bugs
7	D6 Firefries
8	D3 Blister Bugs
9	D3 Blaster Bugs
10	Brain Bug

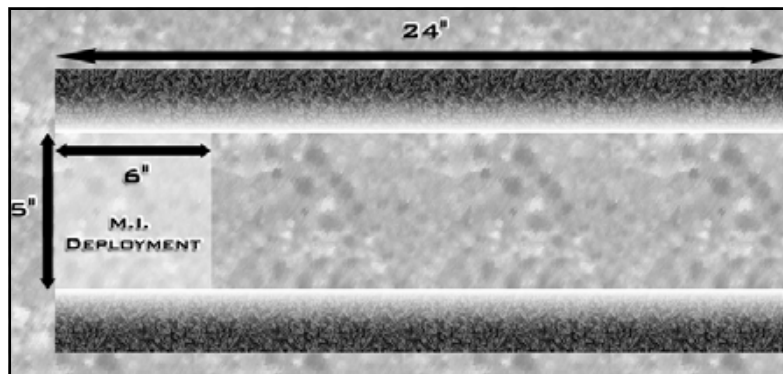
If you do not possess the model rolled, you may either reroll or replace it with something of equivalent value.

SCENARIO LENGTH

This scenario lasts until the M.I. have killed the Brain Bug, or have been wiped out.

VICTORY CONDITIONS

The M.I. win by killing the Brain Bug. The Arachnids will win if they can kill all of the M.I.



Scenario Nine: Scouting Party

“The Skinnies had finally revealed to SICON the secret of their new weapon. A sonic emitter placed deep within the ground would set up intense vibrations on a frequency that caused incredible pain to the Arachnid nervous system. Not only would it take care of bugs on the surface, but those underground as well. Anyone else would feel the earth ‘humming’ beneath their feet, no worse than at a typical industrial installation. This system could prove of great benefit to colonies as they would have the means to protect themselves against ground attacks by the bugs.”

“Nobody knew whether the bugs were aware of the facts, but they certainly knew something was happening at the Skinnie installation as a huge attack force was heading this way. The Skinnies sent a squad to attempt the capture of a live bug from an advance scouting party we had been tracking, hoping to hand it over to SICON for psychic interrogation to ascertain exactly what the bugs did and didn’t know.”

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”.

SKINNIE BRIEFING

Your force has been dispatched to intercept an Arachnid scouting party. The humans have techniques to pull thoughts from the minds of the Brain bugs, and believe they may be able to use a captured Arachnid to obtain less detailed information at a longer range. It may be a long shot, but as the only other alternative is to sit and wait for the attack it appears to be worth the effort.

Skinnie Forces

Skinnie Soldier Unit:
 Soldier Champion (Constrictor rifle)
 Five Soldiers (Constrictor Rifle)
 One Soldier (Neural Beamer)

Skinnie Soldier Unit:
 Soldier Champion (Constrictor rifle)
 Five Soldiers (Constrictor Rifle)
 One Soldier (Constrictor Cannon)

Three Raiders Speeder Bikes
Or
 Skinnie Venerables Unit:
 Venerable Leader (Dual Laser)
 Venerable
 Venerable

Alternatively, you may replace this with any 650 point force of your choosing.

ARACHNID BRIEFING

As an advance scouting force, your mission is to probe the defences of the Skinnie base. You were expecting the Skinnies to fall back and defend their installation, not to send an advance force out to meet you, but it is only a temporary setback...

Arachnid Forces

Two units of five Rippler Bugs
 One unit of five Firefries

Two units of six Warrior Bugs

Alternatively, you may replace this with any 600 point force of your choosing.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection).

The Arachnids deploy in a 12” square area in the middle of the table. The Skinnies deploy up to 12” from the southern table edge (bottom of the diagram).

SPECIAL RULES

Arachnids may retreat off any table edge. Skinnies may not.

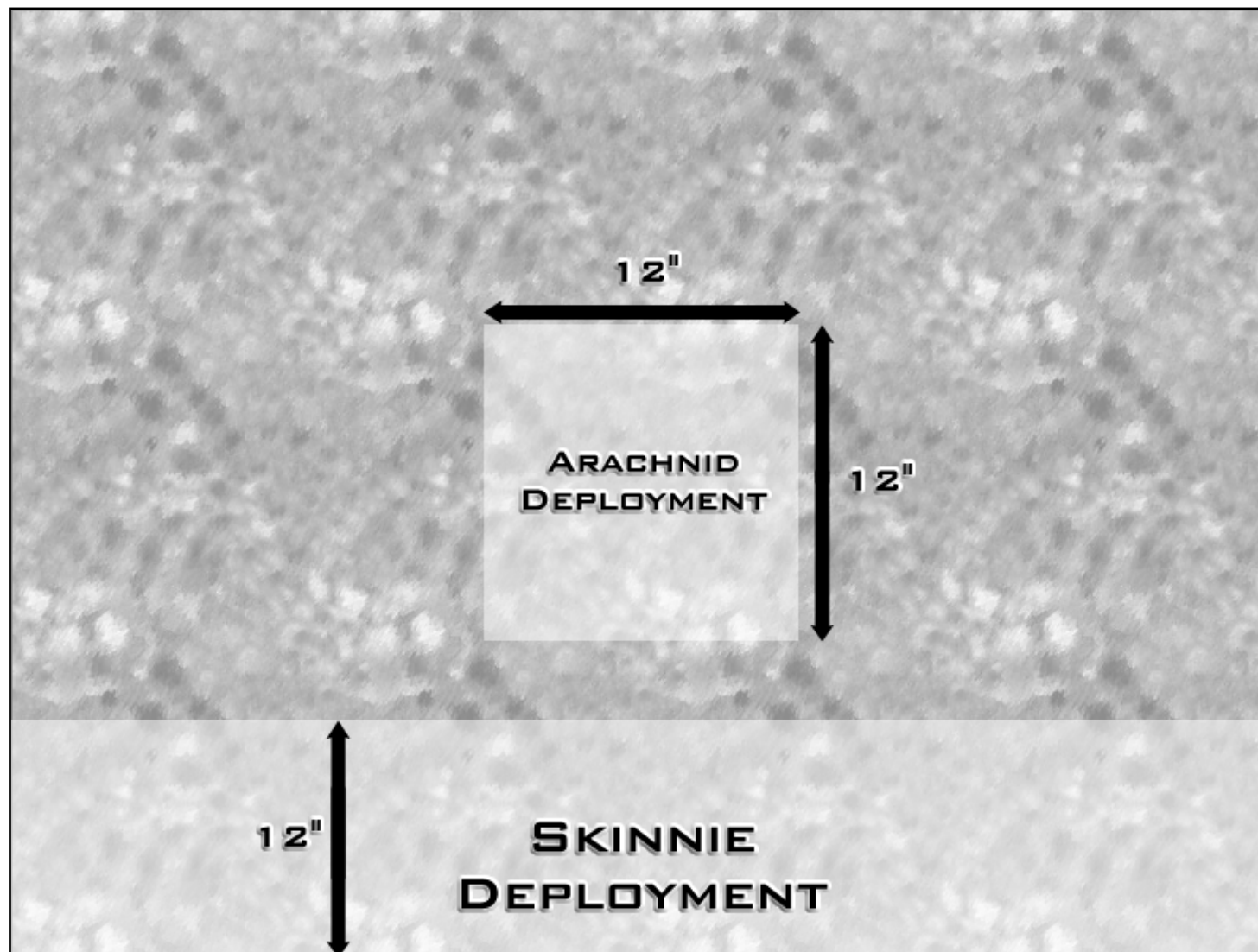
Any Arachnid that has been defeated with a Constrictor rifle is assumed to have been captured. Any other weapons will kill the target.

SCENARIO LENGTH

This scenario lasts until one side has been destroyed or driven from the table.

VICTORY CONDITIONS

The Skinnies can only win by being the surviving side in the battle *and* taking at least one Arachnid prisoner. Anything else is a win for the Arachnids.



ENDGAME

There are three final scenarios – the choice of which is dependant on the number of battles each of the three sides have won during the course of the campaign.

If the Skinnies have won more battles than the M.I., run Scenario Ten.

If this is not the case, *and* the Arachnids have won more battles than the M.I., run Scenario Eleven.

If neither of the above circumstances apply, run Scenario Twelve.

Scenario Ten: Backstabbers

“The Skinnies had successfully test-fired their secret weapon, creating sonic feedback that had disabled every bug in a fifty mile radius of the installation. SICON had decided that we must have that weapon at all costs – and we had been tasked with retrieving it.”

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”.

SKINNIE BRIEFING

The treacherous humans have broken the fragile treaty we worked so hard to establish between our two races, and are trying to take the installation and steal the secrets of the sonic weapon. The weapon only harms Arachnids – they only had to ask and we would have gladly shared the technology with them in order to combat the Arachnid menace.

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.

Squad Three:

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

Squad Four:

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

If the Skinnies won Scenario Nine, two soldiers may replace their weapons with Neural Beamers and two may replace their weapons with constrictor cannons.

If the Skinnies lost Scenario Nine, there is also a single Skinnie Venerable (standard armament) present.

Alternatively, you may replace this with any 600 point force of your choosing.

M.I. BRIEFING

Despite the reservations of some of the troops to attack those we have been calling allies, orders are orders – SICON want this installation taken by force.



M.I Forces

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

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 550 point force of your choosing.

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 outer walls of the Skinnie outpost running down the centre of the table. The outpost walls need to be represented, as does the sonic weapon lab, but the other buildings are optional if you don't have suitable scenery in your collection.

The Skinnies deploy anywhere within their half of the table (on the left of the diagram). The M.I. deploy within 6" of the eastern table edge (on the right of the diagram).

SPECIAL RULES

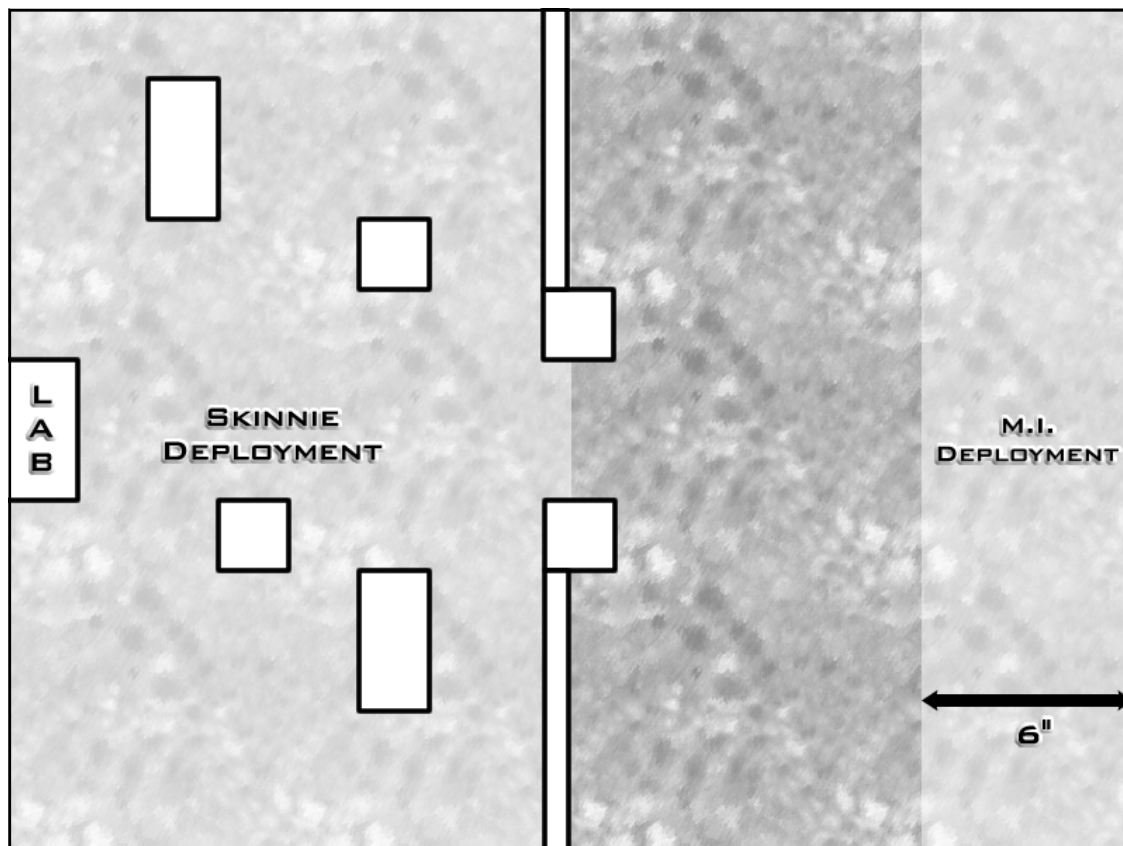
There are no special rules in effect for the duration of this scenario.

SCENARIO LENGTH

This scenario lasts until one side has been utterly destroyed. There is no retreat, no surrender.

VICTORY CONDITIONS

Whichever side holds the battlefield having destroyed all their opposition is the victor.



Scenario Eleven: Protect The Weapon

“With the Arachnids in control of most of the area, our forces had pulled back to the Skinnie installation. Their secret weapon was near completion, and all we had to do was to hold back the entire Arachnid army until it could be fired.”

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”.

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.

M.I./SKINNIE BRIEFING

Various setbacks have delayed completion of the sonic weapon, and the Arachnid forces are already visible in the distance. Everyone capable of fighting has been fielded in a last-ditch effort to hold back the advancing tide of bugs while the scientists try to complete their work. Every bug killed buys a little more time for the weapon to be completed.

M.I./Skinnie 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 M8 “Ape” 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

Four power suit troopers (Morita and Lizard Line)

Private Sam Stahl (Morita and Lizard Line)

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

Squad Three:

Skinnie Soldier Champion with Constrictor Rifle.

Three Skinnie Soldiers with Constrictor Rifles

Skinnie Soldier with Neural Beamer

Squad Four:

Skinnie Soldier Champion with Constrictor Rifle.

Three Skinnie Soldiers with Constrictor Rifles

Skinnie Soldier with Constrictor Cannon

Alternatively, you may replace this with any 1,500 point force of your choosing.

ARACHNID BRIEFING

As an advance scouting force, your mission is to probe the defences of the Skinnie base. You were expecting the Skinnies to fall back and defend their installation, not to send an advance force out to meet you, but it is only a temporary setback...

Arachnid Forces

The Arachnid player may field 1,000 points of Arachnids of their choosing, divided into a 500 point advance force and 500 points of reserves.

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 outer walls of the Skinnie outpost running down the centre of the table. The outpost walls need to be represented, as does the sonic weapon lab, but the other buildings are optional if you don't have suitable scenery in your collection.

The Skinnies and M.I. deploy anywhere within their half of the table (on the left of the diagram). The Arachnids (minus their reinforcements) deploy within 6” of the eastern table edge (on the right of the diagram).

SPECIAL RULES

The Arachnid reserves arrive on turn three. Any Arachnids killed re-enter the table as per the Endless Tide rule – note that in this instance the rule applies to *all* Arachnids, not just Warriors.

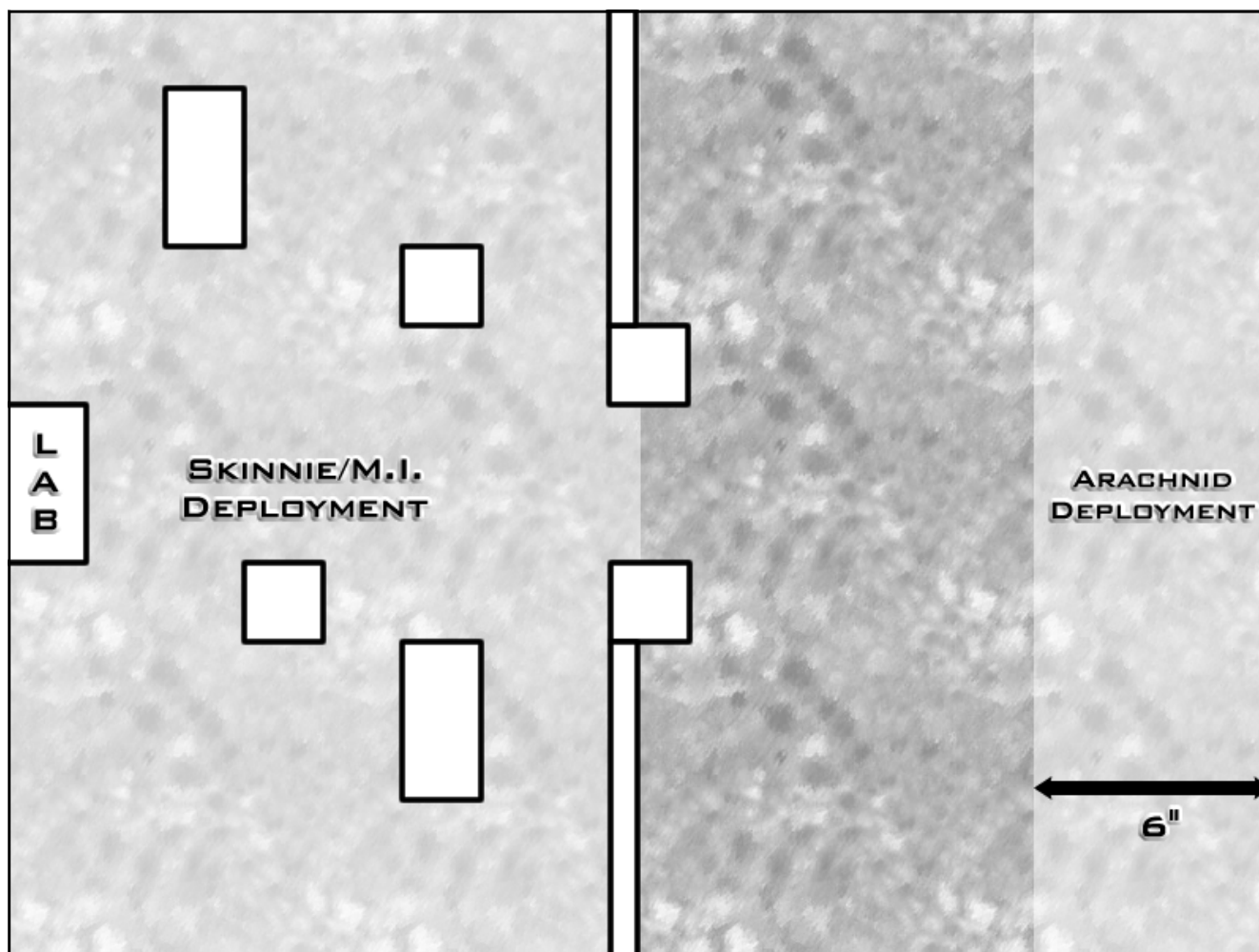
Every turn starting with turn five roll a D6 – on the roll of 6, the Skinnie scientists have completed work on the sonic weapon and the Arachnids immediately turn and run as their nervous systems are overloaded.

SCENARIO LENGTH

This scenario lasts until the Skinnie weapon is completed, or an Arachnid reaches the sonic weapon lab.

VICTORY CONDITIONS

The Skinnies and M.I. win a joint victory if they can prevent the Arachnids from reaching the sonic weapon lab. The Arachnids win if any one live arachnid model reaches the lab by moving into contact with the building (and has assumed to have devoured the scientists within).



Scenario Twelve: Retreat

“The Arachnids had taken control of the entire continent, and had overrun the Skinnie installation. The secret of the sonic weapon had died with them as they struggled vainly to defend their research. SICON had decided that the minerals on Gorlith were no longer worth the effort it would take to take the planet back from the Bugs, and we had been ordered to withdraw. The retrieval boats had been ordered to continue their runs while there were still viable landing areas – as long as we could hold back the Bugs, there was a chance of rescue. That chance grew slimmer with every passing minute, as a seemingly endless tide of bugs was approaching our position.”

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”.

M.I. BRIEFING

The *Assassins* are performing as rear guard for the M.I. forces as they retreat from the planet surface. You cannot help but feel that the duty was given to them as a form of punishment for their failures during this campaign.

The rescue ships have evacuated the bulk of the surviving M.I., and are now returning for the *Assassins*. Their orders are to only attempt an evac if the area is clear – if the Arachnids manage to overrun the base, they are to turn back and not risk losing the ships for so few survivors.

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 humans are retreating, but our colony has grown considerably during the conflict and needs to be fed. Our forces are attempting to overrun their last base on the planet, which should provide us with just enough food to last us until we journey onwards. A conference of Brains has decided that our transport will head directly towards Human space...

Arachnid Forces

The Arachnid player may field 1,000 points of Arachnids of their choosing, divided into a 500 point advance force and 500 points of reserves.

SETUP

The table is set up as outlined in the diagram (or as close as you can get it with your terrain collection). The edge of the M.I. encampment runs along the western edge of the table (on the left of the diagram).

The M.I. deploy within 6” of the western edge of the table (on the left of the diagram). The Arachnids (minus their reinforcements) deploy within 6” of the eastern table edge (on the right of the diagram).



SPECIAL RULES

The Arachnid reserves arrive on turn three. Any Arachnids killed re-enter the table as per the Endless Tide rule – note that in this instance the rule applies to *all* Arachnids, not just Warriors.

Any Arachnid that moves off the western table edge is assumed to have entered the M.I. encampment.

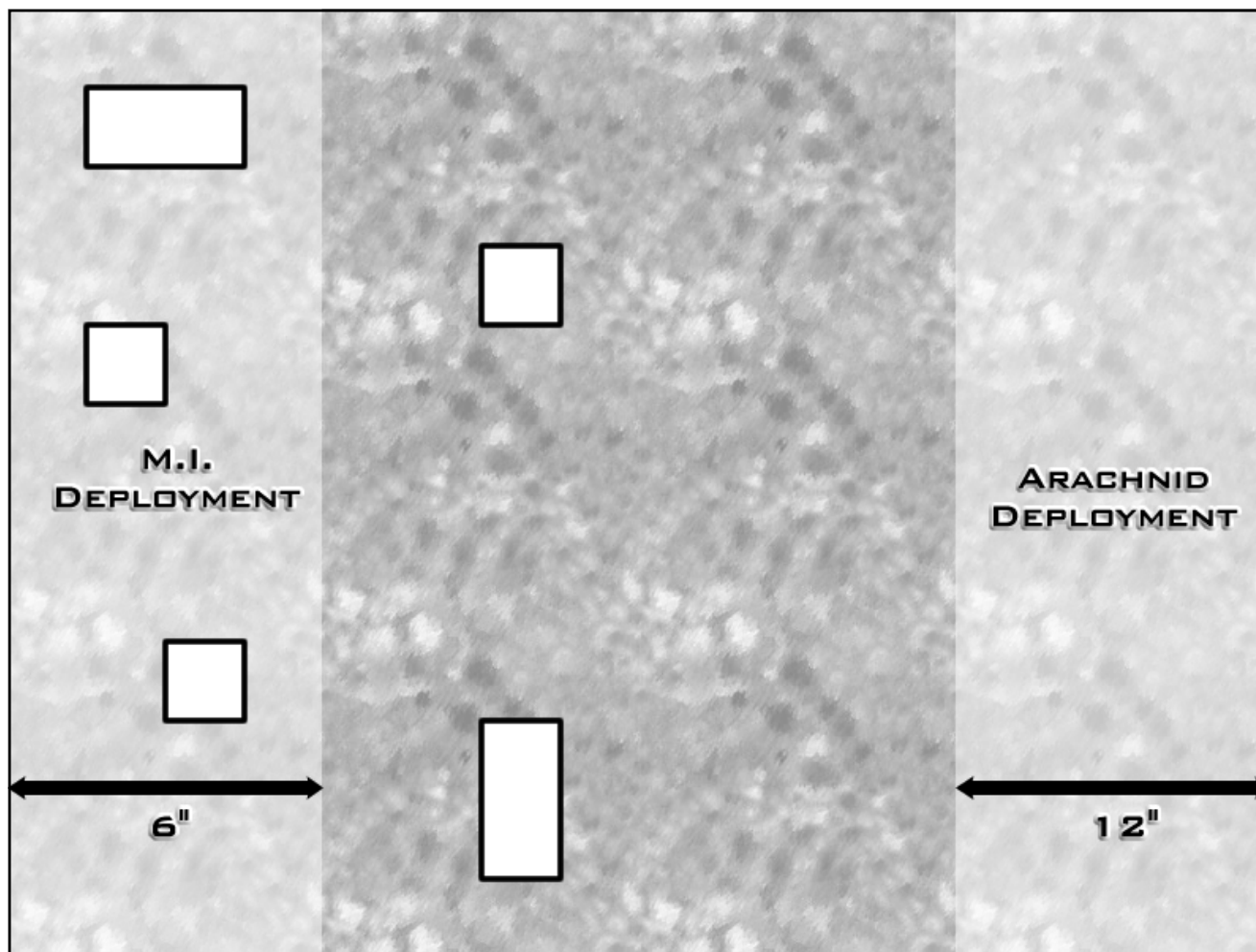
As long as there are no more than 300 points of Arachnids in the M.I. encampment on turn ten, the rescue ship arrives off-table allowing the *Assassins* to leave.

SCENARIO LENGTH

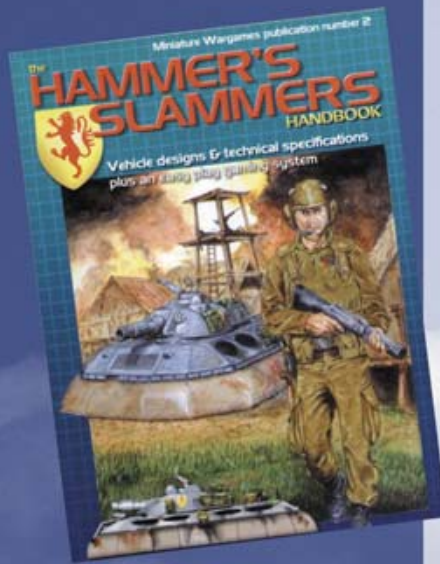
This scenario lasts until the rescue ship arrives, the *Assassins* are wiped out, or 300 points of Arachnids enter the M.I. encampment.

VICTORY CONDITIONS

If the rescue ship arrives, the M.I. have won (albeit a relatively small victory overall compared to the loss of the Gorlith system to the Arachnids). Anything else is yet another Arachnid victory.



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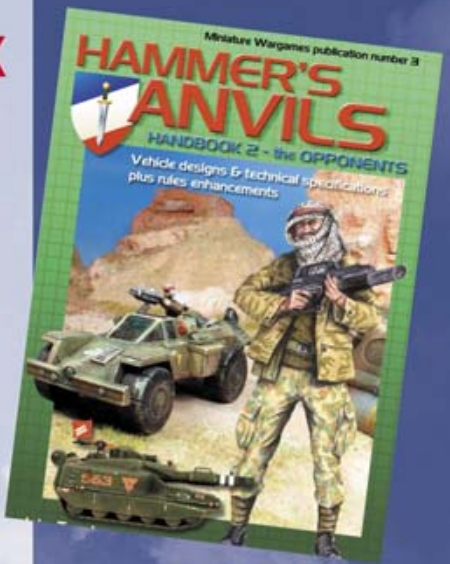
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NEW



JUNCTION
UP AHEAD,
LT.

CAVALRY'S ON THE WAY,
PEOPLE. THEY'LL HAVE TO PARK
UP AND COME IN ON FOOT.
LET'S HOLD IT HERE.

ANYONE SEES ANYTHING
BADDER THAN *WORKERS*, SOUND
OFF AND RETREAT TO THE FACILITY.
NOBODY GET *CREATIVE*.



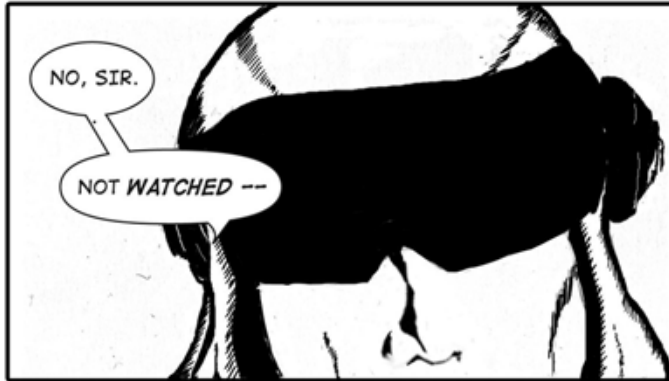
KINDA *UNDER-
DEFENDED*, CONSIDERING
THE NUMBERS UPSTAIRS.
CAN'T BE MUCH OF
VALUE HERE.

JUST
THESE *RETARDS*,
I GUESS -
AND THEY CAN
HARDLY TELL US
FROM THEIR
OWN.

WRITER: CY DETHAN ARTIST: NIC WILKINSON

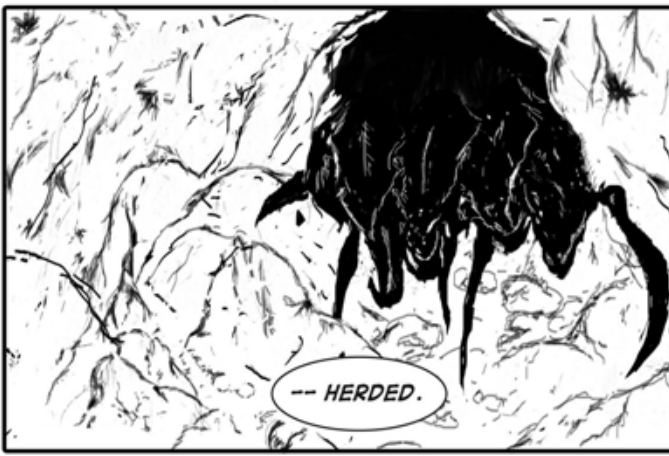


STILL, THOUGH.
DID YOU EVER GET
THE FEELING YOU
WERE BEING
WATCHED?



NO, SIR.

NOT *WATCHED* --



-- *HERDED*.



WHAT DO YOU MEAN, HERDED?

WHAT DOES HE MEAN, HERDED?

SETTLE, PRIVATE. THE CORPORAL'S GOT A TENDENCY TOWARD PARANOIA.

WHICH IS PROBABLY WHY HE HAS A BETTER HANDLE ON THIS SITUATION THAN THE REST OF YOU. DUMB-ASS TOOTHLESS PACIFISTS OR NOT, THEY'RE BLOCKING US.

IT DOESN'T MAKE SENSE. THEY'RE NOT SUPPOSED TO THINK LIKE THIS. THIS IS THE KIND OF STUNT WE PULL ON THEM.

IF THERE'S ENOUGH OF THEM TO PLUG US UP HERE, WHY WOULD THEY EVEN LET US GET THIS FAR?



THEY'RE, UM...

THEY'RE NOT PLUGGING ME, GUYS.



SHE'S RIGHT. THERE'S NOTHING BACK HERE. WHAT'S THE MOVE, LT?



FALL BACK TO THE INSTALLATION, TROOPERS. SURVIVORS OR NO SURVIVORS, THIS IS A BAD BEAT AND I'M NOT FALLING FOR IT.



YATES, GIVE ME AN UPDATE.



INBOUND, BOSS. THE SUICIDE MACHINE'S GROUNDED, SO WE'RE COMING IN ON FOOT.

VICENTE'S MEN ARE RIGHT BEHIND US. THEY'LL TAKE CARE OF MAXWELL.

<UNDERSTOOD. WHAT'S HAPPENING WITH THAT AIR COVER?>



ON ITS WAY, LT. OUGHT TO TAKE THE HEAT OFF THE SECTOR FOR A WHILE. ANY PROGRESS AT YOUR END?

LOT OF WORKERS DOWN HERE, BUT NOTHING MUCH TO BITE DOWN ON

SOMETHING DOESN'T SMELL RIGHT, THOUGH. WE'RE PULLING OUT UNTIL WE CAN FIGURE IT.



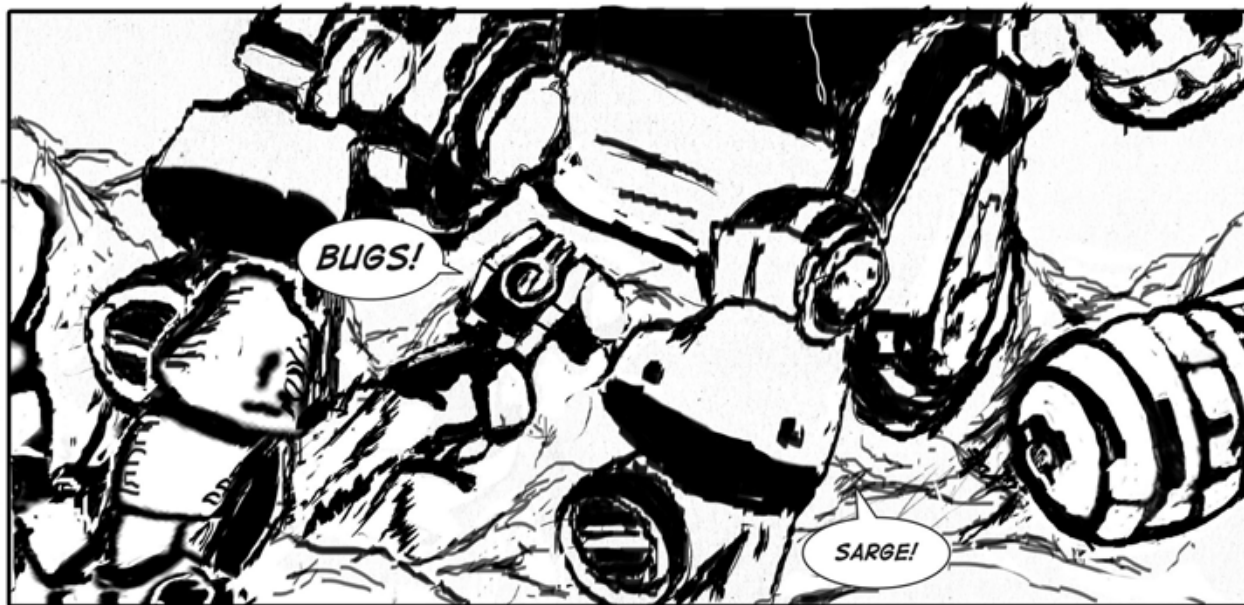
<GOT IT. WE'LL BE AT THE MAIN GATES IN ONE MINUTE. SEE YOU TOPSIDE.>



LT - HOLD UP!

LISTEN...

<LIEUTENANT!>



BUGS!

SARGE!



IT'S A CHOKE POINT - YOU'RE CLIT OFF!

YOU'RE CLIT OFF, LT. THEY'RE COMING IN!

JOHN, THEY'RE COMING IN!



SARGE! FALL BACK!



SARGE!





Frontier Clash



The Minbari Pursue a Drakh Attack Fleet into Centauri Space



Greg Smith

Dissatisfied with just exacting their vengeance upon Earth, the Drakh attacked the Minbari world of Thessin II. They might have massacred every man, woman and child, if not for a small force of Rangers who delayed the Drakh onslaught. The Drakh were unable to finish their slaughter before the ships of the Minbari warrior caste arrived.

The Drakh fled rather than engaging the Minbari warships, so the warrior caste Alyts dispatched scouts to track them to their base. Once again aliens had awoken Minbari rage and, like the humans before them, the Drakh would reap the whirlwind. A fleet was mobilised - the largest assemblage of Minbari warships since the battle of the line.

The Drakh maintained their bases deep within Centauri space and the Centauri did not take kindly to a Minbari armada crossing their border. When the Minbari fleet emerged from the Batain jump gate, it was met by an equally powerful Centauri fleet. The Centauri commanders demanded the Minbari should return from whence they came, while the Minbari Alyts were equally insistent that they should be allowed to pass. Conflict was inevitable.



Historical Note

The battle was fierce but short. The Minbari quickly realised that the Centauri were not going to be beaten easily and so they withdrew, saving their ships for a later reckoning with the Drakh.

Minbari Federation Fleet

One Neroon heavy war cruiser, two Sharkaan advanced war cruisers, two Tinashi warships and one Morshin carrier. The Neroon has Crew Quality 5 and the other Minbari ships have Crew Quality 4.

Centauri Republic Fleet

One Adira royal battleship, one Ocuturion battleship, two Primus battlecruisers, one Balvarix strike carrier, two Altarian destroyers and four Vorchan warships. The Adira and the Ocuturion both have Crew Quality 5. The Primuses, Balvarix and Altarians have Crew Quality 4, while the Vorchans are crewed by trainees and have Crew Quality 3.

Pre-Battle Preparation

The battle occurs in the vicinity of the system jump gate in the Batain system – a star system noted for solar flares. Place a jump gate 6” from one end of the table. Each player should place three dust clouds in the area indicated on the map. The dust clouds should be 3-4” long and 2-3” wide.

The Centauri fleet is placed first in the deployment zone shown on the map. The Minbari fleet emerges through the jump gate on the first turn.

Scenario Rules

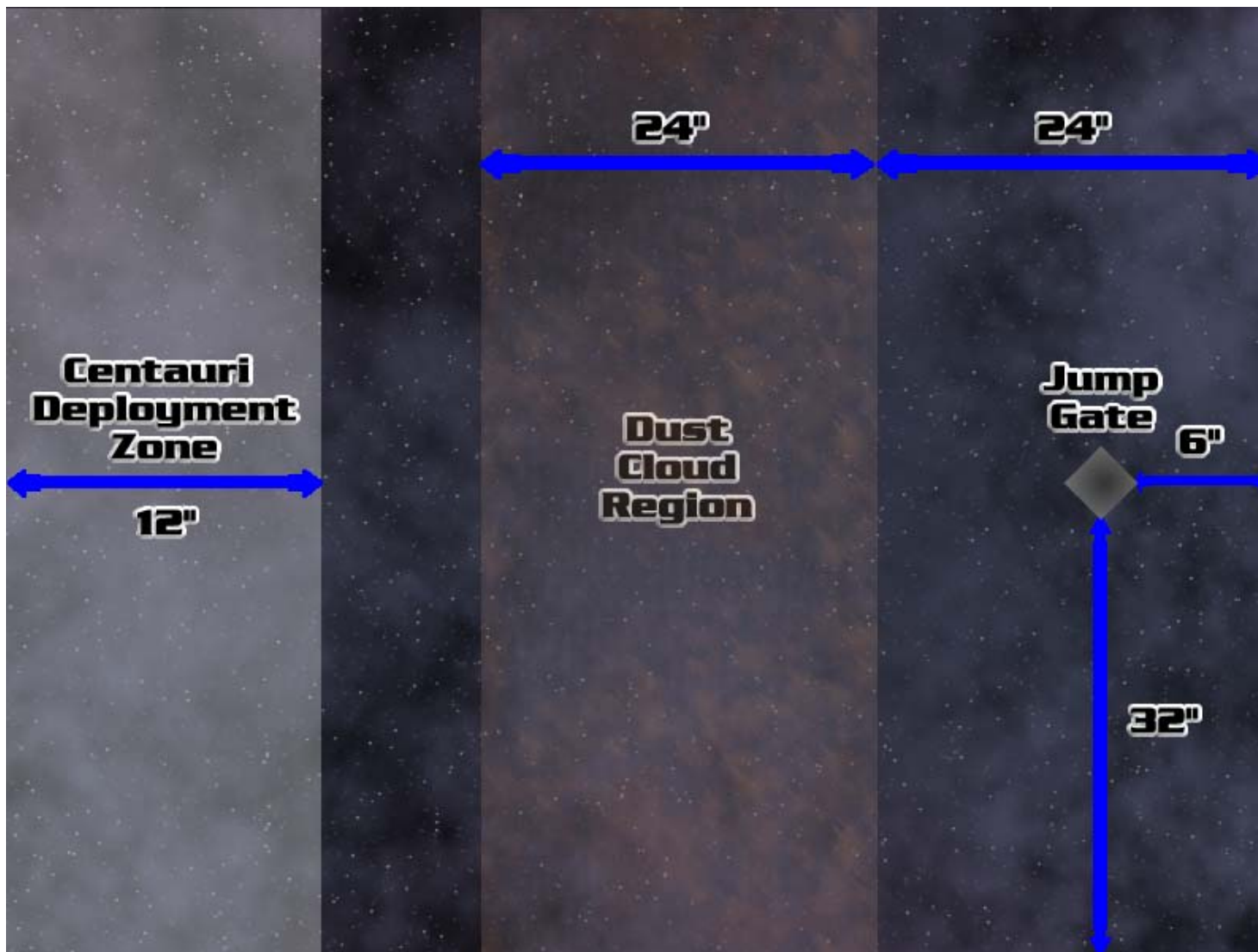
The Minbari fleet may not withdraw off the edges of the map. If the Minbari player wishes to withdraw any ships, they must return to hyperspace, using either the jump gate or a jump point.

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. It is a Priority Level: Armageddon battle.



More Mighty Armies Event Cards



Rough Ground

The terrain here is a lot more difficult to traverse than is immediately obvious.

Play at: Whenever an enemy unit attempts to move

Duration: Immediate

Additional Requirements: none

This card is played on an enemy unit, which has its speed halved for the duration of its current move.

Rough Ground

The terrain here is a lot more difficult to traverse than is immediately obvious.

Play at: Whenever an enemy unit attempts to move

Duration: Immediate

Additional Requirements: none

This card is played on an enemy unit, which has its speed halved for the duration of its current move.

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Duration: Immediate

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Play at: Whenever an enemy unit attempts to move

Duration: Immediate

Additional Requirements: none

This card is played on an enemy unit, which has its speed halved for the duration of its current move.

Extra Magic

Your spellcaster takes advantage of nearby magical energies at their peak and directs them into the spell they are casting.

Play at: Whenever a spellcaster attempts to cast a spell

Duration: Immediate.

Additional Requirements: none.

The spell currently being cast costs IMP less than usual to cast. Most spells can therefore be cast for free by using this card.

Extra Magic

Your spellcaster takes advantage of nearby magical energies at their peak and directs them into the spell they are casting.

Play at: Whenever a spellcaster attempts to cast a spell

Duration: Immediate.

Additional Requirements: none.

The spell currently being cast costs IMP less than usual to cast. Most spells can therefore be cast for free by using this card.

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Duration: Immediate.

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Play at: Whenever a spellcaster attempts to cast a spell

Duration: Immediate.

Additional Requirements: none.

The spell currently being cast costs IMP less than usual to cast. Most spells can therefore be cast for free by using this card.

Possess

Pushing their magical ability to the limit, your spellcaster uses their arcane energies to take control of an enemy unit.

Play at: Any time your opponent performs an action costing at least IMP with a unit.

Duration: Immediate

Additional Requirements: none.

This card is played on an enemy unit as your opponent attempts to perform an action with it. The MP(s) they have used are lost, and instead you may perform any one action with that unit, up to the limit of the MP's they have spent.

Possess

Pushing their magical ability to the limit, your spellcaster uses their arcane energies to take control of an enemy unit.

Play at: Any time your opponent performs an action costing at least IMP with a unit.

Duration: Immediate

Additional Requirements: none.

This card is played on an enemy unit as your opponent attempts to perform an action with it. The MP(s) they have used are lost, and instead you may perform any one action with that unit, up to the limit of the MP's they have spent.

Tactical Maneuver

The additional time spent training your subordinates has paid off, as they manage to pull an emergency tactical maneuver out of their hat.

Play at: Any time.

Duration: Immediate

Additional Requirements: none.

This card is played on any friendly group. You may rearrange this unit immediately (interrupting your opponents turn if you wish) as if they had just won a close combat.

Tactical Maneuver

The additional time spent training your subordinates has paid off, as they manage to pull an emergency tactical maneuver out of their hat.

Play at: Any time.

Duration: Immediate

Additional Requirements: none.

This card is played on any friendly group. You may rearrange this unit immediately (interrupting your opponents turn if you wish) as if they had just won a close combat.



Heroes of the Rodina



The Soviet Navy in Victory at Sea - Part One

David Manley

The sailors of the Russian Navy played a key role in the Russian Revolution and the formation of the Soviet Union (one only has to think of ships such as the Aurora and Potempkin to realise the pivotal role that they played), so it is surprising that the post-revolution era saw the navy seriously underfunded. Mutiny, purges and Stalin's concentration on the army saw the fleet dwindle to a shadow of its former self. Rather belatedly, Stalin saw the self-imposed naval limitations that Britain, Japan and the US were imposing on themselves and saw an opportunity to rapidly build up the fleet with new classes of highly capable ships, including 19 battleships, 20 cruisers, 145 destroyers and over 300 new submarines. In the end these plans came to naught, with only a handful of the new designs proceeding to the building ways and even less entering service. In the main the Soviet navy soldiered on using a mix of obsolete WW1 designs that had undergone various modernisations, and a number of newer ships that were designed and built with Italian assistance.

In terms of simple numbers the Soviet Navy looked quite impressive for a world power that concentrated on land. However, geography imposed severe handicaps. There were four fleets, the Northern Fleet based in Murmansk, the Baltic Fleet in Leningrad, the Black Sea Fleet in Sevastopol and the Pacific Fleet in Vladivostok. Heavy units were distributed between the Baltic and Black Sea fleets, with destroyers, older cruisers and submarines assigned to all four. The Baltic and Black Sea Fleets saw the brunt of the fighting experienced by the Soviet Navy, both suffering heavy losses to Axis air power. The Northern Fleet was concerned mainly with keeping the Russian end of the Arctic Convoys safe, whilst the Pacific Fleet had a relatively quiet war.

Like Hitler, Stalin never seems to have understood naval warfare. Also like Hitler he was keen to preserve his fleet, at least the surface units, which he saw as an essential bargaining chip and measure of power in the post-war world. Fleet commanders were therefore under orders to preserve destroyer sized ships and larger wherever possible. The majority of the bigger ships were retained in port, where many of them were seriously damaged in air attacks (although not necessarily lost - many were repaired time and time again). It was the submarine force and, even more so, the "mosquito fleet" of G5 class motor torpedo boats and other small craft that took the fight to the Axis on most occasions. Russian fleet units did put to sea in support of land operations in 1941, and then again in 1944-45 where the Baltic Fleet covered the advance of the army in the Baltic coastal regions. Soviet naval forces also fought a number of actions in the Baltic in 1945 against German warships covering the evacuation of German citizens from East Prussia. Thus, despite a lack of any real fleet engagements, there are a number of smaller actions and "what if?" scenarios that can be fought out using Russian ships in VaS.

The fleet lists below cover a selection of the ships that equipped the Soviet navy in WW2, along with those ships that were under construction or for which serious designs were developed. Only a selection of submarines and destroyers have been included; these are typical of the classes and types in use.



The Soviet Navy Fleet List

The following forms the entire fleet list for the Soviet Navy.

Priority Level: Patrol

Novik class destroyer
Gnevnyi class destroyer
Tashkent class destroyer leader
Series X class submersible

Priority Level: Skirmish

Kirov class cruiser
Maxim Gorky class cruiser
Chapaev class cruiser
Murmansk class light cruiser
Krasnyi Kafkaz class cruiser
Profintern lass cruiser

Priority Level: Raid

Tallinn class heavy cruiser
Project 71 class aircraft carrier
Gangut class battleship

Priority Level: Battle

Kronstadt class battlecruiser
Archangelsk class battleship
Project 72 class aircraft carrier

Priority Level: War

Sovietski Soyuz class battleship
Kostromitinova class aircraft carrier



Gangut-class Battleship

Ships of this class: *Gangut, Marat, Sevastopol*

Commissioned in 1911, these unusual battleships were the first Russian dreadnoughts. They saw little action in the Great War or the Russian Civil War.

Speed: 5"

Turning: 1

Target: 5+

Armour: 4+

Damage: 23/7

Crew: 45/15

Special Traits: radar (1944+)

In Service: 1911

Weapon	Range	AD	DD	Special
A Turret (3x 12 in)	26"	3	2	
P Turret (3x 12 in)	26"	3	2	
Q Turret (3x 12 in)	26"	3	2	
X Turret (3x 12 in)	26"	3	2	
Secondary Armament	12"	4	1	Weak
AAA	6"	6	-	
Port / Stbd Torpedoes	10"	2	3	AP, slow loading

Length: 590 ft.

Displacement: 23,000 tons

Speed: 23 kts.

Crew: 1126



Arkangelsk-class Battleship

Ships of this class: *Arkangelsk*

Arkangelsk was the Royal Navy's *Royal Sovereign*, transferred to the Soviet Navy in 1944 in order to fulfil the Russian claim to Italian ships surrendered in 1943. Due to the severe threat from German U Boats she remained in or around her Northern Fleet base at Kola until the end of the war, and was finally returned to the UK in 1949 following the delivery of the Italian battleship *Giulio Cesare*.

Speed: 5"

Turning: 1

Target: 5+

Armour: 5+

Damage: 34/11

Crew: 39/13

Special Traits: Torpedo Belt

In Service: 1915

Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	29"	2	3	AP
B Turret (2 x 15 in)	29"	2	3	AP
X Turret (2 x 15 in)	29"	2	3	AP
Y Turret (2 x 15 in)	29"	2	3	AP
Secondary Armament	12"	4	1	Weak
AAA	5"	8	-	

Length: 624 ft.

Displacement: 35,390 tons

Speed: 23 kts.

Crew: 997



Sovietski Soyuz-class Battleship

Ships of this class: *Sovietski Byelorussiya*, *Sovietski Soyuz*, *Sovietski Ukrania*, *Sovietski Rossiya*

Four ships were authorised in 1938, later reduced to three, with a planned in service date of 1941. The design was developed by Admiral Isakov, and was a development of a design submitted by Italian designers two years previously. The first three units were laid down in 1938-39. Construction was halted in 1941 when the hulls were 75% complete. The ships were dismantled during the late 1940s, although there were plans drawn up to complete them as designed, or to convert them into missile-armed battleships for the post-war Soviet Navy.

Speed: 6"

Turning: 1

Target: 4+

Armour: 6+

Damage: 52/17

Crew: 80/26

Special Traits: Aircraft 4, Armoured Deck, Torpedo Belt

In Service: 1940

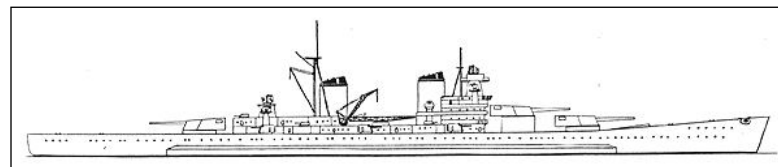
Weapon	Range	AD	DD	Special
A Turret (3x 16 in)	45"	3	3	Super AP
B Turret (3x 16 in)	45"	3	3	Super AP
X Turret (3x 16 in)	45"	3	3	Super AP
Secondary Armament	16"	4	1	Weak
AAA	6"	7	-	

Length: 889 ft.

Displacement: 65,150 tons

Speed: 28 kts.

Crew: 2,000



Gnevnyi-class Destroyer

Ships of this class: *Gnevnyi, Rezkii, +46 others*

Another Italian-inspired design, the Gnevnyi class formed the backbone of the Russian destroyer force. Their relatively lightweight construction made them susceptible to heavy seas; one ship was seriously damaged in storms and another broke up and sank. As with many pre-war destroyer designs they were vulnerable to aircraft, with seven ships sunk in air attacks.

Speed: 7"

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 9/3

Special Traits: Agile

In Service: 1936

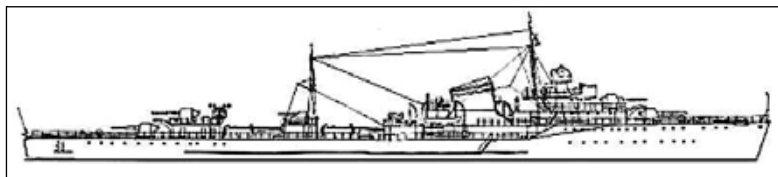
Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	4"	1	-	
Port/Starboard Torpedoes	10"	3	4	AP, One-Shot
Depth Charges	3"	4	1	Slow-Loading

Length: 370 ft.

Displacement: 2,380 tons

Speed: 37 kts.

Crew: 246



Kirov-class Heavy Cruiser

Ships of this class: *Kirov, Voroshilov*

As with the uncompleted battleships, these ships were designed with Italian assistance, and displayed a clear relationship to their Mediterranean cousins. Kirov served in the Baltic where she served in the defence of Leningrad before going on the offensive in 1944. Voroshilov served in the Baltic, where she was heavily damaged by mines in 1942, returning to service 2 years later.

Speed: 7"

Turning: 2

Target: 5+

Armour: 3+

Damage: 10/3

Crew: 29/9

Special Traits: Aircraft 2

In Service: 1938

Weapon	Range	AD	DD	Special
A Turret (3 x 180mm)	28"	1	1	Twin Linked
B Turret (3 x 180mm)	28"	1	1	Twin Linked
X Turret (3x 180mm)	28"	1	1	Twin Linked
Secondary Armament	8"	2	1	Weak
AAA	6"	5	-	
Port Torpedoes	10"	2	4	AP, One-Shot
Starboard Torpedoes	10"	2	4	AP, One-Shot

Length: 626 ft.

Displacement: 9950 tons

Speed: 34 kts.

Crew: 734



Maxim Gorky-class Heavy Cruiser

Ships of this class: *Maxim Gorky, Molotov, Kaganovich, Kalinin*

Similar to the Kirov class, these ships differed in detail. The first two ships served valiantly in the Baltic and Black Seas respectively. The second pair were built on the Pacific coast. Despite being completed in 1944 they did not take part in hostilities against Japan when Russia declared war in 1945.

Speed: 7"

Turning: 2

Target: 5+

Armour: 3+

Damage: 10/3

Crew: 38/12

Special Traits: Aircraft 2

In Service: 1938

Weapon	Range	AD	DD	Special
A Turret (3 x 180mm)	28"	1	1	Twin Linked
B Turret (3 x 180mm)	28"	1	1	Twin Linked
X Turret (3x 180mm)	28"	1	1	Twin Linked
Secondary Armament	8"	2	1	Weak
AAA	6"	5	-	
Port Torpedoes	10"	2	4	AP, One-Shot
Starboard Torpedoes	10"	2	4	AP, One-Shot

Length: 626 ft.

Displacement: 9792 tons

Speed: 34 kts.

Crew: 963



Chapaev-class Light Cruiser

Ships of this class: *Chapaev, Chkalov, Zhelezniakov, Frunze, Kuibyshev, Ordzhonikidze,*

These ships were a development of the Kirov class, but developed more along the lines of British and American light cruisers with a heavy 6" armament. The first 5 ships were completed, although too late to see action in WW2. The final two were captured incomplete and broken up by the Germans.

Speed: 7"

Turning: 2

Target: 5+

Armour: 3+

Damage: 15/5

Crew: 33/11

Special Traits: Aircraft 2

In Service: 1936

Weapon	Range	AD	DD	Special
A Turret (3 x 6 in)	27"	1	1	Twin-Linked, Weak
B Turret (3 x 6 in)	27"	1	1	Twin-Linked, Weak
X Turret (3 x 6 in)	27"	1	1	Twin-Linked, Weak
Y Turret (3 x 6 in)	27"	1	1	Twin-Linked, Weak
Secondary Armament	12"	2	1	Weak
AAA		6"	5	-
Port Torpedoes	10"	2	4	AP, One-Shot
Starboard Torpedoes	10"	2	4	AP, One-Shot

Length: 659 ft.

Displacement: 15000 tons

Speed: 34 kts.

Crew: 840



Tallin-class Heavy Cruiser

Ships of this class: *Tallin*

Tallin began life as the German "Lutzow" of the Hipper class. She was to have been named *Petropavlovsk*. The German invasion of Russia put paid to plans for her completion and instead she was used as a static battery in the defence of Leningrad. During this time she was armed only with three or four 8" guns (to represent the ship in this state, delete A and Y turrets, the secondary armament, the aircraft and the torpedoes)

Speed: 7"

Turning: 2

Target: 5+

Armour: 3+

Damage: 19/6

Crew: 64/21

Special Traits: Aircraft 3

In Service: 1942

Weapon	Range	AD	DD	Special
A Turret (2 x 8 in)	37"	1	1	
B Turret (2 x 8 in)	37"	1	1	
X Turret (2 x 8 in)	37"	1	1	
Y Turret (2 x 8 in)	37"	1	1	
Secondary Armament	13"	2	1	Weak
AAA	8"	3	-	
Port Torpedoes	10"	3	3	AP, One-Shot
Starboard Torpedoes	10"	3	3	AP, One-Shot

Length: 681ft.

Displacement: 18,750 tons

Speed: 32.5 kts.

Crew: 1,600



Murmansk-class Light Cruiser

Ships of this class: *Murmansk*

Murmansk was the US light cruiser *Milwaukee*, transferred to the Soviets as compensation for not receiving surrendered Italian ships in 1943. She spent her Russian wartime career with the Northern Fleet operating out of Murmansk until 1949 when she was returned to the US.

Speed: 7"

Turning: 2

Target: 5+

Armour: 3+

Damage: 18/6

Crew: 64/21

Special Traits: Aircraft 3

In Service: 1944

Weapon	Range	AD	DD	Special
A Turret (2 x 6 in)	25"	1	1	Weak
X Turret (2 x 6 in)	25"	1	1	Weak
Secondary Armament	21"	2	1	Weak
AAA	5"	3	-	
Port Torpedoes	10"	3	4	AP, One-Shot
Starboard Torpedoes	10"	3	4	AP, One-Shot

Length: 555 ft.

Displacement: 9508 tons

Speed: 34 kts.

Crew: 458



Krasnyi Kavkaz-class Heavy Cruiser Profintern-class Light Cruiser

Ships of this class: *Krazni Kavkaz*

Krasnyi Kavkaz was originally a light cruiser of the *Svetlana* class, started in 1916. She was finally completed in 1932 as a heavy cruiser with an improved propulsion system, although woefully undergunned in comparison to heavy cruisers of other navies. *Krazni Kavkaz* was stationed in the Black Sea during WW2, and was heavily damaged by Luftwaffe aircraft in 1942. She returned to service in 1944 with her AA armament increased at the expense of her aircraft (to represent the ship post 1944 remove the aircraft and increase AAA AD by 1)

Speed: 6"

Turning: 2

Target: 5+

Armour: 3+

Damage: 9/3

Crew: 34/11

Special Traits: Aircraft 1

In Service: 1932

Weapon	Range	AD	DD	Special
A Turret (1 x 180mm)	37"	1	1	
B Turret (1x 180mm)	37"	1	1	
Secondary Armament	8"	2	1	Weak
AAA	5"	3	-	
Port Torpedoes	10"	3	4	AP, One-Shot
Starboard Torpedoes	10"	3	4	AP, One-Shot

Length: 556ft.

Displacement: 9030 tons

Speed: 29 kts.

Crew: 850



Ships of this class: *Profintern, Chervona Ukraina*

Like *Krasnyi Kavkaz*, these ships were originally part of the WW1 *Svetlana* class. They were completed essentially to the original design, with their main armament in individual mounts rather than turrets and with inadequate propulsion (they were designed for 29 knots but never exceeded 22). Both ships served in the Black Sea during WW2. *Chervona Ukraina* was sunk by the Luftwaffe in November 1941.

Speed: 4"

Turning: 2

Target: 5+

Armour: 3+

Damage: 8/2

Crew: 34/11

Special Traits: Aircraft 1

In Service: 1927

Weapon	Range	AD	DD	Special
Secondary Armament	20"	4	1	Weak
AAA	5"	3	-	
Port Torpedoes	10"	3	4	AP, One-Shot
Starboard Torpedoes	10"	3	4	AP, One-Shot

Length: 506ft.

Displacement: 8000 tons

Speed: 22 kts.

Crew: 852



Kronshtadt-class Battlecruiser

Ships of this class: *Kronshtadt, Sevastopol*

These ships were authorised for construction in 1938 and laid down the following year. The start of the war halted their construction and both were broken up incomplete. The original design saw these ships carrying 10" guns. The final approved design was to have used 12" guns (as below). Pre-war goodwill from Germany even saw a proposal to replace the 12" guns with German made 15" guns (each turret "Range 40" 2AD, 3DD, AP).

Speed: 7"

Turning: 1

Target: 4+

Armour: 4+

Damage: 36/12

Crew: 72/24

Special Traits: Aircraft 4

In Service: 1942(est)

Weapon	Range	AD	DD	Special
A Turret (3 x 12 in)	44"	3	2	
B Turret (3 x 12 in)	44"	3	2	
Y Turret (3 x 12 in)	44"	3	2	
Secondary Armament	16"	2	1	Weak
AAA	8"	5	-	

Length: 816ft.

Displacement: 38,360 tons

Speed: 33 kts.

Crew: 1800(est)



Tashkent-class Destroyer Leader

Ships of this class: *Tashkent*

Tashkent was built in Italy and was regarded as the most handsome ship in the Soviet Navy. Unusually for a ship in a fleet that used grey as its standard colour scheme, she was painted a distinctive sky blue, earning her the nicknames "Blue Beauty" or "The Blue Cruiser". AA defence was her Achilles heel and she was lost in 1942 to a Luftwaffe attack, although many of her guns were salvaged and transferred to other ships. *Tashkent* served with the Black Sea Fleet

Speed: 8"

Turning: 2

Target: 6+

Armour: 2+

Damage: 4/1

Crew: 10/3

Special Traits: Agile

In Service: 1937

Weapon	Range	AD	DD	Special
Secondary Armament	12"	2	1	Weak
AAA	4"	1	-	
Port/Starboard Torpedoes	10"	5	4	AP, One-Shot
Depth Charges	3"	4	1	Slow-Loading

Length: 458 ft.

Displacement: 3200 tons

Speed: 39 kts.

Crew: 250



To be concluded next month...



Tiger Starfury



A New Earth Alliance Fighter for the Early Years

Matthew Sprange

The humble Starfury has had many incarnations and developments in its history, which is almost as long as that of the Earth Alliance itself. From its first beginnings as the Flying Fox/Starfox fighter, made notable by the efforts of the Belt Alliance, through to the very latest Thunderbolt variant, there is far more to the Starfury than the

common Aurora model seen on most battlefields in A Call to Arms. Here we present one of the Aurora's predecessors, the Tiger Starfury, a bulky but reliable design that saw a great deal of success in the Dilgar War against its main opponent, the Thorun Dartfighter.

Using the Tiger Starfury

The Tiger Starfury may be used by an Early Years Earth Alliance fleet, freely swapping all existing Aurora Starfuries for this model. In addition, you may purchase 5 flights of Tiger Starfuries as a single Patrol choice.



Tiger Starfuries see action against the Dilgar

Tiger Starfury Flight

Patrol (Wing)

Speed 8
Turns: SM

Hull: 3

Damage: -

Special Rules: Dodge 3+, Fighter

Crew: -

Troops: -

Dogfighting: +0

Craft: -

In Service: 2205-2239

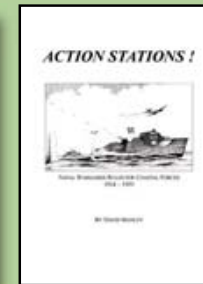
Weapon	Range	Arc	AD	Special
Burst Plasma Cannon	2	T	1	Double Damage
Missile Rack	2	T	1	AP

The first of the 'true' Starfuries, when it was first built the Tiger represented a significant shift in fighter design philosophy for the Earth Alliance, incorporating features, such as the manoeuvre jets on an x-foil wing section, that would remain common to Starfuries for many years into the future. Though replaced by the Nova Starfury during the Dilgar War, the smaller Tiger made good account of itself against alien fighters and its combination of missile rack and plasma cannon gave it credible teeth.

Tiger Starfury Flight

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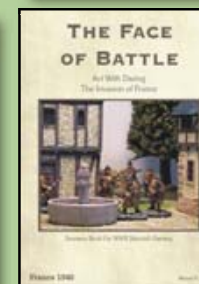
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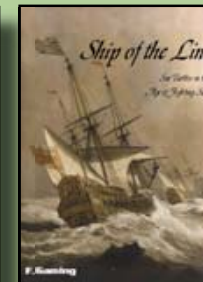
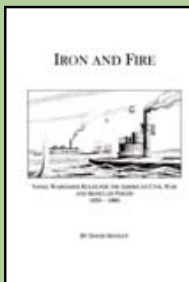
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DEATH IN THE UNDERCITY



Subterranean Gaming for Gangs of Mega-City One - Part Two

Matt Thomason

Continuing our look at taking Gangs of Mega-City One games into the Undercity. Go and grab last month's *Signs and Portents* if you missed part one.

Fighting in the Undercity

The decision on where a battle is fought is down to the challenging player – it is up to them whether the scenario will be played in the Big Meg (in which case use a standard scenario as normal) or the Undercity (in which case use one of the scenarios detailed below).

A gang that wins an Undercity scenario should roll on the Undercity Turf Table below, rather than the using the standard Turf Generation Table or the expanded one from *Death on the Streets*.

Clarifications

Neither the Crossbow nor Crude Bow presented last month can explode when a troggie or mutant misfires with them – instead assume the weapon is simply broken and remove it from the model's inventory. Everything else is treated as normal.

Undercity Turfs

Undercity Turf Table

D6	Turf
1	Lichen Caves
2	Forgotten Building
3	Undercity Tunnel
4	Underground Operation
5	Troggie Settlement
6	Useless Ground

Lichen Caves

Turf Rep: +1
Credits: +1D2x1,000cr

An edible (barely) lichen grows in these caves – fetching a fairly decent price on the black market in the city above amongst those citizens fed up with eating muncie and recycled... well, best not think too much about what was recycled to make that meal earlier.

Forgotten Building

Turf Rep: +1
Credits: +1D6x1,000cr

When they built over the old city, this building was preserved almost perfectly within solid plascrete. Recently rediscovered, the possessions of the former inhabitants are there for the taking – a veritable treasure trove of what can now considered antiques, such as DVD players and Microwave ovens.

Special: If a natural 6 is rolled when calculating the credits for working this turf, it indicates the last of the useful items have been discovered – after collecting the requisite credits the turf is now useless and should be deleted from the gang's log sheet.

Undercity Tunnel

Turf Rep: +3
Credits: +1D3x1,000cr

An Undercity Tunnel allows free passage in and out of the city under the outer wall, usually exiting at a waste pipe or running through a long-forgotten sewer system further into the Cursed Earth. Perfect for smuggling operations.

Underground Operation

Turf Rep: Varies

Credits: Varies

If a gang rolls this turf, they should make a further roll using the standard Turf Generation Table – they have instead gained that Turf but it is hidden in the Undercity. To all intents and purposes, this turf should be treated as being in the Undercity.

Special: An underground operation is hidden away from prying eyes, and cannot be the target of a Turf Raid.

Troggie Settlement

Turf Rep: 0

Credits: +1,500cr

Generating only a relatively small amount of income, Troggie settlements are useful primarily as a source of slave labour and possibly for organ-legging (after all, someone needing a new liver isn't going to be too picky about where it came from).

Special: Undercity gangs may select a Troggie Settlement instead of a City Block for their first settlement.

Useless Ground

Turf Rep: 0

Credits: 0cr

Large sections of the Undercity are abandoned for a good reason - there's absolutely nothing there worth having. A gang that rolls this turf has essentially wasted their time taking control of it.

Terrain

The Undercity is a mix of tunnels, caves, and giant domes enclosing the older cities along the eastern seaboard of the former United States. You may wish to map out a tunnel network on the tabletop, or use modern city scenery. Damaged buildings are fine, as most are decaying or have taken damage from munitions aimed at the city above – it is not unusual for one of the many warheads that have been launched at Mega-City One in the past to have hit a weak spot, broken through city bottom, and detonated in the Undercity.

Calling in the Judges

When running Undercity scenarios, the following special rules come into effect when calling in the Judges:

The Justice Department rarely bothers with the Undercity, unless driven by great need – they will only enter the Undercity to battle gangs with a reputation of at least 20.

When dealing with gangs with a reputation of less than 20, it is usually possible to contact one of the retired Judges who have chosen to take the Long Walk in the Undercity.

Long Walk Judge

Although retired from duty in the Mega-City, these Judges tend to be the toughest of the tough - anyone else simply could not have survived as long as they have in their career.

Spd	Ag	Res	CC	Hts	WtF	Justice Points
5"	2+	8	4D	5	2+	15*

Traits: Close Combat Master, Duck & Weave, Heroic Rush, Luck of Grud, Nerves of Steel, Thick Skin, Tough

Equipment: Boot Knife, Daystick, Street Armour, Stump Gun

Voice of Authority: (see main rulebook, p82)

Long Walk Judges may not have a Lawmaster.

*The points value given is for informational purposes only - one Long Walk judge will attend, no matter what the actual reputation of the gang in question is.

Using Existing Scenarios

The following existing scenarios can be used for Undercity battles:

Scarper, It's The Law
Turf War
Turf Grab*
Hostage Rescue
Raid

* Turf Grab can only be played in the Undercity if the challenged gang has at least one Undercity turf. The turf gained from playing Turf Grab must be from the same location as the battle – if played in the Mega-City, it must be a standard turf, if played in the Undercity it must be an Undercity turf.

New Scenarios

The following scenarios are designed for use specifically in Undercity battles.

Tunnel Fight

Two gangs have made their way into the Undercity in order to fight away from Justice Department interference – the area is perfect for a fight to the finish without any risk of disturbances.

Set-up

The table consists of a maze of tunnels – this can be represented in a number of ways. For example, you may have a number of dungeon corridor sections from another game in your collection, you could use chalk to draw the tunnel outlines, or you could just pile numerous books onto the table to represent the impassable areas. One player should set up the tunnel network, and the other gets to choose the table edge they will start on.

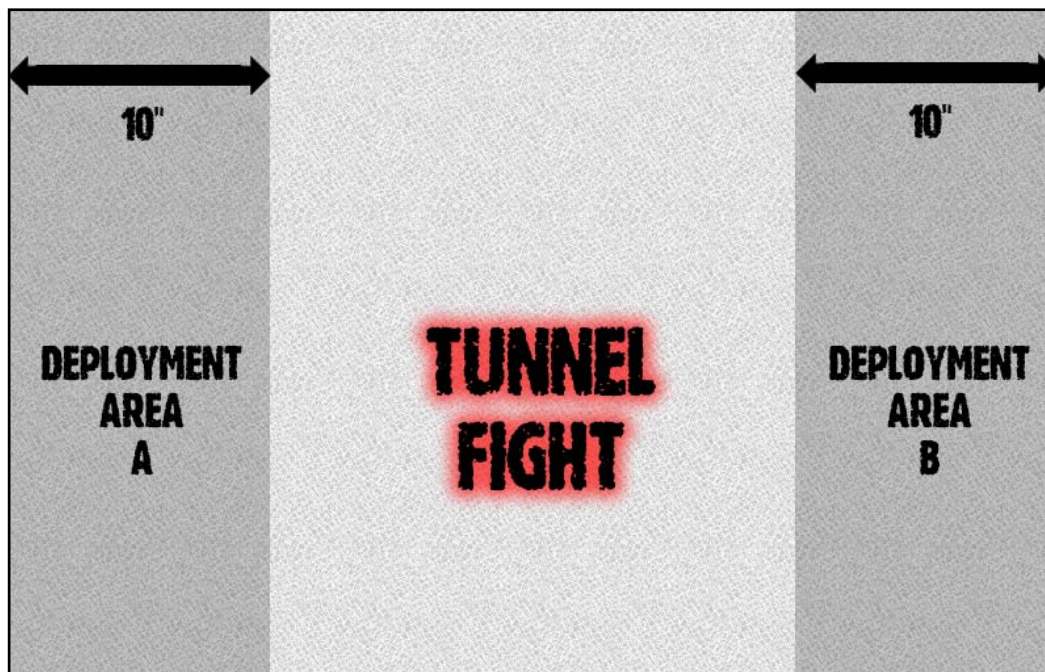
The opposing gangs should take up positions on opposite edges of the board, within 10" of their board edge.

Victory Conditions

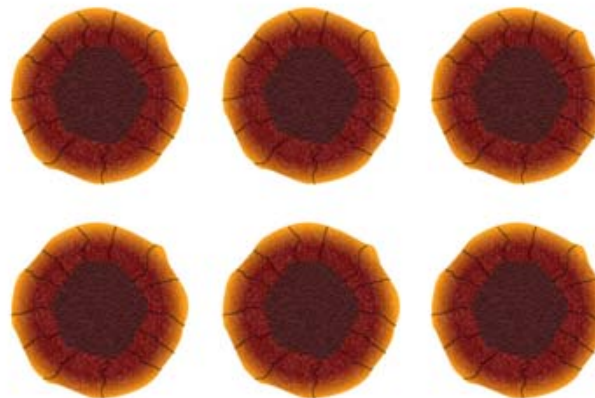
This battle will continue until one side has been defeated, either through suffering injuries or failing Will to Fight checks. Players may also voluntarily retreat models off any table edge. The gang that survives is the victor.

Special Rules

The tunnel network is extremely hard to navigate. Before starting, roll a D6 for every model in each gang. On a roll of 1 that model managed to get lost on the way and has not shown up for the battle, and will be unavailable for the duration of this scenario. They will find their way safely back to base.



Pit Counters



Unstable Ground

The Undercity itself can be a dangerous place, even discounting the inhabitants. The only maintenance consists of Troggies shearing up collapsed areas. No part of the old city was ever designed to have a whole new city built on top of it, and while the Mega-City “foundations” themselves are stable, nobody knows (or really cares) about the city beneath. Large sections of the Undercity have become unstable by virtue of the sheer tonnage built atop them.

Set-up

The opposing gangs should take up positions on opposite edges of the board, within 15” of their board edge.

Victory Conditions

This battle will continue until one side has been defeated, either through suffering injuries or failing Will to Fight checks. Players may also voluntarily retreat models off any table edge. The gang that survives is the victor.

Special Rules

In this battle, danger comes from beneath as well as from the opposing gang. Whenever a model moves more than 2” in a single move action, there is a chance of the ground giving way beneath them – roll a D6. On a 1, the ground has given way... Models may choose to “tread carefully”, moving less than their full move allowance.

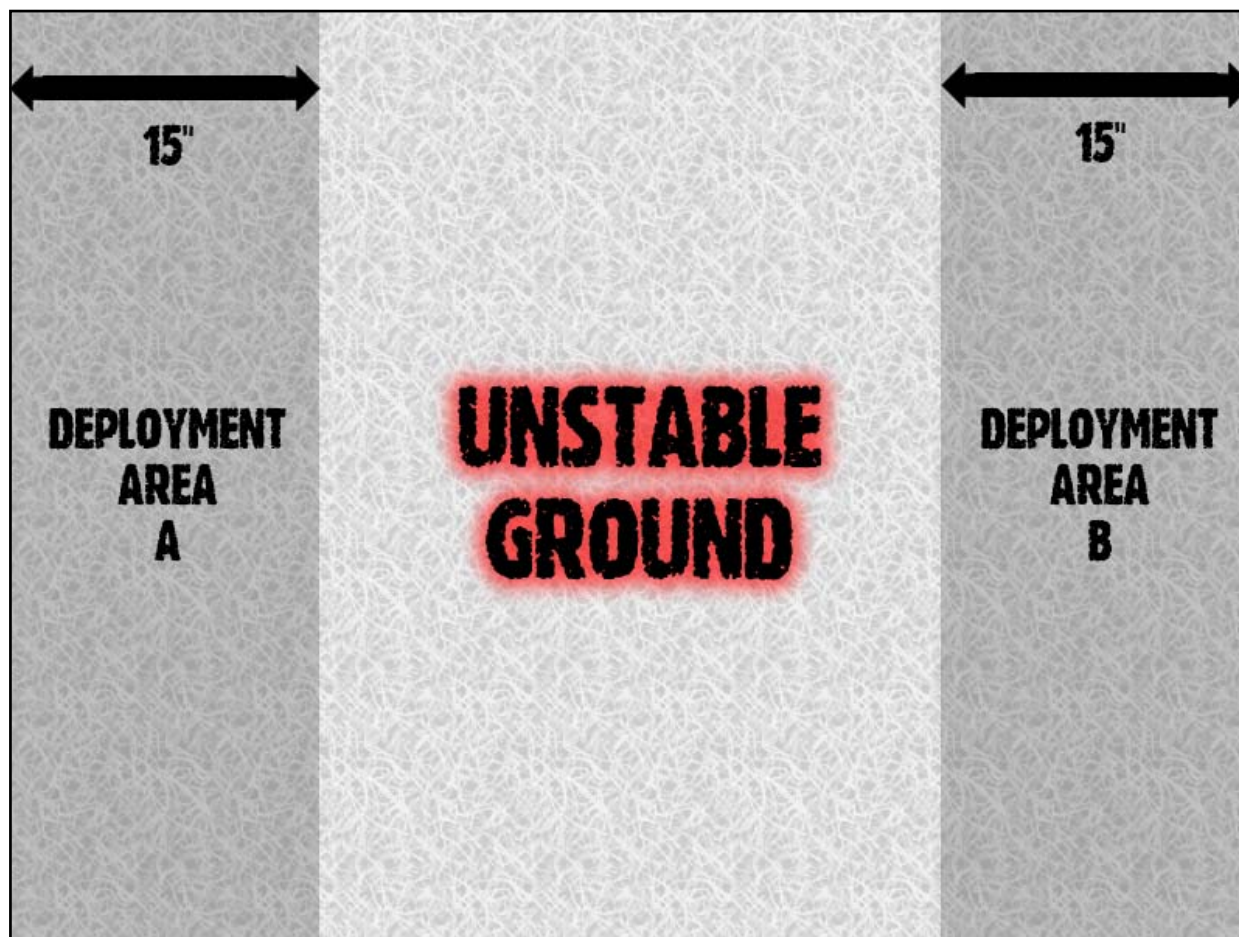
If the ground gives way beneath a model standing on an item of scenery, that scenery piece has collapsed (or fallen into a hole in the ground, or whatever seems appropriate for it) – remove the scenery piece and treat *all* models that were standing on it as if they have fallen to the ground from their current height. If you have some suitable rubble scenery, you may put this in place of the scenery item you just removed.

If the ground gives way beneath a model standing on the ground, place a pit counter beneath that

model and treat them as having fallen 3”. Models in a pit may climb out using a ready action, which places them within 1” of the pit edge.

Coming Soon

Monty’s Modification Module presents conversion instructions for the new specialists introduced in Part One of *Death in the Undercity*.



Scenic Mayhem: Nuclear Ambitions

**STARSHIP
TROOPERS™**
THE MINIATURES GAME

**When Just Knowing There Has Been a Nuclear Explosion
is not Enough...**

Nathan Comanse

Introduction

Well, needless to say that this project was insane as it was ambitious. The idea grew from running games of the 1997 Starship Troopers board game between my two children. While my little girl loved plasma barrages and warrior swarms, my boy quickly grew to love the power of the almighty “nuke”. Shortly after my purchase of the SST box set my boy started asking me about nukes in the miniature game. He was amazed at the size of the area affected by the atomic munition and suggested that “There should be a big cloud, you know, like a nuke makes!”

“Yes there should be son, yes there should...” I replied. And the idea was born.

Here’s a photo of my first attempt, this Pee Wee 5” template/marker turned out so well that im basically going to use the same methods in making the Ajax 7” template/marker. In this article I will take you step by step through the construction and painting of one of these truly awe inspiring pieces that will make opponents ‘duck and cover’.



Anatomy of a Mushroom Cloud

Before you start building a mushroom cloud you should understand just what you are trying to recreate. When a nuclear device is detonated at or near ground level a pressure wave travels outward along the ground pushing out debris forming a ring of dark clouds along the outer edge of explosion. At the center of the base is the core of the explosion. The heat and gas from the explosion rises and carries with it debris upward forming the clouds shaft until it starts to reach the same mass as the surrounding air and the 'head' or 'cap' of the mushroom cloud then forms as the gas dissipates. As the shaft of superheated gas rises through the atmosphere a ring is sometimes formed across the shaft when a lower layer of atmosphere is pierced. Now you have the 5 main parts of the mushroom cloud. These are the debris ring, the core, the shaft, the cap or head, and the ring.

Materials

Who needs Uranium centrifuges when all you have to do is make a quick trip to the hardware and craft store to pick up the following.

- Expanding foam
- Wooden dowel rod (about 3/4 of an inch in diameter)
- Foam card or similarly thin hard material
- White primer (paintable or latex based spray)
- Black spray paint
- Acrylic paints (yellow, orange, red, grey, and black) and foam brush
- Spray matte varnish
- Odds & ends (glue, 2 nails, a garbage bag, masking tape, latex gloves, and thin metal rod)

Construction

After you visit the quartermaster and have procured all of your materials, you now need to find a suitable work area. I really prefer the garage floor for this project. One reason is the size of the project makes it a bit unwieldy if seated at a table or bench. The other factor is the expanding foam is quite messy and will drip and stick to anything.



A note on working with expanding foam: unless you use a foam that allows cleanup with water you must be very careful not to get it on anything you don't want ruined. While using the foam I suggest wearing old work clothes and working on a tarp or rubbish bag to protect the floor. I have yet to use a water cleanup foam so I cannot attest to its quality although I can't imagine



that the end result would be much different. After about a week, large areas of foam will show some shrinkage, so remember what you start out with will be slightly different than what you end with.

In the US there is a product called Great Stuff - the larger cans work better for this project. The product comes in two formulas, the red can is the standard while the black can has greater expansive properties.

First you need to fashion the mushroom cloud's base. This can be made out of any thin material that is relatively hard, even plywood. I personally like to use foam card because its cheap, light, and easy to cut. Using either a compass or a thumb tack, string, and a pen to mark out the diameter of the particular size base you wish to make. For this

article we are making the Ajax atomic munition so we measure out a 7" radius giving us a 14" diameter base. Now carefully cut out the base. This is actually one of the most delicate parts of the entire project besides painting. This is due to the fact that the bases edge is the only part of the project not hidden by expanding foam so that any errors will be easily seen. Once the base is cut out you will want to bevel the edges inward. Once again this is where foam card has the advantage for a base material since its easily trimmed with a hobby knife. If you're a bit put off by the lack of foam cards strength don't worry. Once the expanding foam hardens it adds a great amount of strength to the piece.

Now that we have our mushroom clouds base we have to make the clouds main shaft and attach it to the base. This is done by first cutting a section of wooden dowel rod about 1.5 times in length and the base is wide. While you can use this as a guide, feel free to use your artistic eye to do what seems right when it comes to the main shafts height. Make sure that both ends of the rod are cut evenly at a right angle, any slant to the cut will produce a leaning tower of destruction. Once the shaft has been cut we will need a secondary base to attach it to. Find a piece of material around 6" in diameter or so that will act as the secondary base. Sheet styrene (plasticard), plywood, even a container lid can be used for the secondary base. Whatever material you use, nail it to one end of the dowel rod with a wide headed nail after an application of a small amount of glue at the join.

I've found that drilling a pilot hole in each end of the dowel will help prevent cracks from forming when the nails are hammered in. The secondary base will then be glued to the main base using a glue that can produce a strong bond such as super glue, epoxy, or a glue gun.

Now we are ready for the expanding foam! Don't get too eager and forget your prep work. Get on your 'work' clothes, lay a tarp of sorts, and don your gloves. You have been warned....

Follow the expanding foams directions and shake the can thoroughly before application. Now start with the top of the clouds shaft and apply the foam down its length. You might have to help it to stick at first by using your hands but it should adhere relatively quickly. Now set the can aside for a moment and work the foam with both hands until it covers the entire shaft completely. The foam will now begin to expand and droop or sag slightly, let it, this is what you want to happen.

Having completed the center shaft now apply foam around the base with a larger amount at the



bases center creating a 'dome' of sorts, consuming the bottom of the shaft. This will be the 'core' of the detonation. As the base now starts to cure or harden you want to use your fingers to pluck away the surface of the foam at the outer edges. This creates a more bubbled appearance which will later become out debris ring. Once the foam has completely hardened apply small dabs of foam directly to the outer edge of the base, as these dry pluck away their surface once again. Once this process is done a few times you have built up a ring of debris clouds at the bases edge. Don't try for a uniform structure, in real life the debris clouds are quite random and it somewhat offsets the overall uniformity of the rest of the clouds appearance.

On a piece of aluminum foil spray a thin ring around 6 to 8 inches in diameter. This will become the ring on the clouds shaft. When it has dried peel it from the foil and place it over the shaft, it will be attached later on. Now with the ring on tape garbage bag around the top of the shaft. This will protect the shaft, ring, and base from any foam that may fall off as you create the top of the mushroom cloud.

Now cut your top platform from the same material that you used for the base. The diameter of the top should be about $\frac{1}{2}$ to $\frac{2}{3}$ the diameter of the base depending on how big you want it to be. Once comfortable with the size, nail it to the top of the shaft.

Sit the cloud down on a flat, even surface and ready yourself for another close encounter with copious amounts of expanding foam. Now apply a somewhat thick but even layer foam across the entire top platform up to the very edge. Don't panic when the foam starts to expand and sag over the platforms

edge. This sagging will form the underpart of the mushroom clouds top that curls in on itself. Allow it to completely harden overnight before going to the next stage.

When the cap has hardened you can remove the bag around the shaft and base. Take the ring and tape it to the base with masking tape and overturn the entire mushroom cloud. Steady the mushroom cloud by laying it on a towel and stacking books or similar items around it. Once steadied you can apply the last of the foam. This will form the inner ring of roiling gas between the shaft and the outer portion of the top that sagged over the edge. Apply a ring of foam that will not expand higher than the outer edges height.

Another reason for this inner ring of foam is that it will also help to bond the shaft to the cap and mask its join.

The last part of construction is here, mounting the ring. In all honesty the ring is the most optional part of the mushroom cloud and can be left out if desired. Rings are not seen on all mushroom clouds either. I include it on some pieces since it adds a bit of character and increases the overall "WOW!" factor. Hold the ring on the shaft and figure the height that seems right marking it on the shaft with a ring of tape. Now use a drill with a small drill bit the diameter of the thin metal rod. Drill two holes at a right angle to each other using your tape as a guide. Now with drilling complete cut two lengths of metal rod to the width of your ring. Using a pair of pliers, slide the metal rod through the holes, and into the ring's inner edge. Your done with construction, sit back and enjoy the fruits of your labour.

Painting

Give the mushroom cloud a few coats of a white colored latex spray paint. Dry time should be given in between each coat. This is the most important part of the painting process, make sure to get all the cracks and crevices. Not only does the white color act as a primer for the cloud it will also be our base coat color that all the subsequent dry brushing will be done on.





With the base coat dry heavily dry brush the entire mushroom cloud (except the ring) in a bright yellow color. When dry, perform a softer orange dry brushing. After that give apply a red dry brushing with even lighter pressure. Lastly mix black and red for the final dry brush. The base and the under side of the 'cap' should be a bit darker than the rest of the cloud. Finish the ring by dry brushing it with a series of darkening grays.

For the final touches on the base, spray the area outside the 'core' to the bases edge, with black spray paint. When dry, dry brush the black areas with a dark grey to simulate clouds of debris at the edge of the shockwave. Finish with a spray of matte varnish over the entire mushroom cloud and your done. Ensure that you follow SICON atomic protocols and go nuke some bugs!

Conclusion

Feel free to modify parts of your cloud as you see fit. Play around with adding miniature model buildings or spare bug parts onto the base while the foam is first applied to simulate a greater level of nuclear destruction. Change the color scheme. Make just a dome and color it in hues of blue to make a plasma barrage. The techniques in this article open up a variety of project possibilities. Let your imagination loose!

Lastly, thanks to the moderators and fellow members of Mongooses forum board for their support of this project and article.



Big Badda Boom



Fire! Fire!

Blazing Hulks in A Call To Arms



Matthew Sprange

Here at the Mongoose offices, we are constantly tweaking our games, trying new mechanics and shifting play balance in grand experiments to make them better and better. A lot of these experiments are discarded, others are destined for the next supplement, while the more radical ones are kept aside for new editions.

As you may have already heard, our new World War II naval game, Victory at Sea, was loosely based on A Call to Arms. What was interesting about the development process of Victory at Sea was not so much how easily the Call to Arms rules blended in with World War II (and they worked very nicely!), but how the tweaks we made for the naval game would reflect back on Babylon 5. For example, in Victory at Sea, you must roll to hit a target and *then* roll to see if you beat the armour – a nice idea for Babylon 5?

As it turned out, no, the current shooting rules for A Call to Arms work perfectly well when you don't have to worry about churning seas, bad weather and all the rest. However, there were other rules that seemed to be prime candidates to make the transition back to A Call to Arms – including fire...

Fighting Fires

What we are presenting here is an optional system for you to try out in your games of A Call to Arms. If you like it, it may well end up being an official add-on for the game!

As ships begin to take damage, it becomes inevitable that the volatile substances and high-powered systems kept on board will cause explosions and fire. This is reflected in the new critical hits table below. You will find that fires are pretty easy to deal with on the whole but if they begin to run out of control, your brand new warship will soon turn into a blazing wreck, much like the Churchill in Severed Dreams!

Fire Control

Lethal in the enclosed environment of a warship, uncontrolled fires are capable of sweeping through decks rapidly, creating an inferno that is impossible to survive.

Certain critical hits will start fires in addition to any other damage they cause. In each End Phase, roll 1D6 for each fire currently raging on a ship, adding the ship's Crew Quality score. On a 7 or more, one fire will be extinguished. A roll of a 1 will always be a failure.

For every fire you fail to extinguish on a ship, you will lose 1 Damage and 1 Crew. If you rolled a 1, you must also add another fire to the ship. The fire will remain and you will have another opportunity to extinguish it in the next End Phase.

All Hands on Deck!

Crew Quality Check: 9

Effect: The Captain orders the entire engineering division to alert. If successful, the ship gains +1 modifier when attempting Damage and Fire Control and can attempt to repair any number of critical hits in this End Phase.

Your Thoughts

If you try these rules out, come to our web site forums and let us know what you think – your opinions of A Call to Arms are very important to us as, collectively as players, you play more games than we do! Feel free to suggest any tweaks and, if these rules prove popular, we'll include them in our next official release for A Call to Arms.



Critical Hit Table

Use this set of critical hit tables to bring a little fire into your games. . .



Engines

D6	Area	Damage	Crew	Effect
1-2	Power Relays Destroyed	+0	+0	-1 Speed
3-4	Thrusters Damaged	+1	+0	-2 Speed
5	Fuel Systems Ruptured	+2	+1	-4 Speed, fire starts
6	Engines Disabled	+3	+1	Speed to 0, no Special Actions, D3 fires start

Reactor

D6	Area	Damage	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No Special Actions, fire starts
6	Reactor Explosion	+3	+4	Speed to 0, no Special Actions, D6 fires start

Weapons

D6	Area	Damage	Crew	Effect
1-3	Targeting Systems Damaged	+0	+1	All weapons lose 1 AD
4	Power Fluctuations	+0	+0	Must roll 4+ on 1D6 before firing each weapon
5	Weapons Offline	+2	+2	Random facing, no weapons may fire
6	Catastrophic Ammunition Explosion	+3	+4	No weapons can fire, D6 fires start

Crew

D6	Area	Damage	Crew	Effect
1-2	Fire	+0	+2	Fire starts
3-4	Multiple Fires	+0	+3	D3 fires start
5	Localised Decompression	+1	+3	-
6	Hull Breach	+2	+4	-

Vital Systems

D6	Area	Damage	Crew	Effect
1	Bridge Hit	+0	+1	No Special Actions
2	Engineering	+4	+3	No Damage or Fire Control permitted
3	Weapons Control	+4	+4	No firing out of one random arc, fire starts
4	Secondary Explosions	+1D6	+1D6	D6 fires start
5	Reactor Implosion	+2D6	+4D6	D6 fires start
6	Catastrophic Explosion	+4D6	+2D6	D6 fires start

The Fleets

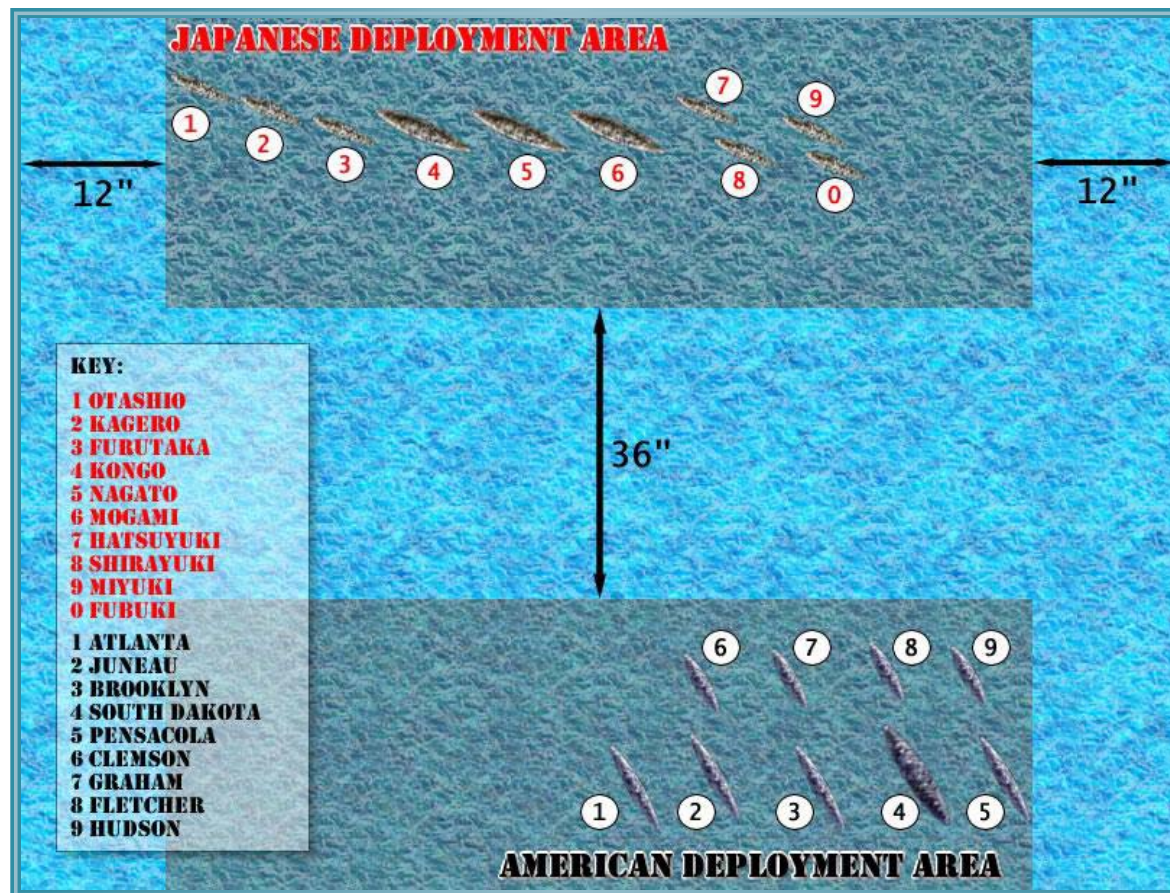
IJN Guadalcanal Squadron – Rear Admiral Nikigriki

IJN *Nagato* (Battleship)
 IJN *Kongo* (Battlecruiser)
 IJN *Mogami* (Cruiser)
 IJN *Furutaka* (Light Cruiser)
 IJN *Kagero*, *Oyashio* (Kagero-class Destroyers)
 IJN *Fubuki*, *Miyuki*, *Shirayuki*, *Hatsuyuki* (Fubuki-class Destroyers)

Task Force 77 – Vice Admiral Barstow

USS *South Dakota* (Battleship)
 USS *Brooklyn* (Cruiser)
 USS *Atlanta*, *Juneau* (Atlanta-class Light Cruisers)
 USS *Pensacola* (Light Cruiser)
 USS *Clemson*, *Graham* (Clemson-class Destroyers)
 USS *Fletcher*, *Hudson* (Fletcher-class Destroyers)

Deployment (Not to Scale)



Nick: I decided to take a top and bottom-heavy force to take advantage of the Japanese Navy's main strengths, namely the devastating Long Lance torpedoes and the long range of the guns on the *Nagato* and *Kongo*. I was hoping to deploy second and place myself outside of Ian's range – 43" against 37", meaning I would effectively get a free round of shooting if all went well, which of course it didn't! It still meant I would get off a volley of torpedoes probably one turn ahead of Ian's, which can be absolutely critical in a confusing squadron engagement. I also have extra ships, meaning that even if I lose the Initiative roll at the start of the turn I will have more ships to move at the end of alternate movement, giving me a distinct advantage providing I'm clever in my order of movement!

Ian: I went for a pretty balanced force, but my intention was for the smaller ships to act as decoys to give *South Dakota* time to unleash her massive arsenal of guns on Nick's bigger ships. Although my guns will be slightly outranged by Nick's I felt that once I got into action the combination of my heavy deck armour and Super AP shells would plaster the Japanese fleet with unwanted critical hits! I still have a decent torpedo force in my destroyers plus the Atlanta-class Light Cruisers, although the Americans are always going to come off second best to the devastating Japanese torpedoes.

Turn 1

Having won the roll for Initiative the Task Force 77 steamed towards the Japanese fleet, all except for the *South Dakota* which remained broadside on, enabling all three triple turrets to bear on the enemy, presuming they were I range... Meanwhile the Japanese also began to manoeuvre, the squadron splitting off into three distinct groups, destroyers at the front, the *Nagato*, *Kongo* and *Mogami* in the centre and a mixed group at the rear consisting of the *Furutaka* Light Cruiser and the *Kagero* and *Oyashio* destroyers.



In the Attack phase the *South Dakota* scored 9 hits on the *Mogami*, but without a critical hit in sight only 9 points of damage were inflicted – much less than had been hoped. *Mogami's* return fire was out of range and it was left to the *Pensacola* to inflict the hit needed to cripple the *Mogami*, wasting valuable fire needed elsewhere. *Nagato* struck *Brooklyn* for 4 points of damage and *Kongo* did a similar amount on *Atlanta* in what transpired to be a fairly ineffective round of firing.



Turn 2

The Japanese seized the Initiative and the three parts of the fleet continued on their assigned objectives, with the front destroyer group turning to bring their starboard torpedoes to bear. Meanwhile the rear Japanese group looked to be on an intercept course with the *South Dakota*. The heavy hitters in the middle continued to present their broadsides signalling more heavy firing. The Americans had little choice but to push ahead with their destroyers and light cruisers in the hope of getting into torpedo range as quickly as possible, while the *Brooklyn* and *Pensacola* turned to starboard to bring their turrets to bear on the *Mogami*.



In the Attack phase a volley of torpedoes from the Japanese destroyer group were unleashed towards the *Pensacola*, *Atlanta* and *Brooklyn*. *South Dakota* fired on *Nagato* but inflicted a paltry single point of damage. *Brooklyn* attempted to finish off the *Mogami* but again succeeded in only inflicting a single point of damage! *Nagato* hit *Juneau* for 2 points of damage and *Kongo* fired at *Atlanta* adding another point of damage. With the torpedoes bearing down on her, *Atlanta* looked in a very vulnerable position indeed. Other than that it was another turn of ineffective firing, which seemed to suit the Japanese just fine. Vice Admiral Barstow on board the *South Dakota* was looking considerably more pensive...

Turn 3

With Initiative turning back to the US fleet, the engagement became a lot more confusing as destroyers and light cruisers jockeyed for position amidst a maelstrom of torpedoes. The larger ships skirted the periphery of this as both admirals waited uncomfortably, sensing that this was perhaps the crucial round of the battle. Up to now firing had been inconclusive at best and there was a feeling that this could not last much longer.



In the Attack phase amidst a further exchange of torpedoes *Nagato* finally brought all its guns to bear on the unlucky *Juneau*, which sustained 12 hits and was instantly sunk. *Pensacola* finally sank the *Mogami* while *Kongo* engaged *South Dakota*, scoring a critical hit on her Crew and starting a fire. *Brooklyn* then returned the favour, starting a



small fire on *Kongo*! Things were indeed warming up, although once more *South Dakota* failed dismally, adding just two more damage to *Kongo*. Finally, in a mass of destroyer gunfire the *Fletcher* was unlucky enough to take a critical hit and promptly sunk as well.

In the End phase a barrage of torpedoes struck, leaving *Pensacola* crippled and *Atlanta* sunk on the American side, while on the Japanese side *Kagero*, *Fubuki* and *Hatsuyuki* were all sunk.

Turn 4

Initiative stayed with the Americans but their extra ships meant the Japanese still had a lot of control of the move phase, being able to move less important ships first. The three surviving US destroyers continued towards *Nagato* and *Kongo*, intent on peppering them with torpedoes, while *Furutaka* and *Oyashio* closed with *South Dakota*, probably guided by the sound of Vice Admiral Barstow berating his gunnery officers.

In the Attack phase *Clemson* launched torpedoes at *Kongo*, while *Furutaka* did the same to *South Dakota* and *Miyuki* fired torpedoes at the increasingly battered *Brooklyn*. *Pensacola*, with a single shot available then rolled a critical on *Nagato*, and for a moment Rear Admiral Nikigriki went ashen – could a single shot cause a complete change of fortune? No, as it happens. Rolling a dismal one for the critical hit against the *Nagato*'s engines, a damaged turbine meant a whopping one-inch speed reduction. Not wishing to see a grown man cry, Nikigriki closed his eyes and giggled maniacally instead. Which was nice.

Kongo then rubbed salt into the wound by sinking *Brooklyn*, although *South Dakota* got some measure of revenge by utterly destroying *Furutaka*, inflicting four critical hits in one go and blowing



her out of the water. Vice Admiral Barstow could only be left wondering the outcome if this barrage had struck *Nagato* on turn 2. With little else to shoot at, *Nagato* easily sank the *Hudson*.

Finally, in the End phase, ten Damage Dice worth of torpedoes hit the *Kongo*, but running to form not one caused a critical, meaning just 10 points of damage and reinforcing the feeling that today was not going to be a good one if you were an American.

Turn 5

With considerably fewer ships on the table, the moves began to speed up and the likely outcome became clearer. Had this been a campaign game I would have pulled of at this point, if not before, but the beauty of a one-off game is that you can comfortably fight to the last man without recriminations. With that the remaining US destroyers attempted to get to grips with the *Nagato* in the hope that a freak torpedo hit might still snatch victory, although with *Oyashio* launching a wave of Long Lances at *South Dakota* it seemed more likely that it would be the Japanese who would see further success.

In the Attack phase *Pensacola* tried for another miracle shot, this time on *Kongo*, but you don't get

that kind of luck twice in a battle and only a single point of damage was added to *Kongo*'s increasingly damaged hull. *Kongo* then returned fire on three targets, missing *South Dakota* with its 'Y' Turret but destroying both the battered *Pensacola* and the heroic little *Clemson*. To make matters worse *Nagato* unleashed a broadside on *South Dakota*, causing 5 damage and disabling her engines with a great critical hit, leaving the American flagship dead in the water. Then with her secondary armament she sank the *Graham*, while all *South Dakota* could do was a feeble 4 points of damage on the *Kongo*.



I was dreading the End phase, waiting for the torpedoes to hit *South Dakota*. Nick's dice rolling didn't let me down, as 14 points of damage were inflicted along with a critical on the Crew area, starting the maximum 6 fires in multiple explosions and killing 19 points of crew! It looked like my number was up.

Turn 6

With just six ships still afloat and only one being American, it seemed pretty clear what was going to be the focus of attention, particularly as *South Dakota* was dead in the water. Just for good form the Japanese retained the Initiative. *Oyashio* sailed



rapidly away from the burning battleship, happy to still be alive, while the three big ships exchanged fire, *South Dakota* finally and belatedly crippling *Kongo* and taking a combined total of 8 damage points in return.

In the End phase I managed to extinguish all but one of the fires on *South Dakota* but the engines remained stubbornly disabled. It seemed only a matter of time.

Turn 7

Not much sophistication to movement now, and it was all down to gunnery. There was still an outside hope that the Americans could win but only if they broke with habit and learnt to shoot straight!

The crucial decision was whether to gamble everything by firing on *Nagato* or play the odds



and take out the crippled *Kongo*, which only had two turrets remaining but was still a threat. Playing the odds, *South Dakota* held the Initiative and finished off *Kongo*, gaining a degree of revenge and satisfaction. This was short-lived though as *Nagato* poured another heavy dose of fire into the American battleship and finally crippled her.

Turn 8

Unsurprisingly with *South Dakota* a sitting duck, *Nagato* chose to crawl through the water and enjoy her finish. The Americans managed to keep the Initiative meaning there was one last hope of a freak result, although only one turret was still operational. Only 4 damage points were inflicted but once again a critical hit showed up. It turned out to be on the *Nagato's* weapons and for a moment we wondered if there might be a magazine explosion, but it was not to be. Instead one of the anti-aircraft weapons fell into the sea. Not a lot of use really. Recovering his composure, Rear Admiral Nikigriki ordered his gunners to finish the business and a succession of hits finally sank the *South Dakota*, leaving Admiral Barstow to unceremoniously flee in a lifeboat. The battle was over.

Result

Rear Admiral Nikigriki: 51 points
Vice Admiral Barstow: 36 points

Conclusion

Nick: Yay! Victory at last! I'm really pleased with the way it went. I had a definite plan from the start, and even though I had to set up first Ian's deployment meant I could proceed with it unaltered. My front destroyer group really

made all the difference, and being able to launch torpedoes a turn earlier than the Americans thanks to the superior range of Japanese torpedoes meant that a barrage of hits was practically guaranteed as long as the destroyers survived first contact.

To be fair Ian had atrocious dice luck, particularly at critical times, and without *South Dakota* pulling her weight, the rest of his fleet was always going to be in trouble. I think I an made a mistake separating his flagship from the rest of the squadron, although I can see what the idea was and had his firing been more effective in the early stages things might have gone differently. All in all a thoroughly satisfying result which I think shows that you can always win if you play to the strengths of your fleet.

Ian: Well, that went well. I learnt an important lesson today. Never EVER borrow dice from Fordy. They were utterly useless. I was quite happy with my original plan and even allowing for the Japanese torpedo superiority we got in more than enough shots to win the battle. I even scored more critical hits than Nick, but couldn't roll higher than a two! That isn't to take anything away from Nick. His planning was very good, and he separated his force into three effective groups, each with a set task. Furthermore, they all accomplished what they set out to do.

Apart from Fordy's rubbish dice, what other lessons did I learn? Well, I have increasing respect for Japanese destroyers for a start! Once they got within torpedo range we were always going to be in bother. That said, I can't help thinking that with some decent dice rolls things would have gone differently, but I left myself with no alternative once Plan A had gone wrong. So, well done to the Greek, but I have a feeling Vice Admiral Barstow and Rear Admiral Nikigriki will meet again!

Monty's Offer of the Month

STARSHIP TROOPERS ARMY DEAL

As it's coming up to Christmas Monty wanted to make sure you get exactly what you want under the tree come the 25th, and he knows what you really, really want are Starship Troopers army deals! In case you missed them on the web site here they are again in all their glory.

Arachnid Invasion Force: Spearheaded by the immense and heavily armoured Tanker Bug, the Arachnid Invasion Force, also includes 18 Warrior Bugs, and 9 fast-flying Rippler Bugs. There are also three additional models that can be built as either Blister or Blaster Bugs, giving you some ranged support. Only \$120/£80 including P&P.

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The Praxis Invasion



Hadrian Tulk

A multiplayer scenario for the Starship Troopers miniatures game by the North London Wargames Group

SICON has issued orders for an all-out offensive on the world of Praxis; a planet which if taken could provide a vital staging ground for more offensives into Arachnid space as well as play a key role setting up a vital supply line to Federation border worlds. However, Praxis is teeming with Arachnids who will stop at nothing to hold this vital staging post. The bug threat must be purged in order to designate Praxis a safe world. The legendary Roughnecks must retrieve information on the planet, vital to the advance of this offensive, from SICON agents. These agents must be found in order to keep the MI's drive going past the beachhead.

Mobile Infantry Briefing

This is it. The orders have been issued. Wipe out every Arachnid you get in the sights of your rifle and make Praxis a colony of the Federation. Every unit is on standby and ready to march on the Arachnids. However, some of our expedition's personnel were left behind in the initial scouting of Praxis. These included the elite unit of the Roughnecks. These units are invaluable to the advance of this campaign because of the

intelligence they hold, so it is vital that we retrieve all or most of them so the invasion will move swiftly.

Depending on what size game you wish to play, you can pick a force from 1,000 points to 3,000 points using appropriate Priority Levels.

Your force is randomly determined by making up 500 point cards of your entire force then selecting however many you need to meet the points requirement: for example, two 500 point cards for 1,000 point game.

The following units and models should be included in your force (or suitable substitutes of equal points value). Their points value is deducted from your total points:

- SICON intelligence officer
- Two fleet operatives
- the Roughnecks Squad
- one five strong squad of Mobile Infantry including a Standard Bearer.

You deploy first and take the first turn.

Arachnid Briefing

The humans believe they can eject us from our long-standing nest on this world and use it to attack more worlds in our space. This foolish offensive must be crushed, with every Arachnid fighting. We must cripple their intelligence forces so that they will not be able to stage another offensive like this again.

Depending on what size game you wish to play, you can pick a force from 1,000 points to 3,000 points using appropriate Priority Levels.

Your force is randomly determined by making up 500 point cards of your entire force then selecting however many you need to meet the points requirement; for example, two 500 point cards for a 1,000 point game.

You are allowed up to three tunnel entrances and two concealed entrances for this game as well as four tunnelling markers.

Mission Length

The game lasts six turns or until all objectives have been achieved, whichever comes first.

Victory Conditions

When all objectives have been achieved or at the end of the sixth turn, calculate Federation Victory Points as follows:

SICON Agent

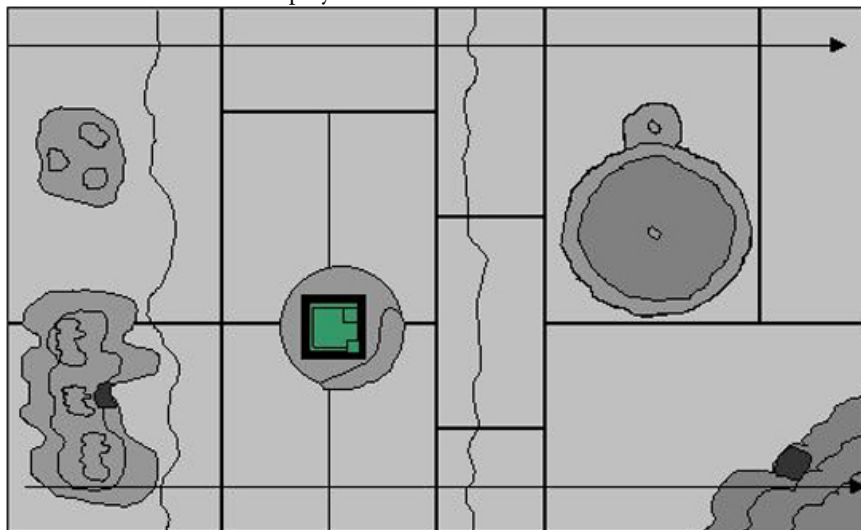
10 Points if he has left the table via the MI table edge.
5 Points if he is alive on table and not within 12 inches of any Bugs.

The Flag

6 Points if the Flag is still on the table (in other words, the model has not been removed as a casualty).
1 Points for each honour guard that is still on the table (in other words, the model has not been removed as a casualty).



MI Deployment Zone



Arachnid Deployment Zone



Fleet Crew

10 Points if both crew have left the table via the MI table edge.
5 Points if one of the crew has left the table via the MI table edge.

Data Capsule

10 Points if any MI Officer / NCO is in possession of the capsule at game end and is not within six inches of any Bugs.

Roughnecks

2 Points if the Lt (Jean Razak) is alive at game end.
1 Point for each Roughneck that is alive at game end.

Results

- 40 – 50 Points = Massive Federation Victory. Praxis is free from Bugs! It is now a firm colony and staging ground for the Federation!
- 31 – 40 Points = Major Federation Victory. The Bugs are on the run!
- 21 – 30 Points = Pyrrhic victory. Beware the Bugs counter strike!
- 11 - 20 Points = Defeat for the Federation. The Bugs are coming!
- 0 - 10 Points = Disaster. Praxis is now a Bug Planet!



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