Signs & Portents

WARGAMER

40

Battlefield Evolution Launch!

Yes, it's here. Get it while it's hot!

Dilgar Tactical Manual

Because Even The Bad Need Attention

Heroes of the Rodina

Second Part Of Our Victory At Sea
Russian Fleet Lists

Plus...Operation Alphabet VaS Report, Z-Plan Kriegsmarine,
Starship Troopers Adventure Game and lots, lots more!

I remember when I was about 15 thinking that it would be really cool (not *kewl*, you understand - we didn't have that back then) if I could play wargames for a living. Then obviously I got real and carried on with life. Now I play, write about and oversee the creation of miniatures for wargames. What were the odds?

This makes me a pretty lucky bloke, all things considered. I just thought I'd mention that.

So what have I been playing - I mean, working on - this last month? Well, with Christmas bearing down as I write this editorial things have been rather hectic, especially with Battlefield Evolution continuing its inexorable drive towards the streets. I did still find time to butt heads with Nick the Greek again in another battle report for Victory at Sea. I have to say we are really getting into *VaS* here at the Studio, with ongoing games often left on one of the gaming tables for several days, although I am still uncertain of my favourite fleet. At the moment I'm edging towards the Japanese. The Long Lance torpedoes are something else and coupled with some serious long ranged artillery makes for a powerful force. Then there's the Americans with their powerful carriers, or the Kriegsmarine with their famous commerce raiders, plus the British of course, the finest navy in the world.

Still, that's enough of me rambling on about what I like. Back to business. Actually, that's the cool thing about editorials. It's a few hundred words of free waffle. I can say what I like really, though to be safe I won't mention Fordy's depleting hairline...

What's in the magazine? Give me a break. Look on the very next page and you'll see. Do you want me to do everything for you?

Here's hoping you had a happy New Year and that all your ATGMs roll Kill scores.

Ian

Contents

Battlefield Evolution Launch

Our ultra-modern miniatures game hits the shelves to the sound of automatic weapons fire.

5

BATTLEFIELD EVOLUTION

Basic Tactical Manual: Dilgar

31

BABYLON 5

It's the return of the Basic Tactical manual as Alan Oliver takes a look at the Dilgar

Operation Alphabet

Ian Barstow and Nick Robinson prepare broadsides and steam into another Victory at Sea battle report.

53

Extinction Protocol

61

HERE THEY COME!

FALL BACK! GET TO THE JUNCTION!

STARSHIP TROOPERS

EYE ON MONGOOSE
This Month's Releases and Stockist News

Omega Command Destroyer

The most advanced ship in the EarthForce fleet to use wholly human-originated technologies, the command destroyer is a mobile fortress and headquarters. Even though the command destroyer has been harried by design and maintenance problems throughout its career, it showed its prowess in both the Earth Civil War and the Drakh conflict superbly. Omega command ships are prized members of any battle formation, leaving a serious impression on both friend and foe when they are committed to war. Not only do they have complete control over the movements of allied vessels, but the weapon layout of the ship allows it to 'lead by example.' The damage potential of the forward heavy lasers have been exponentially increased over the standard Omega, using refinements in energy allocation and power delivery systems researched while reverse-engineering alien technologies for the top-secret projects of Clark's regime.

The rules for the Omega Command Destroyer can be found later in this issue of *Signs and Portents Wargamer.*

BATTLEFIELD EVOLUTION

With the first wave hitting shelves at the end of this month, your tabletop can soon play host to the warzones of the near-future.

EFTF British Army Challenger II MBT

Plated in second generation CHOBAM armour, the Challenger II is one of the best-protected tanks in ever designed. Incredibly fast over rough terrain, its smoothbore 120mm gun can engage a variety of targets in both open and urban environments.

Ready to receive an Automatic Protection System for increased survivability, there are few main battle tanks as well rounded and capable as the Challenger II, making it a solid addition to any European or British Army-only force.

PLA Type 99 MBT

A quantum leap forward for the PLA, the Type 99 has much in common with its Western counterparts. Though based on the older Type 98, it has vastly increased capabilities in terms of both lethality and protection, approaching that of the Challenger II and M1A2 Abrams.

The 125mm smoothbore gun features an autoloader, and can fire a variety of ammunition, including depleted uranium shells. This allows the Type 99 to compete on a serious level on the modern battlefield.

More importantly, the Type 99 can be fielded in larger numbers than the main battle tanks of other armies, allowing the PLA to always retain their main advantage, even when deploying high technology vehicles.

USMC M1A2 Abrams MBT

With successive upgrades and refits, the Abrams retains its position as one of the pre-eminent main battle tanks in the world. It stand in the forefront of any major USMC assault.

Multiple auxiliary weapons allow the Abrams to readily adapt to urban warfare, and this capability has been enhanced by the TUSK update, which includes RPG traps, reactive armour and additional protection for crew members. Added to the tank's facilities that enable it to integrate with a fully digital battlefield, and there is no better armoured vehicle for a marine to be.

EFTF British Army Infantry Section

Comprising some of the most disciplined and well-trained troops in the world, the British Army has a long and proud history. This infantry section may be divided into two fire teams for greater tactical flexibility.

Equipped with the latest FIST (Future Infantry Soldier Technology) integrated combat systems, the British Army soldier now has instant access to battlefield data, raising his situational awareness in firefights. Linked to his L85A2 assault rifle, FIST makes him at least the equal to any opposition he is likely to face.

Two section members are armed with the Minimi Para machine gun, while two others have the AG36 underslung grenade launcher fitted to their rifle.

PLA Infantry Squad

Both versatile and numerous, the soldiers of the PLA appear as an irresistible wave of humanity, sweeping across the battlefield. With a large squad, splittable into three separate fire teams, the PLA infantry are extremely versatile.

Two fire teams are armed with the advanced PF-89 anti-tank weapon, while the third features the QBB95 machine gun, allowing this squad to engage virtually any target with ease.

Though short-ranged, the PF-89 is a solid tank-killer, able to seriously damage or destroy the most modern armoured vehicles. The QBB95, a development of the QBZ95 assault rifle carried by the rest of the squad, can be set up to create lethal fire lanes, effectively denying whole areas of the battlefield to the enemy.

For ultimate flexibility, you have the option of dropping one or two teams, allowing you to tweak your force to the desired level of lethality.

USMC Infantry Squad

Enjoying massive logistical support, the USMC has expanded its role to enable it to fight any enemy and expect victory. Fully equipped with the latest Land Warrior integrated combat system, the marines of the modern battlefield have access to critical real-time tactical intelligence, while their thermal imaging gun cameras mean there are few places for enemies to hide.

The squad can include up to four fire teams for maximum impact, though can operate with as few as one, for ultimate flexibility. Each fire team comes with a rifleman armed with an underslung grenade launcher and another equipped with an M249 SAW machine gun. There are few enemies that will not be overwhelmned by the firepower of this squad.

MEA Infantry Squad

Never giving an inch to an invader, the men and women of the MEA have vowed to defeat their oppressors. Armed with AK-103 assault rifles and RPG-29's, they are staunch defenders of their ideals, capable of giving any attacker a bloody nose.

This unit can be upgraded to include more squad members, two of which may carry RPG-29's, a powerful weapon capable of winkling enemy infantry out of hard cover. It is the foundation of Middle Eastern Alliance forces and extremely versatile on the battlefield.

LORD OF THE NAZGUL©

THEY ARE COMING!

SALUTE
z e r o   s e v e n

FREE
GLORFINDEL© &
LORD OF
THE NAZGUL©

MITHRIL MINIATURES
LIMITED EDITION
COLLECTORS SET
FOR THE FIRST 4000
THROUGH THE DOOR **ONLY**
at SALUTE ZERO SEVEN
FIGURES SCULPTED BY CHRIS TUBB

*SEE WEBSITE
FOR DETAILS

APRIL 21 LONDON ExCeL WWW.SALUTE.CO.UK
WWW.SALUTE.CO.UK FOR ADVANCE ENTRY & INFO
SALUTE: THE GREATEST GAMING SHOW IN EUROPE!

WIN £500 AT SALUTE

Old Rivalries

The Neverending Struggle between Narn and Centauri Continues

Greg Smith

By 2272, the Centauri Republic felt empowered again. Their fleet had held off a Minbari incursion into their territory and they had a powerful new warship that dwarfed even the mighty Octurion. With the Earth Alliance, the Minbari and the Interstellar Alliance all chasing the Drakh, the Centaurum decided that their navy could strike without incurring retribution. Only the Narn were likely to respond to Centauri aggression, so the Centauri admiral's planned to strike their old enemies and remove their ability to counter-attack.

The Narn, along with the Drazi, were responsible for bombarding Centauri Prime and reducing their capital to rubble. It was the Narn that attacked them in 2263. The Narn were vengeful and the Centauri were sure they intended to wipe them out in retribution for their long years of slavery. The Narn were building super dreadnaughts that were certainly headed for Centauri Prime in the near future. The Narn had to be stopped.

The Centauri admirals planned a massive surprise attack on the Narn shipyards at Quadrant 24. If they could cripple the orbital facilities that produced the Narn's new vessels and destroy a significant number of ships, it would be a number of years before their enemies would have the forces to begin a war of conquest.

The Centaurum approved the plan.

Scenario 1: Picket Ships

With the majority of the Narn pickets ships guarding Quadrant 24's jump gate, the Centauri chose to exit hyperspace on the opposite side the system. The Narn detected the Centauri jump points opening and ordered their faster ships to intercept the attackers while the slower defenders were called back to defend the shipyards.

Two of the Narn's newest G'Vrahn fast cruisers positioned themselves in the path of the Centauri, with a host of escorts and patrol ships alongside them. The Centauri, confident in their superiority, did not waver from their course and began a frontal attack.

Historical Note: The Narn sentry ships that stood between the Centauri and their shipyards were overmatched. The two G'Vrahns paired up to attack the Adira and inflicted heavy damage on the Centauri flagship before falling foul of her neutron cannons. The smaller Narn vessels could not stand against the power of the Centauri battleships.

Centauri Republic Fleet: One Adira royal battleship, one Octurion battleship, one Primus battle cruiser, one Altarian destroyer, one Dargan strike cruiser and six Vorchan warships. These ships are the cream of the Centauri fleet and all have Crew Quality 5.

Narn Fleet: Two G'Vrahn fast cruisers, one Var'Nic long range destroyer, two Ka'Toc battle destroyers, two G'Karith patrol cruisers and four Sho'Kos patrol cutters. The G'Vrahn and the Var'Nic destroyers are ships of the line and have Crew Quality 4 while the rest of the Narn ships' crews are inexperienced and have Crew Quality 3.

Pre-Battle Preparation: Stellar debris should be positioned randomly, reroll any results that call for a planet to be placed. The Narn player sets up first in his deployment zone indicated on the map. The Centauri player then sets up his ships. Initiative is determined normally.

Scenario Rules: There are no special scenario rules.

Game Length: Until victory is achieved.

Victory and Defeat: The battle continues until one side is completely destroyed. If the Narn win, they have scored a major victory over their old enemies. The most likely outcome is a Centauri victory, and the surviving Centauri ships must continue their attempt to destroy the shipyards.
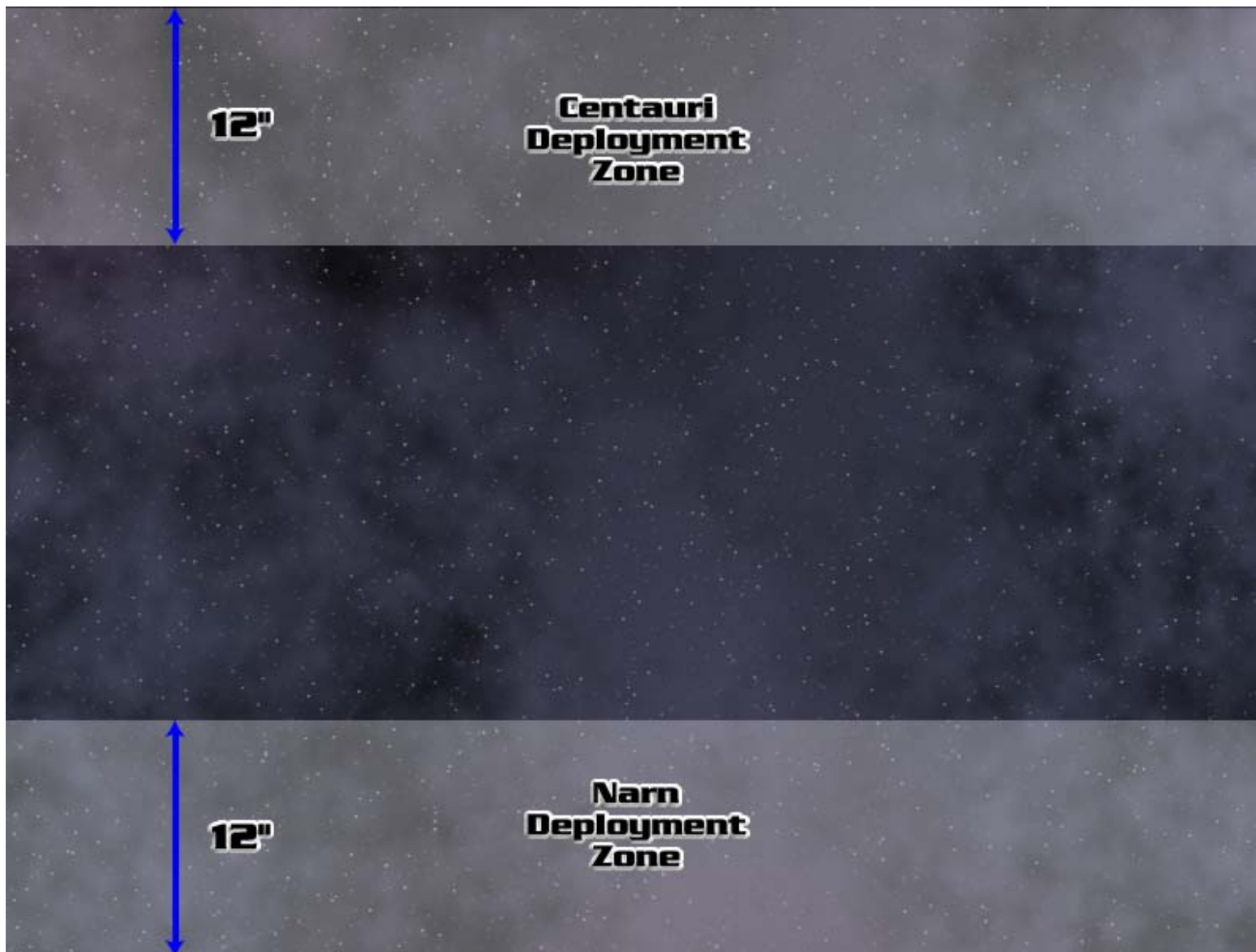
Scenario Two: Ka'Bin'Tak

The Narn had an ace up their sleeves – a Ka'Bin'Tak super dreadnaught was docked at the shipyards. Centauri scouts had drastically underestimated the state of completion of this dreadnaught. The Centauri admirals believed it be an empty hull, when in fact it was space-worthy. While the Centauri ships were inbound, the massive ship was being prepared for battle.

The Centauri had only a limited time to do destroy the shipyards before Narn ships from the outer system could reinforce the yard's defences. Their unusual approach from the far side of the system meant they had to circle the planet before they could fire at their target, which slowed them down. Still, they moved into position and began their attack.

Historical Note: Facing an immensely powerful battleship, with Narn reinforcements bearing down on them, the Centauri had their work cut out for them. The Narn dreadnaught duelled with the Centauri royal battleship while the rest of the fleet bombarded the shipyards. The Republic fleet had taken a battering in the fight with the Narn pickets but they retained enough firepower to cripple the shipyards before making good their escape, although the Adira had lost all motive power and could not follow. The Centauri crew overloaded her reactors and destroyed her, rather than let their prize flagship fall into the Narn's grubby hands.

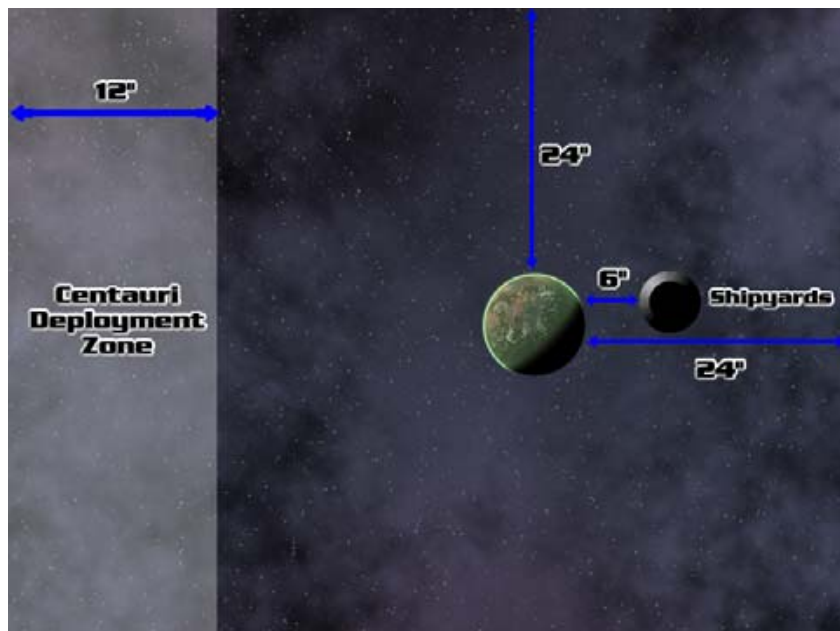**Centauri Republic Fleet:** The Centauri fleet comprises all of the ships that survived the battle in scenario one. Their condition remains unchanged from the end of that battle, however each ship will be able to make one attempt to repair each critical hit effect that it suffers from, as per the normal damage control rules.

Narn Regime Fleet: One Ka'Bin'Tak super dreadnaught, one G'Quan heavy cruiser, three Thentus frigates. All of the Narn ships have Crew Quality 4. A Narn listening post is used as the shipyards.

Pre-Battle Preparation: An Earth-like planet is placed as shown on the map. No other stellar debris is used. The shipyards are positioned 6" away from the planet. The Ka'Bin'Tak is placed with 2" of the shipyards. The other Narn ships may be deployed within 6" of the planet. The Centauri player sets second. Initiative is determined normally.

Scenario Rules: The rules for space stations are used.

Game Length: Ten turns, or until the victory conditions have been met.

Victory and Defeat: Victory conditions for each side are shown below.

	Narn	Centauri
Shipyards reduced to 0 damage points.	Major Defeat	Major victory
Shipyards crippled	Minor Defeat	Minor Victory
Shipyards suffer major damage	Draw	Draw
Shipyards not reduced below first threshold	Minor Victory	Minor Defeat
Shipyards undamaged (or victory in Scenario One)	Major victory	Major Defeat

If the Centauri destroy the Ka'Bin'Tak they will achieve a level of victory one above that shown in the table.

Science Fiction

Aeronef	$9.26
Aeronef Captain's Handbook	$9.26
ASTRAL CONFLICT Spaceship Wargaming	$1
Babylon 5: A Call to Arms Counter Sheets (Revised)	$4.95
Babylon 5: A Call to Arms Rules Supplement 1	$4.95
Babylon 5: A Call to Arms Rules Supplement 2	$4.95
Babylon 5: A Call to Arms Rules Supplement 3	$4.95
Babylon 5: Sky Full of Stars	$17.49
Babylon 5: Sky Full of Stars Counter Sheets	$4.95
Babylon 5: The Dilgar Imperium	$6.97
Babylon 5: The Earth/Minbar War	$12
Campaign Moderator's Companion	$9.95
Capital Ships (Astral Conflict Supplement Two)	$1
Defiance: Vital Ground	$15.95
For A Fistful of Fusion (Astral Conflict Supplement One)	$1
Iron Stars Rulebook	$9.95
Iron Stars: The Merchant War	$9.95
Starmada X	$8.95
Starmada X: Brigade	$10.95
Starship Troopers Painting Guide	$5
Starship Troopers: The Arachnid Army Book	$13.97
Starship Troopers: The Klendathu Invasion	$10.97
Starship Troopers: The Roughnecks	$9.07
The Escalation Wars: Empire Rising	$14
The Menagerie	$10
VBAM: The Starmada Edition	$12.95
Victory by Any Means Campaign Guide	$15
Wars of the Boltians and Kuissians	$12

Ancients

Phalanx	$3
Salamis ad Actium	$10

Eighteenth Century

Fire As She Bears	$12.50

Napoleonic

Form Line of Battle	$10
Grand Fleet Actions in the Age of Sail	$8.50
Ship of the Line	$8.95

Modern

Blazing Jets	$7.95
Fox Two Reheat!	$10
Marines vs. Zombies	$3.95
The Hill Battles, Khe Sanh 1967 Scenario Book	$10

Sports

The Grid	$19.95

World War I

Aces at Dawn	$8.95
Biplane Barmy	$6.45
Fighting Fleets	$10
Fire When Ready	$10
Grant Fleets	$10.95
Jutland	$8.50
Perfidious Albion	$10
Stringbags	$10
Tsushima	$8.50

American Civil War

Blue Steel, Grey Thunder	$8.50
Iron and Fire	$10

World War 2

Action Stations	$10
Angels 15	$10
Blitzkrieg Commander Lite	Free!
Scramble	$10
Sea Wars Fleet Action	$12.50

Generic

3D Gothic Courtyard	$3
Castle Gateway	$2
Castle Walls	$2
Clash of Steel Miniature Rules Version 1.1	$3.95
Clash of Steel Rules Supplement One	$1
Norman Keep	$2
King of the Hood Card Game	$2
Roar of the Crowd	Free!
Treasury	$2
Temple of Athena at Delphi	$3

Wild West

Tombstones n' Tumbleweeds (TnT)	$7.16
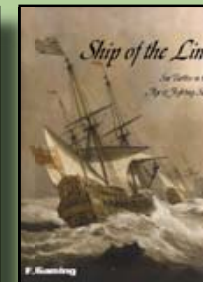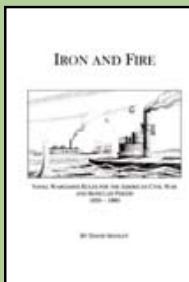
Fantasy

ARES Expanded Rulebook	$9.95
Clash of Steel the Card Game (Fantasy Edition 1.0)	$2
Clash of Steel the Card Game Expansion One: Humans	$1
Disposable Heroes Fantasy Collection (Static Edition)	$9.99
For The Masses	$9.95
Mighty Armies	$4.95
Mighty Armies Barbarian Reference Sheet	Free!
Mighty Armies Dwarf Reference Sheet	Free!
Mighty Armies Orc Reference Sheet	Free!
Mighty Armies Wild Elf Reference Sheet	Free!
Raze the Castle!	$1

Free!

Hex Grid Map	Free!
Signs & Portents Roleplayer	Free!
Signs & Portents Wargamer	Free!
Soccer Ruleset	Free!

Join the group of companies on wargamingonline.com

Sign up as a manufacturer and within 24 hours your products can be up for sale on the website!

Signs & Portents WARGAMER

Victory at Sea

Z-Plan Kriegsmarine

by Agis Neugebauer (with some serious help from Rich L. Bax and the rest of the "Salty Seadogs" VaS playtest group)

Part One

With thanks to Michael Emmerich whose website (http://www.german-navy.de/ kriegsmarine/zplan/index.html) was a great primary source for all the ship data and pictures in this article.

Please bear in mind that this list is not intended to provide an unbeatable fleet list but to add an additional level of "What If" games to Victory at Sea. Use it in friendly games and have fun.

The Z-Plan was Germany's fleet building program started shortly before World War 2. In the mid 1930s a major discussion about a new fleet program started in Germany. There were two strong opinions as to what kind of program should be chosen. One plan was focused on a large submarine fleet and a relatively small surface fleet for coastal protection, this plan was preferred by the U-Boat fraction in the Kriegsmarine command. The other alternative was a mixed fleet of various surface ships and a much smaller U-Boat fleet, quite similar to the Imperial Navy in World War I or the British Royal Navy. In the end, this plan was chosen as the new fleet building program, after several modifications it was called the "Z-Plan".

According to this plan, the German Kriegsmarine would have grown to about 800 units, centred on:
- 13 battleships and battlecruisers
- 4 aircraft carriers
- 15 panzerschiffe
- 23 cruisers
- 22 so called "Spähkreuzer" which were basically large destroyers

These ships would have been built between 1939 and 1946, and in this time, the personal of the Kriegsmarine would have grown to 201,000 men and over 33 billion Reichsmark would have been spent building these new units.

This project was never really based in reality. It was highly unlikely that the German industry would have had the resources for such a construction program and equally unlikely that the other European Nations would have stood still and not react to this program. The realization of the Z-Plan started on January 29th, 1939, when two H-Class battleships were laid down. Three months later Germany quit the fleet treaty with England and the dream of "No more war against Britain" was gone. Four months later Germany attacked Poland and work on all Z-Plan projects was suspended. Within a few months, all incomplete ships of the Z-plan were scrapped and the material used to build additional submarines.

Battleships

The six battleships of the H-class were the projected successors of the battleships *Bismarck* and *Tirpitz*.

These ships would have been the core of the Z-Plan fleet, and were mainly enlarged and improved versions of their predecessors. Designed with a commerce war in mind; diesel engines were selected instead of the usual high pressure steam turbines typically used for ships of this size.

Design of these ships started in 1937, and a total construction time of 50 months was projected to complete a ship of this class. All ships were scheduled to be completed by 1944. Only two of the ships were actually started, *Schlachtschiff H* at Blohm & Voss, Hamburg on June 15th, 1939 and *Schlachtschiff J* at AG Weser, Bremen on August 15th, 1939. Construction was stopped on October 10th, 1939 as the focus in German naval construction switched to the construction of more U-boats instead of battleships. To date, 1200 tons of steel was already used for the *Schlachtschiff H*, 3500 tons were in construction and another 12000 tons on order. (*Schlachtschiff J* was still in an earlier phase of construction). In 1940, the used material was wrecked on the shipyard and used elsewhere.

The Z-Plan Kriegsmarine List

The following list supplements the official Kriegsmarine fleet list of the main Victory at Sea rulebook:

Priority Level: Skirmish
M-Class Cruiser
"Spähkreuzer" - Recon Cruiser

Priority Level: Raid
P-Class Cruiser
Priority Level: Battle
O, P, Q-Class Battlecruiser

Priority Level: War
H-39-Class Battleship

H-39-Class Battleship
Possible ship names of this class: Hindenburg

In keeping with the decision to have heavy German warships resemble each other, the H Class design was to appear as an enlarged Bismarck at first glance. However, the design of the H Class varied in many important points from the earlier battleship. The design was started and laid down under the H-39 design. The most noticeable difference between the two was the two-stack arrangement of the H Class. If you look at the funnel caps to the new design you'll find a series of circular exhaust vents in each cap instead of the open grates at the caps of the stacks of Bismarck and Tirpitz. The earlier design employed a conventional steam plant for propulsion but the ships of the H Class were designed for diesel plants. The large volume required for intakes and uptakes for twelve propulsion diesels, providing a top speed of 30-knots, and twelve diesel generators necessitated two stacks. These space requirements also prevented a hangar/catapult arrangement amidships as in Bismarck. The hangars for four Ar-196 floatplanes were placed in the aft superstructure with rails running on either side of the aft turrets to a centreline catapult aft of turret D. Long range was desired for these battleships and the diesel powered design had significantly greater range than designs based on steam plants. The H-39 design gave the ship a range of 16,000 nm at 19-knots compared to the range of Bismarck of 9,500 nm at 19 knots. At first glance the turrets of the H Class ships appeared the same as those on Bismarck but of course they were larger in order to mount a new class of 16-inch guns.

Speed: 6" **Armour:** 6+ **Special Traits:** Aircraft 4, Torpedo Belt, Armoured Deck, Radar

Turning: 1 **Damage:** 51/17 **In Service:** 1944 (Planned)
Target: 4+ **Crew:** 92/30

Weapon	Range	AD	DD	Special
A Turret (2 x 16 in)	41"	2	3	AP
B Turret (2 x 16 in)	41"	2	3	AP
X Turret (2 x 16 in)	41"	2	3	AP
Y Turret (2 x 16 in)	41"	2	3	AP
Secondary Armament	17"	5	1	Weak
AAA	8"	6	-	
Port Torpedoes	10"	2	3	AP, Slow-Loading
Starboard Torpedoes	10"	2	3	AP, Slow-Loading

Length: 872 ft. **Displacement:** 62.496 t
Speed: 30 kts. **Crew:** 2.300
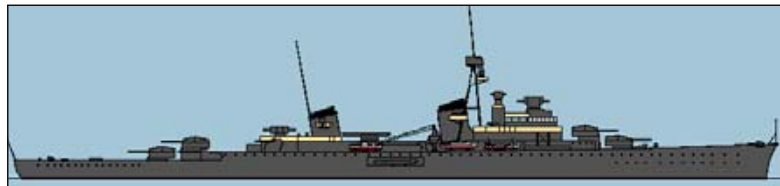
M-Class Cruiser
Possible ship names of this class: unknown

The planned M-Class Light Cruiser (leichte Kreuzer) were long range escorts intended for detached open-ocean battle groups. The M-Class Light Cruisers were to accompany O, P, Q-class battle cruiser and then proceed on missions independently. At least two of each would screen the main hunting groups.

Speed: 7" **Armour:** 3+ **Special Traits:** Aircraft 2, Radar
Turning: 2 **Damage:** 11/3 **In Service:** 1943 (Planned)
Target: 5+ **Crew:** 37/12

Weapon	Range	AD	DD	Special
A Turret (2 x 5.9 in)	26"	1	1	Weak
B Turret (2 x 5.9 in)	26"	1	1	Weak
C Turret (2 x 5.9 in)	26"	1	1	Weak
D Turret (2 x 5.9 in)	26"	1	1	Weak
Secondary Armament	13"	1	1	Weak
AAA	8"	1	-	
Port Torpedoes	10"	2	3	AP, One-Shot
Starboard Torpedoes	10"	2	3	AP, One-Shot

Length: 584 ft. **Displacement:** 10.400 t
Speed: 35.5 kts. **Crew:** 920

O,P,Q-Class Battlecruiser (Schlachtkreuzer)
Possible ship names of this class: unknown

In addition to the battleships of the H-Class, a group of 12 new armoured ships (*Kreuzer P*), successors to the famous *Admiral Graf Spee*, *Admiral Scheer* and *Lützow*, were part of the Z-Plan. The design studies for the three battlecruisers of the O-class (*Schlachtkreuzer O*, *Schlachtkreuzer P*, *Schlachtkreuzer Q*) were simultaneous started to those of the new Panzerschiff design (*Kreuzer P*) in 1937.
In 1939 an option was explored to replace the three existing Panzerschiffe with the same number of new battlecruisers. Construction orders were given to Deutsche Werke, Kiel, and the Kriegsmarinewerft in Wilhelmshaven and the Germaniawerft in Kiel in the same year, but none of the ships were started.
These ships were planed with the idea of commerce war in mind. Therefore, they would get a mixed propulsion system, diesel engines for long range medium speed cruising and additional turbines for high speed combat action. The main role of these battlecruisers was to engage enemy convoys and destroy transports and cargo ships. However, unlike the heavily protected H-Class battleships, these battlecruisers had armour protection only slightly better to that of a cruiser. So it's very doubtful that one of these ships would have been able to attack a well protected allied convoy.

Speed: 7" **Armour:** 4+ **Special Traits:** Aircraft 4, Radar
Turning: 1 **Damage:** 33/11 **In Service:** 1944 (Planned)
Target: 4+ **Crew:** 78/26

Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	40"	2	3	AP
B Turret (2 x 15 in)	40"	2	3	AP
C Turret (2 x 15 in)	40"	2	3	AP
Secondary Armament	17"	2	1	Weak
AAA	8"	3	-	
Port Torpedoes	10"	2	3	AP, One-Shot
Starboard Torpedoes	10"	2	3	AP, One-Shot

Length: 814 ft. **Displacement:** 35.720 t
Speed: 33.4 kts. **Crew:** 1.950
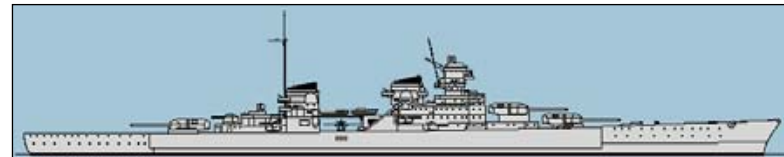
P-Class Cruiser (Panzerschiff)
Possible ship names of this class: unknown

In 1938 the first design studies for a Panzerschiff successor were made. The new Panzerschiff was called *Kreuzer P*, its specifications showed a bigger, faster and better protected version of the original design. In many respects it was a modification of the design of the *Panzerschiff D* and *Panzerschiff E*, the planned successors of the *Deutschland* class which were later modified to *Scharnhorst* and *Gneisenau*. As these ships were intended to be used for commerce war, they were designed to be superior to a heavy cruiser, in terms of artillery and faster than existing battleships.

It was planed to lay down four of these ships per year, starting in 1939 so that the complete Z-Plan battle fleet would be operational by 1947. The first three of these ships would get the 28cm (11") turrets removed from the *Scharnhorst* and *Gneisenau* during their conversion to 38 cm (15") guns. However, by 1939 it was obvious that the *Scharnhorst* and *Gneisenau* conversion could not be completed by 1941/42, when it was originally scheduled. Therefore, three of the planed *Kreuzer P* would be modified to get 38 cm turrets which were already in production, resulting in the Battlecruiser *O-Class*.

Although the ships were already assigned to shipyards, none of the *Kreuzer P* was ever ordered because of the start of World War 2.

Speed: 7" **Armour:** 3+ **Special Traits:** Aircraft 2, Radar
Turning: 1 **Damage:** 26/8 **In Service:** 1942 (Planned)
Target: 4+ **Crew:** 48/16

Weapon	Range	AD	DD	Special
A Turret (3 x 11 in)	45"	3	1	
B Turret (3 x 11 in)	45"	3	1	
Secondary Armament	17"	2	1	Weak
AAA	8"	2	-	
Port Torpedoes	10"	2	3	AP, One-Shot
Starboard Torpedoes	10"	2	3	AP, One-Shot

Length: 732 ft. **Displacement:** 25.689 t
Speed: 33 kts. **Crew:** 1.200
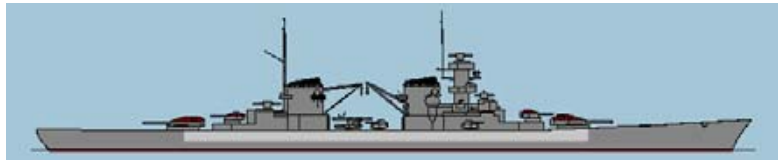
"Spähkreuzer" - Scout Cruiser
Possible ship names of this class: unknown

During the design process for the M-Class light cruiser, the construction office proposed a scheme for a super destroyer suitable for Atlantic employment. This became the Spähkreuzer, (literally "scout cruiser') designed to have superior armament to a Fleet destroyer, and be able to outrun any enemy cruiser. They would probably have scouted for the heavy units in North Atlantic. In action the Spähkreuzer would likely have screened the heavy units of the hunting group against the destroyers escorting the convoy.

Speed: 7" **Armour:** 2+ **Special Traits:** Radar
Turning: 2 **Damage:** 6/2 **In Service:** 1943 (Planned)
Target: 6+ **Crew:** 23/7

Weapon	Range	AD	DD	Special
A Turret (2 x 5.9 in)	26"	1	1	Weak
C Turret (2 x 5.9 in)	26"	1	1	Weak
D Turret (2 x 5.9 in)	26"	1	1	Weak
AAA	8"	1	-	
Port Torpedoes	10"	3	3	AP, One-Shot
Starboard Torpedoes	10"	3	3	AP, One-Shot

Length: 476 ft. **Displacement:** 5.713 t
Speed: 35.5 kts. **Crew:** 583

STARSHIP TROOPERS ADVENTURE GAME

Join The Fight! Service Guarantees Citizenship!
Part One of Two

Carl Walmsley

In this game, players take control of characters from the Starship Troopers universe, guiding them through a series of perilous missions in defence of the human race These missions, included in part 2 of the article, will take them to arachnid-infested outposts, treacherous bug tunnels and mysterious alien structures, all of which must be searched and secured in order to accomplish vital Sicon objectives As characters complete missions they will have the chance to gather better equipment, learn new skills and become all-round more effective bug-killing machines!

The game makes use of the miniatures from the Starship Troopers Miniatures Game There are also some similarities to the rules, but a number of changes and additions have been made to reflect the different scale and to provide more detailed characters.

The game is played out on a series of board sections – presented here – that represent the various tunnels, corridors and rooms that the characters explore.

Controlling the different creatures and obstacles the characters come up against is the **Overseer** It is his job to run the game and see to it that the characters do not have too easy a time of it!
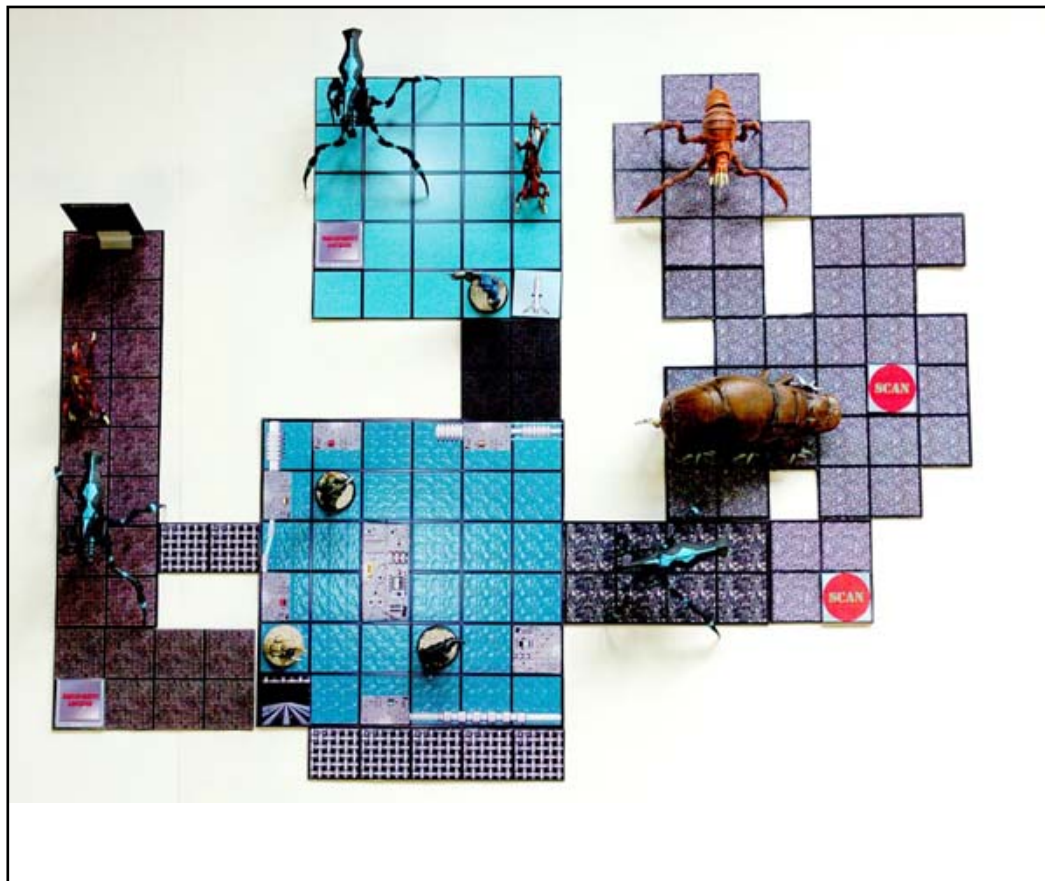
The Basics

The game is divided into a series of **turns** Each turn, every model on the game board has the chance to perform two actions: these include moving, attacking and using the various skills and abilities they have available to them.

As the game cycles through turns, the characters will explore their location, revealing new board sections and the creatures located there Every mission will have one or more **Mission Objectives**, which the characters must complete if they are to win the game – and greatly increase the amount of Experience their characters earn

Exploring the ever-expanding game board, characters will come across various hazards as well as items and information that will help or hinder their efforts Players are free to choose their route and adopt whatever tactics they see fit, creating a dynamic and open-ended game.

Board Sections

Included with part 2 of these rules are a number of board sections that you will need to print, cut out and stick onto card For the two missions presented with these rules, you will need two copies of:

Industrial Corridor Short

Bug Corridor Red

Bug Corridor Narrow

Giant Bug Chamber

Ventilation Shaft Marker

You will need one copy of each of the other board sections

You will also need the following Tokens and templates:

5 x Scan Token
1 x Sentinel Gun
1 x Equipment Locker
3 x Booby Traps
2 x Explosive Barrels
7 x Doors (double sided)
1 x Flamer Template

When assembling the doors, you should paste a copy onto either of side of an appropriately sized piece of card The bottom of each token should then be stuck onto a firm piece of card so that they will stand up Alternatively, you could use plastic stands from another game to hold up them up.

Character Design

I'm doing my bit. Are you?

Every player needs to select a character that they will control during the game. This is a quick process, which begins by choosing one of the four classes outlined below. This defines a character's starting characteristics, but Players have the chance to tailor their character, by choosing from the range of skills available to each class.

Ideally for a game, there should be four characters – one from each class – plus the Overseer. It is quite possible to play the game with fewer characters (though the Overseer may need to adjust the details of the mission to reflect this), or for players to control more than one character each.

Characteristics

Each character's abilities are measured using a series of eight characteristics, explained below.

Movement (Move)

This indicates how far many squares on the board the character may move during one action.

Accuracy (Acc)

This measures how good a shot the character is with firearms and other distance attacks. This is the character's Target Number when firing these weapons.

Close Combat (CC)

This is a measure of the character's skill in melee and hand-to-hand combat. This is the character's Target Number if he wishes to strike an opponent in close combat.

Attacks (A)

This indicates both how many close combat attacks the character can make during one action, and how much damage each attack inflicts. These two aspects of the Attacks characteristic are separated by a "/".

Certain characters may have more than one entry in the Attacks characteristic. This represents the fact that they have a choice of close combat attacks available to them.

Hits

This shows how much damage a character can sustain before he is killed (and removed from the game).

Armour (Arm)

This measures the amount of protection the character's armour provides against each attack

that hits him. The Armour rating is subtracted from the amount of damage he would otherwise have taken.

Initiative (Init)

This measures how quickly a character can think under pressure and is a general measure of how perceptive he is.

Rank

Ranging from 0 (private) to 4 (lieutenant), this represents how far a character has progressed through the Sicon Command structure. Advancing through the ranks provides access to unique training and equipment, but comes with a greater burden of responsibility.

Skills

Each character will also possess a number of other abilities, represented by **Skills**. Skills are divided into various **Disciplines** and represent the knowledge or training that may be built up over time, as characters complete missions and gain **Experience**.

Each Discipline is a collection of related talents and training. Only Classes with access to a particular Discipline will ever be able to learn the skills in that area.

Classes

A character's Class determines his role within a mission, as well as the type of training and equipment that he will begin the game with. Players are free to choose their Class, but a group with a mixture of specialities will have a better chance of accomplishing the diverse objectives required by most missions.

MI Trooper

Starting Characteristics:

Move	Acc	CC	A	Hits	Armour	Init	Rank
3	4+	4+	1/d6-1	6	3	3	0

Skills: Choose one Ranged Skill and one Melee Skill
Equipment: M-1A4 Power Suit, Morita Rifle with XW-110-G1 G/L, frag grenades
Disciplines: General, Ranged, Melee

MI Medic

Starting Characteristics:

Move	Acc	CC	A	Hits	Armour	Init	Rank
3	4+	5+	1/d6-1	6	3	5	0

Skills: First Aid plus one Ranged Skill
Equipment: M-1A4 Power Suit, Morita Rifle with XW-110-G1 G/L, First Aid Kit
Disciplines: Medical, General, Ranged

MI Tech

Starting Characteristics:

Move	Acc	CC	A	Hits	Armour	Init	Rank
3	4+	4+	1/d6-1	5	3	4	0

Skills: Repair plus one General Skill
Equipment: M-1A4 Power Suit, Morita Rifle with XW-110-G1 G/L, Repair Kit
Disciplines: General, Melee, Technical

Sicon Military Intelligence Agent

Starting Characteristics:

Move	Acc	CC	A	Hits	Armour	Init	Rank
3	4+	5+	1/d6-2	5	1	5	0

Skills: Scan plus one PSI or Ranged Skill
Equipment: TW-102-s pistol, armoured trench coat
Disciplines: General, PSI, Ranged

Sicon Military Intelligence Agents progress using their own Rank system, rather than that of the regular MI:

Rank	Title	Experience Cost
1	Lieutenant	-
2	Captain	1000
3	Major	2000
4	Lieutenant Colonel	4000

The Rank number grants access to the same range of abilities as with other characters. The cost of increasing to a new Rank is shown above.

Note that Sicon agents may find themselves 'taking orders' from an MI with a higher Rank number but a lower Rank title. This represents the Sicon agent yielding to the greater experience of the other, despite the official hierarchy.

For example, Lieutenant Rachael Choi is a newly appointed Sicon agent (Rank 1). In her first mission, she finds MI Sergeant Jones (Rank 2) taking the lead – in game terms, acting first. Choi's title means that she officially outranks Jones, but he has seen the inside of more bug tunnels than she would care to imagine and an unspoken agreement places him in charge.

Once each player has selected a class and chosen his skills, he should fill out the details on a character sheet and he is ready to play!

Skills

You are the Mobile Infantry's most dangerous weapon.

In the Starship Troopers Adventure Game, what a character knows – and learns from the missions he undertakes – is represented by Skills. New Skills allow characters to develop talents they already have or to learn something altogether new.

Skills are divided into six **Disciplines:**

General
Medical
Melee
PSI
Ranged
Technical

Access to each of the Disciplines is dependent on a character's Class. As characters acquire Experience from surviving missions, they may spend some or all of it to learn skills within the Disciplines available to them.

Some skills may only be acquired once; once a character has such a skill, he knows all there is to know. Other skills can be purchased multiple times, with any benefits granted by the skill being cumulative. If a skill can be acquired more than once, a number will be written alongside the skill name in its description below. This number indicates the maximum number of times the skill may be learned.

Several skills require a character to have learned another skill before it can be acquired. Any such **Prerequisites** for a skill are listed in its description.

Using Skills

Most skills require a character to make a **Skill Roll** to determine whether the use of the skill is successful or not. Skill Rolls are always made using a D6, with the character attempting to roll *equal to or higher* than the **Target Number** to use the skill successfully. A result of 1 always indicates failure, and a 6 always indicates success.

Some skills require a character to expend an action to use them. For example, using First Aid to patch-up an injured comrade uses up one action. Other skills simply boost a character's statistics or allow them to do something without having to expend an action. For example, use of the *Dodge* skill represents a character reacting suddenly to danger and may be used without the character having to expend an action. Similarly, Marksman increases a character's chance to hit with a ranged attack, and is used 'for free' whenever he attacks with a firearm. If the use of a skill takes up an action, this is stated in the skill description.

A few skills require a character to have taken a Ready action before they can be used. Again, this is stated in the skill description (for details of Ready actions see The Game Turn).

Acquiring Skills

Learning a new skill requires a character to spend Experience. Skills without prerequisites generally cost 1000 Experience to learn, whilst those with prerequisites can cost significantly more.

The cost of skills that can be acquired multiple times doubles each time a character takes them. For example, *Marksman* – a skill that may be chosen up to 3 times – costs 1000 the first time it is taken, 2000 the second time and 4000 if taken a fourth time.

New skills may only be acquired between missions, when a character has a chance to reflect on what he has learned or do some hard studying.

General Skills

Alertness
Cost: 1000
This skill increases a character's Initiative by 1.

Fast Mover
Cost: 1000 Experience
This skill increases a character's Move by 1.

Toughness (3)
Cost: 1000 Experience
This skill increases a character's Hits by 1.

Dodge
Cost: 1000 Experience
Once each turn, the character may force an opponent to re-roll a ranged attack directed against him. The result of the second roll must be taken.

Medical Skills

First Aid
Cost: 1000 Experience
The character may attempt to heal himself or another character who is adjacent to him. The player should roll a D6; if the result is 4+ the target character recovers 1 Hit. This skill may not be used on a character that has 0 wounds.

Use of this skill requires one action.

A character that learns this skill starts each game with a First Aid Kit.

Field Medic

Cost: 2000 Experience
Prerequisite: First Aid

The character may attempt to heal himself or a character who is adjacent to him. The player should roll a D6 and consult the table below to determine the result:

D6 Roll	Effect
1	The target character does not recover any wounds
2-5	The target recovers 1 wound
6	The target recovers 2 wounds

This skill may not be used on a character that has 0 wounds.

Use of this skill requires one action.

A character that learns this skill may start the game with a Medical Kit.

Resuscitate

Cost: 3000 Experience
Prerequisite: Field Medic

This skill may be used to revive a character who has been reduced to 0 wounds. The skill can be used on an adjacent character on the turn he is reduced to 0 wounds and/or the turn directly following it.
When using the skill the player should roll a D6. On a 4+ the target character is resuscitated and does not die. Instead, he recovers 1 wound and may begin to act normally the turn *after* he is resuscitated.

Use of this skill requires that the character expend an action *and* that he take a Ready action before doing so.

A character that learns this skill may start the game with an Insti-heal Patch.

Melee Skills

Martial Training (3)

Cost: 1000 Experience

This skill lowers a character's Close Combat Target Number by 1.

Parry

Cost: 1000 Experience

This skill allows the character to force an enemy attacking him in close combat to re-roll its attack. The result of the re-roll must be taken. This skill may be used once each turn.

Vital Strike

Cost: 1000 Experience
Prerequisites: Martial Training (1)

The character reduces by 1 the Armour of any opponent he attacks in close combat.

Carnage

Cost: 2000 Experience

The character may choose to make a close combat attack that targets every model adjacent to him. A separate attack roll (and damage roll, if the character hits) should be made for each model. The character cannot choose to miss out any adjacent models – he must attack all or none.

This skill may not be used in conjunction with Vital Strike.

Conditioning

Cost: 2000 Experience
Prerequisites: Martial training (1)

Through intense physical discipline, the character has learned to shrug off injuries that would floor a normal man. He gains an extra point of Armour.

PSI Skills

All Psychic skills require one action to use. No Skill Roll is made to use these skills – they function automatically.

Scan (2)

Cost: 1000 Experience

The character may sense the presence of enemy models within 5 squares of his current location. The character need not have line of sight for the scan to function; indeed, the scan can pass through closed doors and walls (including 'empty spaces' on the board) into undiscovered board sections.

When a model is detected, the Overseer will place a Scan Token to indicate where it is located. The exact type of enemy is not revealed until it is discovered by the characters' normal explorations, at which point the appropriate model replaces the token. Until the model is placed, the Overseer may not move the Scan Token.

If the Scan reveals a creature on a board section that has not yet been revealed, the board should immediately be laid out. The Enemy Token may be placed anywhere inside the creature's Footprint as the Overseer sees fit – thus hiding the model's true size.

If a character learns this skill a second time, the range of the scan increases to 8 squares.

Rupture (3)

Cost: 1000 Experience

The character can project a blast of mental force, targeting models up to 5 squares away. The blast inflicts 1D3 damage and ignores Armour.

If the character learns the skill a second time, the range increases to 8 squares. If the character learns it a third time, the damage increases to 1D6.

Shield (2)
Cost: 2000 Experience
The character can create a psychic barrier that provides him with an extra 2 points of Armour. The effect lasts until the character's actions in the next turn.

If the character takes this skill a second time, he can elect to shield another character within his LOS rather than himself. This character gains an extra 2 points of Armour for 1 turn.

Mind Quake
Cost: 3000 experience
Prerequisites: Rupture
The character may produce a wave of psychic force damaging all models adjacent to him. The attack inflicts 1D6 damage and ignores Armour.

Ranged Skills

Marksman (3)
Cost: 1000 Experience
This skill lowers the character's Accuracy Target Number by 1.

Sharpshooter
Cost: 2000 Experience
Prerequisites: Marksman (1)
The character may ignore any penalties for firing through Obstacles or Friendly characters.

This skill may not be used with weapons that have the Heavy Trait.

Dead Eye
Cost: 1000 Experience
Prerequisites: Sharpshooter
The character may ignore 1 point of Armour when making ranged attacks.

This skill may not be used with weapons that have the Heavy Trait.

Heavy Weapons
Cost: 1000 Experience
The character is trained in the use of weapons with the Heavy Trait. In place of his standard weapon, he may select any Squad Weapon with the Heavy Trait at the start of each mission.

Steady Hand
Cost: 1000 Experience
This skill increases the range of squad weapons the character uses by 2 squares.

This skill may not be used with weapons with the Heavy Trait.

Technical Skills

Repair
Cost: 1000 Experience
The character may repair damaged items of equipment he encounters during missions. This includes jammed weapons, sealed doors or malfunctioning computer terminals. Each time the skill is used, the player should roll a D6. If the result is 3+ the repair attempt is successful and the target item functions normally.

Use of this skill requires one action.

A character with the Repair skill may start each game with a Repair Kit.

Security
Cost: 2000 Experience
Prerequisites: Repair
The character may activate/deactivate security systems to which he is adjacent. The various uses for the skill and the corresponding Target Numbers are listed below.

Each use of this skill requires one action.

Task	Target Number	Effect
Unlock locked door	3+	Door becomes unlocked
Activate Sentinel Gun	4+	Sentinel Gun will now attack enemy models (see Equipment and Combat sections for details of this weapon).
Access computer terminal and call up blue-prints of the facility	5+	All board sections for the current mission are laid out.

Demolitions
Cost: 2000 Experience
Prerequisites: Repair
The character may arm (or disarm) explosives, using them to destroy doors or obstacles, or to set Booby Traps.

In order to destroy a Door or Obstacle, the character must first spend one action attaching a Plasmite Block to it. He must then spend a second action to detonate it. This may be done remotely from anywhere within 10 squares of where the charge is set. When the Plasmite Block detonates, the character should roll a D6. On a roll of 1, the explosive fails to destroy the target; on a 2+ it is removed from the game.

Alternatively, a character may spend an action – and use up a Plasmite Block – to set a Booby Trap in any adjacent square. A Booby Trap Token should be used to indicate the location of the trap. When any part of any model's Footprint touches the square with the token, the device detonates (see Equipment section for details of Plasmite Blocks).

A character with Demolitions may spend an action to recover the explosives from an adjacent Booby Trap. The Target Number for doing so is 2+ if he set the booby trap himself, and 3+ if he did not. A successful roll recovers the explosives for later use; a failure indicates that the Booby Trap detonates, inflicting damage on to the character.

A character with the Demolitions skill starts each game with a Demolitions Kit and three Plasmite Blocks.

Equipment

We have the tools, son. Let me show you what I mean.

Characters begin play with the equipment listed for their class. As they advance, gaining new skills or increasing their Rank will allow them to access a range of other items. They may also pick up useful equipment during missions. They are free to use such items as they see fit during the mission in which they are discovered; however, each character may only retain indefinitely one 'found' item from each mission.

Weapons

The abilities of each weapon are represented by a series of statistics, explained below.

Type – this is the name of the weapon.
Range – measured in board squares, this is the maximum distance at which the weapon can damage a target.
Damage – this is the die used to determine the number of Hits a model loses when struck by this weapon. If there is a '+' after the damage die, add the number following it to the result of the die roll.
Ammo – This is a measure of how much ammunition the weapon holds.
Special – Any other rules regarding the abilities of the weapon.

Running out of ammo and Jammed Weapons

Each weapon's Ammunition is classified in one of three ways – **Numbered**, **Standard** or **Finite**. Regardless of the Ammo classification, all weapons take one action to reload.

Numbered Ammo

If a weapon's Ammo is listed as a number, the weapon may fire this many times before it must be reloaded.

For example, the triple thud grenade launcher has Ammo '1'. It may therefore be fired once before it needs to be reloaded.

Standard Ammo

If the weapon's Ammo is listed as **Standard**, the weapon uses a variable amount of ammunition each time it is fired, making it difficult to predict exactly when it will run out. Whenever an attack roll comes up 1, there is a chance the weapon has used up all its Ammo – or may even be jammed. To determine the effect, the player should roll a D6 and consult the table below:

D6 roll	Result
1	The weapon has Jammed and will not fire
2 or 3	The weapon is Out of Ammo
4+	The weapon is unaffected

Finite Ammo

If a weapon's Ammo is listed as **Finite** it works in a way that is similar to Standard Ammo. However, as soon as a roll indicates the weapon is out of Ammo *or* jammed, the weapon has exhausted its supply of ammunition. It may not be used again in the current mission, but will be re-loaded ready for the next game.

If a weapon has no Ammo characteristic (such as with close combat weapons), then they may never jam or run out of Ammo.

Unjamming Weapons

A character may spend one action to attempt to unjam a weapon. The player should roll a D6. On a 5 or 6, the weapon unjams and functions normally. On a 4 or less the weapon remains jammed and cannot be fired.

Special Traits

Some weapons use one or more of the abilities outlined below.

Accurate – This weapon halves (round up) the target's Armour. Models with 1 point of Armour have it reduced to 0.

Auto – This weapon is capable of firing a variable rate of bullets. Usually, it fires single shots or short controlled bursts, but the wielder may set the weapon to Auto, providing a +2 modifier to the weapon's damage. Once fired on the Auto setting, the weapon is automatically Out of Ammo.

Biohazard – this weapon releases radioactive or toxic chemicals that damage any model they come into contact with.

Buckshot – Armour counts double against this weapon. However, the Target Number to hit is reduced by 1.

Explode – weapons with this trait have a 'blast radius' that enables them to inflict damage not only in the target square, but every square within a range equal to the Explode rating. For example, a weapon with Explode 1 inflicts damage in the target square and every adjoining square.

Heavy – weapons with this trait require special training to use properly. Characters that try to use them without the Heavy Weapons skill should increase their Target Number to hit by 1.

Interupt n – a weapon with this trait does not act during the Character's Phase. Instead, it interrupts the actions of the Overseer's models in order to attack. The first time an enemy model within Line of Sight and Range of the weapon moves or attacks, the weapon fires. The target model is allowed to move 1 square or attack, and then the attack against it is resolved. The weapon may do this n times each turn, firing at the same model if it survives the first attack or new models as they start to act.

Ready – A ready action must be taken before this weapon can be used.

Template – No attack roll needs to be made for this weapon. The character simply places the flame template on the board, connecting the centre of his square with the centre of the target square using the line that runs through the middle of the template (see Combat section for details).

Piercing n – This weapon reduces the target's Armour by n.

Parry – This weapon may be used once each turn to force an enemy model to re-roll an attack against the wielder. The second result must be accepted.

If the character has the Parry skill or other items with the Parry trait, he may force the re-roll of additional attacks against him later in the Turn, but may never force the same attack to be re-rolled more than once.

Squad Weapons

Type	Range	Damage	Ammo	Special
TW-102-s 'Peacemaker' Pistol	6	D6	Standard	-
TW-203a Morita Assault Rifle with underslung XW-110-G1 G/L	10	D6	Standard	Auto
- M-290 Flechette	4	D6+1	Standard	
- M-291 Frag	8	D6	Standard	Explode 1
- M-295 Bugshot	5	3D3	Standard	Ready
A character using a Morita rifle may switch freely between the rifle and underslung grenade launcher when making attacks. If the weapon jams or is Out of Ammo, all functions are considered so.				
SW-226-f Hel Infantry Flamer	5	D6	Standard	Template Heavy
SW-402 Triple Thud G/L	7	D10	1	Heavy
TW-201-1 Sniper Rifle	15	D6	Standard	Accurate

Civilian Weapons

Type	Range	Damage	Ammo	Special
12-Gauge Shotgun	5	D6+1	Standard	Buckshot
Scattergun	6	D6	Standard	Auto

Heavy Weapons

Type	Range	Damage	Ammo	Special
Twin Fifty Autocannon	15	D10	Standard	Piercing 1 Heavy
Sentinel Gun	12	D6+2	Finite*	Interrupt 2
*Once a Sentinel gun is out of Ammo, it is of no further use in the mission and will no longer be attacked by enemy models.				

Grenades

Type	Range	Damage	Ammo	Special
M-902F Frag	4	D6+2	Finite	Explode 1
M-908P Plasma Munition	4	D6+3	1	Piercing 1 Explode 2

Close Combat Weapons

Type	Range	Damage	Ammo	Special
CC-176-ER Shock Stick	-	D6	-	Parry
Machete	-	D6	-	-

Explosives

All explosives are single use

Type	Range	Damage	Ammo	Special
Biohazard Barrel	-	D6+1	-	Biohazard Explode 1
Explosive Barrel	-	D6+1	-	Explode 1
Plasmite Block	-	D6+1	-	-

Kits and Tools

There is an assortment of gear that characters may also want to take with them on a mission.

First Aid Kit – This contains the equipment and supplies a character needs to use the First Aid skill effectively. Without a First Aid Kit, the Target Number for use of this skill increases by 1.

Demolitions Kit - This contains the timers, fuses and mini-charges a character needs to use the Demolitions skill effectively. Without a Demolitions Kit, the Target Number for use of this skill increases by 1.

Medical Kit – This contains the equipment and supplies a character needs to use the Field Medic skill effectively. Without a Medical Kit, the Target Number for use of this skill increases by 1.

Insti-heal Patch – A character may use an action to apply this one-use item to himself or another adjacent model, recovering 1D3 Wounds.

Security Kit - This contains the electronic equipment and tools a character needs to use the Security skill effectively. Without a Security Kit, the Target Number for use of this skill increases by 1.

Armour

The abilities of each type of armour are represented by the following characteristics:

Type: The name of the Armour
Armour: The amount of protection the suit provides its wearer. Each attack that hits the character has its damage reduced by this amount.
Special: There are several special rules that may apply to each suit:

Jump – The character gains the Special Movement trait Jump n.

Sealed Environment – Whilst wearing this armour, the character is immune to weapons with the Biohazard Trait.

Type	Armour	Special
M-1A4 Power Suit	3	Sealed Environment Jump 7
M-1S7 Stryker Suit	2	Sealed Environment Jump 8
Armoured Trench Coat	1	-
Kevlar Mesh and Helmet	2	-1 Move

Rank

As characters acquire Experience from completing missions, they can choose to spend some or all of it to increase their Rank. This grants them a variety of privileges, including access to equipment, training and special talents.

The progression of Rank, and cost for increasing to a new Rank, is as follows:

Rank	MI Title	Experience Cost
0	Private	-
1	Corporal	1000
2	Sergeant	2000
3	NCO	4000
4	Lieutenant	6000

Each Rank has a **Rank Number**, ranging from 0 to 4. This determines the number of Abilities that a character can choose from those listed below.

Rank Abilities

Heroic Luck
The character seems to possess an unnatural ability to come through narrow scrapes and to defy the odds.

At the start of each mission the Overseer should roll a D6 to determine how many times the character may use this ability. The result should be written down by the Arachnid Player but not revealed to any of the players.

Each time the character with this ability uses it, the Overseer should make a note of him doing so. When the character has used the ability the maximum number of times, he out of luck and may not use it again. However, this is not revealed until the character tries to use the ability again – luck is a capricious thing and cannot be relied upon.

Each use of Heroic Luck allows a character to re-roll *any* die that he has rolled. However, he must choose to do so before the game moves on any further, and the result of the second roll must be taken.

Command
The character has leadership qualities that allow him to maximize the abilities of those in his command.

Once each turn, the character may issue an order to any other character whose Rank is lower than his and who has not yet acted this turn. The order forces the character to perform any single action that they would normally be capable of performing. Doing this does not use up one of the character's normal actions.

Use of Command does *not* require an action.

Requisition Equipment
This ability allows the character to choose an extra item of equipment at the start of a mission. This may be a weapon or an item listed in the Kits and Tool section.

This ability may be chosen multiple times, allowing the character choose additional items of equipment.

Cross Training
The character may learn one skill from a Discipline normally not available to him. This skill must be one that normally costs 1000 Experience. The character must possess any prerequisite skills as usual.

The Game Turn

The game is divided into a series of turns, with each turn comprising three phases:

Events Phase
Characters' Phase
Overseer's Phase

Events Phase

During the Events Phase, the Overseer determines whether the characters encounter any unexpected problems such as faulty equipment or communications interference.

To resolve this, the Overseer rolls a D6; if the result is a 1 an Event occurs. He should roll again and consult the following table:

1 – **Traumatic Flashback** – one randomly determined character relives a harrowing encounter he has never fully recovered from. The Overseer takes control of the character for this turn. The character may only perform Move actions.
2 – **Damaged Equipment**: a randomly determined character loses one item of equipment – this may be a weapon. The player may choose which item his character loses.
3 – **Faulty Power suit**: one randomly determined character (who must be wearing a power suit) cannot take any Move actions this turn.
4 – **Communications Interference**: the character with the highest Rank loses one action this turn as he tries to sort out the problem.
5 – **Spooked**: one random character finds he is chasing shadows – lose one action.
6 – **Weapon Jam**: one random character's weapon becomes jammed.

Some missions will have their own Events Table, with complications reflecting the specific location the characters are exploring. In such instances, these tables will be used in place of the one presented here.

If the Overseer is designing missions of his own, he should feel free to generate new Event Tables tailored to accompany them.

Characters' Phase

Each turn, during the Characters' Phase, every character has the opportunity to perform two actions. Most actions represent a character performing a single task, such as firing his weapon or opening a door. Some actions are more complicated and time consuming than this, however, and require the character to take a Ready action directly before attempting them. It is possible to take a Ready action as a second action in a turn, enabling a character to perform the complicated task with his first action of the subsequent turn. Skills and equipment that require a Ready action before being used are clearly identified in the appropriate section.

The actions available to characters are:

Attack – the character may fire a weapon or engage in close combat.

Move – The character may move a number of squares up to his Move characteristic. A model may move straight or diagonally, as long as its Footprint can fit through the space available (see Movement for more on Footprints).

Ready – A ready action represents a character taking a moment to prepare for a complicated task.

A character need not say what he is preparing to do when he chooses a Ready action.

Other – There are a variety of other actions characters might undertake, most notably the use of skills.

Character Order

The order in which characters act is determined by their Rank and Initiative. Characters should act in Rank order, from highest to lowest. If two or more characters share the same Rank, the one with the highest Initiative should act first. If there is still a tie, the players concerned should roll a D6 with the higher roller acting first. A character may choose to delay his action, waiting until other character(s) have acted. However, the character loses one of his actions as he bides his time.

Overseer's Phase

After the Characters' Phase, the Overseer may perform two actions with each of his revealed models – those that have been placed on the board – in any order he chooses.

When the Overseer is moving models, there are some rules he must abide by:

- Unless a model possesses the Sentient trait or a ranged attack, it must move directly towards the nearest unengaged enemy model and seek to attack in Close Combat. It does not matter if the model cannot get all the way there, it must still try. Note that the model *does not* need to be able to see the enemy model in order to move towards it.

- If all enemy models are engaged, it may 'double-up'. If all targets are doubled-up, then the model may 'treble-up', and so forth.
- If all potential targets are inaccessible to the model – for example, they are inside a ventilation shaft – the model may move however the Overseer chooses.

For example:
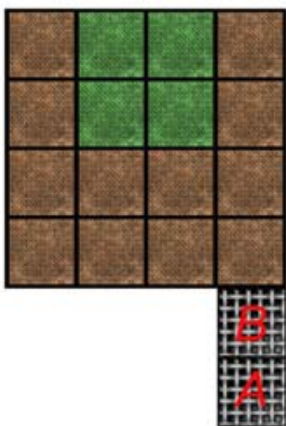
The position of an Arachnid warrior is highlighted in green. As a 'drone', it is compelled to move towards a target and attack in close combat. If the last remaining character is positioned on square A, it is impossible for the warrior to ever reach him; therefore the Overseer may move the warrior any way he chooses. If the character were positioned on space B, the warrior would have to use one action moving directly towards him and one action attacking in close combat.

Learning how to position your team so as lure the bugs into position without ending up as Arachnid sushi can call for some clever planning!

- Models with ranged attacks will always move to just within range of the nearest enemy model and then attack. If they are already within range, they will fire twice at the nearest target.

For example:
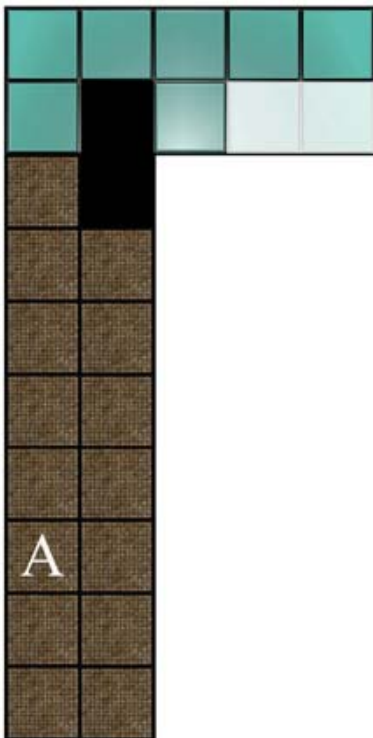
A Firefry – a bug with a ranged attack – starts off on the squares highlighted in white. The nearest enemy model is on the square marked A. For its first action, the Firefry moves three spaces to the area in black, placing it at the edge of it range. The firefry's maximum movement would have been five squares, but it stops once it is in range of an enemy. For its second action, the Firefry uses its flame attack to shoot at the enemy model.

- Models with the Sentient trait may move however the Overseer wishes, avoiding booby traps and using whatever devious tactics he can come up with!
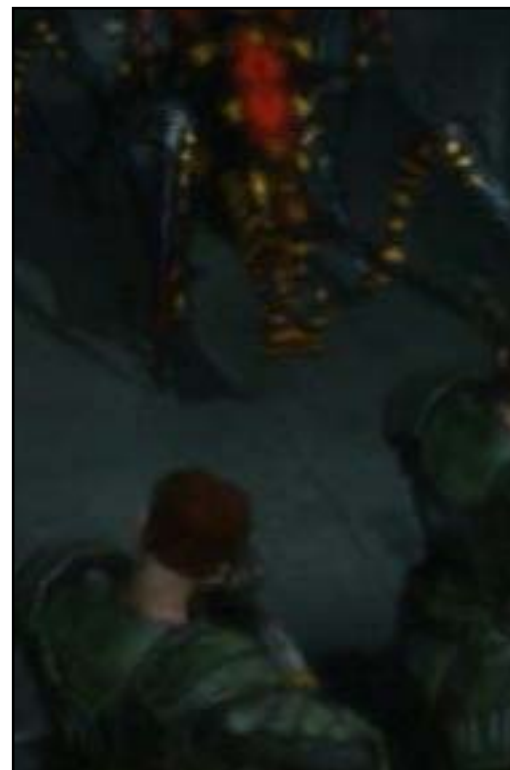
Join us next month for the second half of the rules for this exciting new game.

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

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

Who do I write to?

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

Basic Tactical Manual: Dilgar Imperium

Alan Oliver Returns With More Advice for Budding Fleet Commanders

This article leaps forward and backwards at the same time. Forwards to the post Armageddon game, and backwards to the Dilgar war. While this article is based on the full set of rules for A Call to Arms, it is still intended to be an introduction to the Dilgar Imperium, the first rather than the last tactical word on this fleet. As always I'm hoping to start you on the course to victory with this fleet, not chart every course correction along the way.

The Dilgar Imperium make for an interesting fleet choice due to the limited span of history that they were actively involved in interstellar warfare. If used in historical games there are few enemies for them to fight, and if used in non-historical games you can find yourself in some spectacularly bad match ups due to the advance of technology.

The Dilgar Imperium has another thing to recommend it, that it's ships are really kinda cool. Look so good it makes you want to go out and commit mass genocide on those pesky league races with 'em.

Fleet Strengths

The Dilgar Imperial fleet is a hard hitting force, being masters of destruction making their bolter and pulsar weapons even more effective. These are normally found in large numbers of attack dice, and pulsars are the secondary weapon of choice for the Dilgar fleet, so they can be found in all arcs on Dilgar ships. And the fun doesn't stop there, Dilgar weapons are almost universally forward arc rather than bore sight weapons, although there is a laser cannon lurking on one ship that is a bore sight weapon.

In addition to the fearsome bolters and pulsars are the disruptor torpedoes that form the main long range weapon of the Dilgar fleet. Carried by a number of the Dilgar ships, they can usually be fired on turn one. Concentrated fire from the fleet onto one or two choice targets can often make a difference, possibly killing a troublesome ship on turn one, assuming you pick the right ship to target. Some fleets have particularly juicy targets for this barrage, but I'll get to them later.

The Dilgar ships are fast, aside from the assault ship elements of the fleet, but they are a special case. For the rest, you are looking at speeds in excess of those of other fleets, and your ships are no less manoeuvrable than their expected enemies, at least assuming that you avoid fighting the Vree. However with virtually no bore sight weapons to worry about, manoeuvrability is less important to you than speed. Your weapons are fairly short ranged, so the high speed of your combat ships is definitely an advantage.

Another advantage of the Dilgar fleet is that you have a good range of ships to select from, unlike some other races I could mention. You even have two distinct classes of ships, three if you consider the War priority dreadnoughts as a distinct class, which is a valid argument that I would tend to agree with.

The first are your main line warships, which range up from the patrol priority Jashakar scout to the Battle priority Tikrit heavy cruiser. These ships are all fast, but not only that, there is only 2" difference in speed between the slowest and the fastest of them, enabling them to operate together much more effectively than some other races. Their turning rates are almost all a

universal pair of forty five degree turns, with only the Tikrit heavy cruiser turning less, but what can you expect from a Battle priority ship.

The second class are the assault ships, Ranging from the massive Warhant heavy assault ship to the almost slender Rohric assault ship. The Garasoch heavy carrier is also in this class due to it's speed, although it's hull is weaker than the others. The assault ships are all SLOW. If set up at long range, they will be unable to contribute much to the battle. They are obviously most effective at crushing targets slower than they are, which basically means fixed defences, base stations and planets. These are also the only Dilgar ships that carry their own fighters, so without an assault element of your fleet selection, you will have to rely upon independent fighter wings for fighter cover.

The third class are the dreadnoughts, which are fast for war priority ships enabling them to fight with the line warships if necessary, but not so fast that they would completely outpace an assault based fleet.

Another advantage is the pentacon formation, which has the option of passing a movement, giving you an initiative sink. For maximum effect pentacons of four will give you the maximum number of initiative 'sinks'. The actual formation of the pentacon will depend on who you are fighting. Against the Narn with energy mines or any race with advanced jump engines and a tendency to use jump point bombing, I would avoid clumping the ships of a pentacon together. Instead string them out in a line, as the enemy could be tempted into firing at one of the middle ships in an effort to break up the formation. This can be used to your advantage to direct which ship he should fire at, if you are trying to protect another ship. If large area effect weapons are not expected, you should look at diamond formation, with the ships fairly close together. They can always move apart if one of the ships looks like being blown up. The diamond formation will allow the ships to support each others fire, concentrating the whole pentacon against it's chosen targets.

Obviously with the assault class of ships the Dilgar excel at attacking fixed defences, there is probably no race outside the ancients who can take out large stations quicker than the Dilgar. With one of each of the assault ships, you can put 50AD of triple damage mass drivers into a station on turn two, if you jump them in on turn one within range. Against a typical station with hull five, on average that works out as 264 damage, which is over 25% of needed damage to destroy any station around. The only problem is that the stations interceptors will function against it. So put massed other fire from the line warships in first, and if this wears out the interceptors then use the

mass drivers. If he doesn't engage the interceptors against the line warships you can hold the mass drivers back for the next turn and enjoy the fact that the line warships are getting clean hits, and do the same next turn. The threat of the mass drivers alone may make the rest of your fleets fire on the station that much more effective.

Lastly as I previously mentioned the Dilgar fleet looks good on the table top, and an imposing and well painted fleet can often have intimidation value of it's own. Theoretically it shouldn't, however we are all mortals and the most experienced wargamer can often be influenced by the look of the enemy fleet. The assault ships in particular are good for this, as they look like they should be even tougher than they actually are, which may put off your opponent from even trying to attack them.

Fleet Weaknesses

No fleet is without it's weaknesses, with the possible exception of the Minbari. The Dilgar have a number of them that you should be aware of.

Firstly there are no advanced defences on the Dilgar fleet. You are having to rely upon generally good hull values and the innate toughness of your ships, which aren't as tough as other fleets out there that lack interceptors, stealth, GEG or anything else. You have to make up for this by avoiding taking damage when ever possible. Two ways of doing this, either kill them before they hurt you, or get out of their firing line, both of which the Dilgar can do.

Secondly, although this links into the first, is that your ships have quite low damage and crew levels once you get into the higher priority levels. At skirmish and raid you are still among the pack, but at battle and war your ships start to look a little weak, especially against ships that have additional defences.

Thirdly your ships do not carry their own fighter escorts as a general rule, only ships in the assault class carry their own fighters. This means that you will either have to invest a number of your points into fighter wings to reach fighter parity with other races or accept a disadvantage in fighters. Your Thorun fighters are actually respectable, although dogfights will be complicated by the low dogfight rating. Your best bet here is to move second if you can, so that you can use the fighter pentacon formation to support one fighter with several others to even out the fights, while only exposing a single fighter to enemy fire.

Fourth, you have little in the way of beam weapons within the Dilgar fleet, which means that those fleets that do have interceptors will be getting maximum benefit from them. As game balance for these fleets is going to assume that the enemy will have a percentage of beam weapons, you may find the lack of them a disadvantage. Fortunately you tend to have large, sometimes massive, batteries of weapons available. However choice of order of fire will be important, you will want to overload the interceptors on the target vessel with smaller weapons before firing the big guns. Pentacon formations can assist here, having an Omelos light cruiser in each pentacon to burn out the interceptors before the big guns fire will be useful here.

Lastly some of your ships are lacking in flank and rear firepower, although overall you have enough of the larger ships with all round destructive potential that this shouldn't be too great a weakness. Again this is a good argument for operating your ships in pentacon formations, so that anything attacking the flank of one ship will face the flank ships of the rest of the pentacon.

Patrol Priority Options

Three options here, if you include breaching pods, which are definitely an option as boarding actions are something that the Dilgar do well. However just taking breaching pods in a patrol battle will leave you at the mercy of the enemy fighters, so don't go there. The other two options are wings of Thorun dartfighters and the Jashakar scout.

The Thorun dartfighter is a respectable fighter. For a start it is one of the fastest, enabling you to keep them further back and still be able to jump in to attack the enemy fighters after they have moved. The afterburners will help here with the additional speed. Hull is a respectable four, which is fairly good for fighters, and with a dodge of 2+, this means they need twelve attack dice to kill each fighter, assuming average rolls and no specials on the attack dice. The weapon is a little short of attack dice, but the twin linked should ensure hits and the double damage will help.

The Jashakar scout ship is a useful ship. It's weapons are hard hitting, six attack dice of heavy bolter can actually hurt even big ships, especially if critical hits turn up. However it lacks the stealth found on most scout ships, and has a hull of four, lower than any other ship in the Dilgar fleet. It's damage rating is quite good, needing an average of twenty eight attack dice to kill, barring critical hits. Unlike most scouts the Jashakar wants to be in the thick of it as part of a pentacon, providing it's electronic support from close range where it's firepower can be useful. Just don't put your fighters near it as the enemy will be tempted to blow it up to catch the fighters in the blast. As an added bonus, it carries jump engines, enabling a light fleet to enter from hyperspace, or run away if things turn bad.

Skirmish Priority Options

Two options here, the Ochlavita Destroyer and the Omelos light cruiser. Both these ships are line warships that are definitely worth looking at, and the figures are nice too.

The Ochlavita destroyer is the only ship in the Dilgar fleet to have a beam weapon, although the one attack dice makes this almost an afterthought on this ship. However there may be times when large groups of Ochlavita are useful for hunting down a ship with good interceptors. It is slightly slower than the Omelos, but still a respectable speed for a skirmish ship. It also carries a turret mounted anti fighter weapon, which is a useful addition to a pentacon. Something of a bag of tricks, they are certainly useful to have in a line warship fleet.

The Omelos is the backbone of the skirmish ships. It mounts disruptor torpedoes to contribute to the first turn sniping, has all round light pulsars for defensive fire, and a battery of forward pulsars for attacking the target. With massed attack dice, it should be the first ship of a pentacon to fire against interceptor mounting targets, so the massed dice can burn out a few before the heavy guns fire.

Raid Priority Options

Only two options here, and one of them is the lightest of the assault class ships. This makes the Rohric assault ship something of an oddball, and makes the Targrath strike cruiser the main ship of this priority that you'll be using.

The Rohric assault ship is the smallest assault ship, so is best used in larger fleets where you can afford a significant assault ship sub-fleet. Adding a pair of Rohrics to a pair of warhants will make a pentacon possible, without diminishing firepower too badly, but you might be better with four Rohrics and a Warhant to command them. All assault ships work best on mass, and should only be used to attack or defend a fixed point, where you know where the fighting will take place and can position them accordingly.

The Targrath strike cruiser is the only line warship at raid priority, but don't worry, you'll want lots anyway. It mounts disruptor torpedoes to contribute to turn one assassination, and it's main weapon is a battery of bolters that once in range will chew up ships rapidly. In fact apart from the shorter range, it mounts more firepower than the heavier Tikrit. But be aware it is still only hull five, making it a touch fragile to form the bulk of your fleet at higher priorities. Still a worthy choice at this priority.

Battle Priority Options

Four ships at this priority, however three of them; Garasoch heavy carrier, Kahtrik assault ship and Warhant heavy assault ship are all assault class ships, with the limited opportunities for using them that comes with it. The last is the Tikrit heavy cruiser, which is likely to be a core ship of any Dilgar fleet.

Firstly the Tikrit, which even with the hull six is a touch on the fragile side, the lack of damage and crew in Dilgar vessels starting to show. Weaponry is simple, forward and aft batteries of heavy bolters, in large numbers to the front. These are backed up by turret mounted light pulsars, which will be useful for discouraging flank attacks or burning off interceptors before the heavy bolters fire. Speed, while average for the Dilgar line warships, is definitely good for a battle priority ship, and you will have the speed advantage over similar sized ships, and even most raid class ships. Even being slightly fragile for this priority, this is a good ship to build your fleet around.

The Garasoch heavy carrier is an assault ship by default, it is simply too slow to operate with the line warships, and is not tough enough to operate on it's own. Weaponry is reasonable but not enough to warrant taking it for firepower alone, and as a carrier it is somewhat limited in it's launch and recovery rates. It is also not up to the standards of the carriers found in other fleets, lacking the full technology to compete against fleet carriers. While a good way of getting a lot of fighters, they will only be useful if the battle lasts a long time and overall I wouldn't recommend it that strongly.

The Kahtrik assault ship compares unfavourably with the Warhant heavy assault ship on every level, the only advantage that is has is an additional six attack dice of pulsars to the front. I would only recommend taking one if you want to have a fleet that looks varied, rather than concentrating on the best ships. Basically this was a cheap and nasty downgrade of the Warhant that the Dilgar rushed into production when the resources started to run thin.

The Warhant heavy assault ship is the king of the assault class. It has massive batteries of disruptor torpedoes, mass drivers, huge numbers of all round light pulsars and a large battery of heavy bolters that rivals the main weapon of the Tikrit. As a centrepiece to an assault fleet, this is the ship you want. And just in case you were still considering a Kahtrik instead, the Warhant has jump engines and the Kahtrik doesn't. However when all that's said and done, two Rohric actually pack marginally more punch and are more resistant to damage than a single Warhant.

Optimum composition for an assault fleet is therefore two or three Rohric to each Warhant, with maybe a Garasoch if you need the fighters.

War Priority Options

Two ships here, both in a class of their own, the Mankhat and Mishakur dreadnoughts. These ships are fast enough to operate alongside a line warship fleet, but have the firepower and durability to operate with an assault fleet. The speed is equal to or better than the war priority ships of other races, although often not by that much. Still it is an advantage given the fairly short range of their main weapons.

The Mankhat dreadnought is slightly more of a brawler than the Mishakur, sacrificing a mass driver and pulsars for all round heavy bolters and additional disruptor torpedoes. It is slightly slower than it's sister ship but has slightly more damage and crew to absorb enemy fire. In general this makes it the more generally useful of the dreadnought designs, providing heavy all round fire to the heart of the fleet.

The Mishakur dreadnought is slightly more suited for planetary invasions or assaults on major bases, it concentrates more of it's firepower in the forward arc, has slightly more speed and has the command facilities to lead a fleet. Certainly in fleets large enough to have war priority ships, the Mishakur is probably the first dreadnought you need, just for the command facilities if nothing else. After which you probably want to go over to Mankhat dreadnoughts.

Enemies of the Dilgar Imperium

These can be divided into two varieties, historical and hypothetical. Historical enemies are those who have fleets available at the time of the Dilgar war, some of which will have been involved, and some of which weren't. The hypothetical enemies are those from later periods that could never have met the historical Dilgar.

The Historical Enemies

The following races did or could have engaged the Dilgar. EA early years, Minbari, Centauri, Shadows, Vorlons, Abbai, Drazi and Vree. Obviously the Minbari, Centauri, Shadows and Vorlons didn't get involved in the Dilgar war, but in theory they could have if they wanted to.

The Earth Alliance Early Years Fleet

This is not only one of the fleets that the Dilgar historically fought against, it is the fleet that defeated them and doomed them to extinction.

On many levels you should have the advantage here, as the Dilgar fleet is in the full bloom of it's power, while the Earth Alliance fleet is still obviously under development. To maximize on this you should if possible push the priority level upwards to battle or war priorities where the humans are lacking in capable ships, their only battle priority is as slow as your assault class ships.

Disruptor torpedo assassination target should be the Sagittarius missile cruisers, especially as they are now only hull four (see Signs and Portents 38), they will be ripe for popping early in the battle, and are dangerous with all those missiles.

You will have a fairly large number of fighters to deal with, more so if he invests in the Nova dreadnoughts in numbers, which given your short range he is likely to. In fact after the Sagittarius the Nova is probably your next best choice for targeting.

His scouts are larger than yours and pack more firepower, and are protected by stealth, however they have little more damage than your patrol priority scouts so if you can get a solid hit in they will die, and he should have less of them than you have Jashakars.

You have the initiative advantage to begin with, and both fleets have command ships available. Yours is the Mishakur dreadnought, a war priority choice, his is the Avenger carrier, which is only a raid priority choice. This is quite a potent ship for a raid priority vessel, so you should consider this as choice target number three, possibly number two if he has too many Novas.

In the end, this is the fleet that destroyed the Dilgar Imperium fleet so you can expect this to be a hard battle. Start as close as possible to the EA fleet and give all power to engines to close the range. Fire the first disruptor torpedo barrage at the Sags' hopefully taking some or all of them out of the fight, then get in among his ships at close range and pump out the fire. With EA interceptors you will need to concentrate fire on some ships rather than spreading the fire around, but that doesn't mean you shouldn't fire flank or rear weapons at other targets just because nobody else can hit them, some damage may still get through.

The Minbari Federation

The bulk of the Minbari fleet was in service at the time of the Dilgar war, some of it had been in service for a couple of hundred years before that, so they will have almost their full selection available to use against you. According to the actual history of the Dilgar, they never picked a fight with the Minbari, and there was a reason for this, the Dilgar aren't stupid. Fighting the Minbari will be an uphill struggle. No, forget that, it will be a straight up cliff to climb.

They will outrange you, and will want to keep the range open, over 20" by preference so that you'll have the stealth range bonus to contend with. From this range their neutron lasers can carve up your ships with ease so you really don't want to let them get away with this. Even the dreadnoughts may not be fast enough for this battle, a pure line warship fleet can cover 15" a turn, which will soon either drive the Minbari from the map or force them to engage at closer range, which is definitely what you want. However even as you close the Minbari secondary weapons, fusion cannon, come into range before your heavy bolters.

You may not want to go for turn one assassination with the disruptor torpedoes, as a long range shot will be diluted by the Minbari stealth. Hold off on the torpedoes till turn two if you can, where a massed salvo might be possible at a target with reduced stealth, you did bring Jashakar along to counter the stealth, didn't you?

To get fighters you would either have to take assault class ships or buy the fighters as separate wings, and with Nials and fusion cannon around neither is going to be a sound investment. His fighters will hurt you when they come in, however you are likely to have plenty of unused or out of arc weaponry available to finish them off, and even Nials will die if you throw enough dice at them (no, I didn't mean out the airlock).

As your weapons are not beams you can freely split up your fire across many different ships in order to get more shots past the stealth. This is always a toss up between having a good chance of doing modest damage, and gambling on the long shot chance of doing significant damage. Here personal taste governs, personally I find taking the long shot chance pays off much better when it does come in, where the good chance of modest damage rarely achieves anything.

Overall, this is not a fight that you can win without good tactics, good luck or a massive advantage in forces. You have to close in on the enemy as quickly as possible, which is at least something that you are good at. Remember that the Minbari are even more comfortable in the higher priorities than you are, so playing at lower priorities may help.

The Centauri Republic

Another race that the Dilgar didn't enter hostilities with, the Centauri republic has most of it's ships available during the Dilgar war, so could have become involved. However as the Dilgar you probably don't want to have to face them if you can avoid it.

They have similar weaponry to the Minbari, potent and effective beams that will chew through your ships as you close, and the only answer to them that you have are the disruptor torpedoes, which is not much of a match. His secondary weapons are typically matter cannon, which are well outmatched by your heavy bolters, in range, attack dice and hitting power. From there on it things are more to your liking, but it is the long range approach that will hurt.

Disruptor torpedo assassination, while there is no clear must kill target for this, thinning out the battle lasers early on will help your cause, so the Sulust and Centurion ships in the Centauri fleet may well make good targets. However the Centauri have interceptors so getting disruptor torpedoes to hit will require concentrated fire on the chosen target to overload them.

The Centauri fleet is one of the faster fleets around, so your speed advantage will be less than

normal, however you are still faster than their raid, battle and war priority ships. In fact the difference in speed between their lighter ships and the capital ships in the Centauri fleet may play to your advantage if you fight a mobile battle, as you may be able to separate the fast ships from the slower ones and then engage the lighter Centauri ships without the support of their capital ships. Be aware however that the capital ships battle lasers have good range and on the Primus are the bulk of their weapons, so keeping them away from the fight but in battle laser range doesn't help you so much.

Again this is not an easy match-up, as the Centauri are next behind the Minbari for advanced technology. Battle lasers are the biggest advantage he has over you, so target the smaller battle laser armed ships first, and just work up. The Centauri ships without battle lasers are armed with weapons that are a poor match up to your bolters and pulsars, so should be much less of a problem, but this doesn't mean don't kill them if you get the chance.

The Shadows

Although around at the time of the Dilgar war, the shadows had been quiet for centuries and there is nothing to indicate that they were involved in any way. However a battle between Dilgar and Shadows is certainly possible.

You are likely to outnumber the shadow ships, especially if a full sized shadow ship is in their fleet, those Armageddon priority ships certainly eat up the points. The down side is that they can probably kill a Tikrit heavy cruiser or smaller ship in one volley, which means you'll be loosing a ship a turn per shadow ship, assuming he has you in arc. Now that the shadow ship is forward arc rather than turret, he faces a choice of either matching your speed and loosing the super manoeuvrability, or dropping to half your line warship speed and being able to ensure his weapon is in arc.

The Shadow ship is not unkillable, it only has an effective damage score of around 71, and massed fire from double damage weapons will help here. Unfortunately the masters of destruction is not going to help as without a single precise weapon you cannot cause effective critical hits to a shadow ship.

The shadows will have fighters with their ships, and the scout is an effective fighter killer, however your fighters will be particularly effective against his capital ships so taking an assault fleet to provide fighters may prove worthwhile. The all round firepower offered by the Mankhat dreadnought and Wahant heavy assault ship will make the shadows life difficult, leaving him nowhere to hide away from your main weapons.

Disruptor torpedo assassination should be targeted at his scouts, so having a few scouts of your own to counter the stealth will be useful. Once the scouts are down his only fighter defences are the shadow fighters his capital ships

carry, which if destroyed or avoided leaves his capital ships very vulnerable to your fighters, which will be doing an average of 2.3 damage per turn to his capital ships, with no chance of his returning fire without taking elaborate measures.

Shadow hunters, if present, should be targeted before the main shadow ships. They carry 75% of the firepower of a shadow ship, but they get two of them for each shadow ship. They also have less than 75% of the damage of a shadow ship, with only an effective fifty damage points, which with the massed attack dice of the Dilgar can quickly mount up.

While an incredible mismatch that will see a number of Dilgar vessels destroyed in various spectacular ways, it is not as un-winnable as you might imagine.

The Vorlon Empire

The Vorlon empire was definitely around during the Dilgar war, however nobody is stupid enough to get the Vorlons involved in a war, and the Dilgar certainly didn't do so. So while a historically possible enemy, they never actually engaged each other in warfare.

OK, lets start with the good points, which is that apart from your assault fleet, you have the speed advantage. However the Vorlon ships can turn more sharply than your own ships can, at least within each priority band, so even here you've not got it all your own way.

Secondly while your fleet is a little focused on forward firepower, it is nowhere near as greatly concentrated as the Vorlon fleet, which has nothing outside of the forward arc on any of their ships. This means that in a typical

furball they will be getting no more firepower than if you'd line up opposite them, but your ships will be increasing their outgoing fire considerably. This makes the use of assault class ships less appealing, as they will be unlikely to work on these weak arcs of the Vorlons. However in very large battles having a sacrificial squadron, say a Warhant and three Rohrics to jump into the middle of the Vorlon fleet and put out fire all around them before they die could prove a worthwhile sacrifice, doing significant damage to a number of the enemy fleet.

Thirdly the Vorlon ships are big, the smallest transport, which is just a diplomatic runabout, is a raid priority ship. This means you are going to have more ships than the Vorlon, giving you the initiative advantage. One option here is to invest some points into half a dozen scout ships and use them all independently. Keep them out of the main battle, just adding their electronic warfare assets from the fringes and acting as initiative sinks, which may be enough to see where the main Vorlon fleet is going before any of your capital ships have to move.

However, don't let the above fool you into thinking that this will be an easy fight. The Vorlon fleet is one of the toughest fleets in the galaxy and should not be engaged lightly.

Firstly, forget about fighters, while the few you get from assault class ships might be useful to fend off the Vorlon fighters, which are actually scary, having precise, beam weapons and firing before ships can return fire on them, using your Thorun dartfighters against Vorlon ships is just a waste of fighters. You see the Vorlon ships have the nifty little effect on any fighters nearby, causing their engines to overload and the fighters to go up like strings of firecrackers.

Secondly be aware that the Vorlon beams will be slicing up your ships in short order. The discharge gun is only AP, so that is likely to avoid your hull six ships if it has lower hull targets, but the lightning cannons mounted on the Vorlon cruisers will kill even a hull six ship in one volley. Considering that your ships are actually lighter on damage and crew than many other fleets,

you will be more vulnerable to this than most. One approach to this is to go for the smaller ships, Tikrit heavy cruisers over dreadnoughts and Omelos light cruisers over strike cruisers, so that you have more ships for him to work his way through, however the reduction in your firepower from this may make the battle un-winnable anyway.

This is because of the third problem you face, which is just how tough the Vorlon fleet really is. Now it has been said that ancient damage resistance is actually a damage multiplier, however the adaptive armour found on the Vorlon fleet roughly halves the effect of this. This gives an approximate damage rating of forty five on the transport, sixty eight on the destroyer, 114 on the light cruiser and a big, fat 171 on the heavy cruiser. Now I know the Vorlon ships are only hull five, but this is a hell of a lot of damage to have to rack up to kill them. This is made worse by the fact that your masters of destruction bonus will not come into play against them, as they do not take normal criticals. The adaptive armour has a curious effect, as one to three dice hitting will all produce one dice of damage. This makes lots of four dice unproductive to fire against the Vorlons, in general you would be better to engage two ships with two dice each from the weapon. You'll still do one dice to the first target, but now might do another dice to another target.

However just because you are splitting your fire from each weapon, you should not spread your fire out too far, as the self repair on Vorlon ships is now significant. You have to keep hitting the same two or three ships till they die, then move on to fresh targets.

You should be aware that clustering your pentacon formations will be an invitation to have them hyperspace bombed by the advanced jump engine equipped Vorlon fleet. Instead string them out in lines to avoid explosion and jump point blasts.

In conclusion the Vorlon Empire was the most powerful political and military power in the galaxy since before the Dilgar even looked to the stars, and picking a fight with a power like that is simply asking for impact dentistry.

The Abbai Matriarchy

Now this is much more the sort of enemy that the Dilgar like to fight, peaceable and without any highly advanced technology to mess with us, and a fleet that the Dilgar can engage in battle with a good chance of victory. Perhaps that is why the Abbai were among the races attacked by the Dilgar. Not all the ships found in 'A Sky full of Stars' are around during the Dilgar war, the Abbai fleet is limited to the following ships; Kotha medium fighters, Lakara cruiser, Milani carrier, Shyarie Jammer frigate and the Tiraca Attack frigate. Most of these designs are introduced in 2230, so are obviously a response to the Dilgar war.

The Abbai fleet is slower than yours, and while mounting large amounts of all round firepower, this is only their quad particle arrays, which to most fleets would be secondary weapons. They have combat lasers on the lakara cruiser and the Tiraca attack frigate, however these are not like the lasers of other races, instead they are intended to cause minimal damage and crew, but score critical hits to take the ship out of action. This is not a good approach against the Dilgar, so they will be loosing the fire exchange.

What they do have are large banks of interceptors on all their ships, with the Lakara cruisers interceptor 8 being the highest number found on any ship anywhere. However the funny thing about interceptors is that once you've got three or four of them, adding additional dice doesn't actually significantly improve their effectiveness. However you will have to plan your fire around burning through the interceptors of their ships before firing your main weapons.

As for targeting instructions, the Shyarie jammer frigate is a good early choice for turn one disruptor torpedo assassination as both a scout and mounting the comms disruptor that could seriously disrupt your plans. What makes it a good choice is that it is a stealthless scout, much like your own, and

is also only patrol priority. Once they are dead, you've more freedom to pick your targets, as nothing stands out as a must kill or easy pop target.

This should be one of the easier battles for the Dilgar. Take a number of scouts, maybe even some independent wings of fighters in case the Abbai try something foolish with their Kotha fighters. Assault class units should only come out to play for planetary assault or starbase destruction, otherwise leave them in the docks. Dreadnoughts will pack more firepower than the Abbai can deal with, and are larger than anything the Abbai can hope to field.

The Drazi Freehold

The Drazi are another league enemy from the Dilgar war. The craft available in the war are Sky Serpent and Star Snake fighters, Sunhawk battlecruisers, Darkhawk missile cruisers, Jumphawk command cruisers and Strikehawk battle carriers. This is basically the lighter end of the Drazi fleet and will shape how they have to engage the Dilgar fleet.

The largest ship they have is the Strikehawk battle carrier, which being based on presumably prototype warbird designs has a hull of six and a whoping twenty damage points. No, really, this is the biggest thing they have! However it is only a skirmish priority ship, so you can expect to see a lot of them. Interestingly, if you pitch the engagement at battle or war priority, the points breakdowns for subdividing points will hammer the Drazi. Assuming battle priority, he will have to split each point into three ships at skirmish, while for the same you can get a raid and two skirmish points, giving you the advantage. Use it or loose it.

In general if you've gone for larger ships for the more impressive firepower, you will be outnumbered. However he is likely to squadron up his ships, which means you can even the initiative sink issue through the use of pentacon formations.

As for the actual battle, this is going to be a mess. Both fleets are fast and agile, have virtually identical ranges across most of their weapons. The telling point is that you have the larger ships, and your ships can fire to the flanks and rear, whereas the Drazi cannot. That the main Drazi weapons are bore sight is not going to be a handicap for him, as he'll have so many sunhawks around that he'll be able to wait to see where your capital ships go and target them accordingly. Some Jashakar scouts acting independently may help with this, but will probably not be enough.

Turn one disruptor torpedo assassination target should be the jumphawk command cruisers for two reasons. Firstly it is the only Drazi ship that has it's own jump engines, secondly it is the only Drazi command platform. As a sunhawk variant it isn't tough, so a concentrated volley of disruptor

torpedoes should take it out in one turn. After the Jumphawk command cruiser, you should target the darkhawk missile cruisers next as they have the same range as an EA Sagittarius cruiser and nearly as much missile firepower, so will need dealing with.

Overall this is a fight that you shouldn't loose. The hoard of small ships coming at you may be frightening at first, however keep your nerve and keep shooting, they will go up in flames readily enough. The Drazi's only hope is to mass his entire fleet to do a battle pass at the same time, so that you cannot engage all of his ships, that way some of his ships might survive. If his ships come in piecemeal, destroy each group as it comes in and get ready for the next one.

The Vree Conglomerate

Another of the league races engaged by the Dilgar, they too do not have all of their ships available during the Dilgar war. The Designs that were around are; Tzymm heavy fighters, Vaarl scout saucers, Vaarka escort scouts, Xaar patrol boats, Xorr war saucers and Xixx Torpedo saucers. This puts them into the same position as the Drazi, that is only having patrol and skirmish priority ships available to battle the Dilgar juggernaught. Comments about selecting priority level to take advantage of this still apply.

Some good things here, and some bad. Firstly the bad, you will not be able to match the Vree fleet for manoeuvrability. The saucers can jink sideways and backwards far too easily, and you just can't match this. Also their speed when not jinking this way and that is roughly equal to your line warship class ships. Just to cap this off, the main Vree weapons are all turret mounted, so getting out of their arc isn't going to happen.

They do have one ship with impressive long range firepower, the Xixx torpedo saucer. This has twin Antimatter torpedoes, which are like EA missiles except that they are also double damage. This makes any Xixx torpedo saucers in the Vree fleet the first target for disruptor torpedo assassination.

While fast and nimble, this comes at a cost. Vree ships are fragile and will come apart under even a modest barrage of fire. The largest ship is the Xorr war saucer, which is a skirmish ship with eighteen damage points and a hull of four. Yep, this is their biggest ship, makes the Drazi strikehawk suddenly look tough by comparison.

This is not a battle you should loose. There will be a lot of the saucers coming at you, but just think of them as clay pigeons, call "pull" across the table, and blow the first one away.

The Hypothetical Enemies

These are the fleets of races who weren't active on the galactic stage till after the Dilgar had been destroyed, or who don't have their older ships detailed within the rules as yet, such as the Brakiri. The complete list is; EA Third Age, EA Crusade, Narn Regime, Interstellar Alliance, Brakiri Syndicracy and the Drakh.

These battles are not necessarily balance matches, as the later period fleets are obviously more advanced and in many cases will make short order of the Dilgar.

The Earth Alliance Third Age Fleet

Now that the humans have found their feet, their fleet is starting to look more intimidating. They now have ships larger and more powerful than anything the Dilgar ever built with the Warlock advanced destroyer and the Shadow Omega abomination, and within the priority levels the EA ships are tougher and have better defences than the Dilgar.

However the Dilgar still have some advantages, in that their line warships are generally still faster than the EA fleet and few of the EA ships can boast as massive arrays of weaponry as the larger Dilgar ships. However while the early fleet was a stand up fight with the advantage possibly going to the Dilgar, historic evidence aside, this time the boot is definitely on the other foot.

As to how to engage the third age fleet, don't go for assault class ships unless the battle is very large or you are fighting over a planet. Set the priority level high then split your points down for more ships. Aim for war priority, so you can split each point into a Tikrit heavy cruiser and a pair of Targrath strike cruisers. Large numbers of well armed and fast ships are definitely the way to go. You will probably need a dreadnought in there for firepower and possibly command.

First turn assassination will be difficult, but targeting the Nova before they can get into range is probably your most valid option. Otherwise you have to engage the Nova in their optimum range because it's also your optimum range. Even if you don't kill them, any engine damage will seriously hurt these slow ships and could keep them out of the battle for a couple of vital turns.

The Earth Alliance Crusade Era Fleet

If you thought the third age fleet was bad, this is three times worse. All the advantages that they had before are magnified, and your ships definitely start to feel out of date against this fleet.

With massed banks of interceptors across the fleet you will have to concentrate firepower as much as possible to score any significant hits.

Their ships are starting to catch you up in speed, and the Marathon in particular has 12", so can match your best.

The Apollo bombardment cruiser is like a Sag on steroids, with the rapid loading missile tubes it can rain death down on your fleet all day, so try disruptor torpedo assassination against it, however it is hull six and as tough as your Tikrit, not to mention interceptor 3, so will not go down easily.

All you can really do is engage as close as possible, get in among their ships to take maximum advantage of your all round firepower, and keep rolling sixes.

The Narn Regime

The Narn ships are quite similar to Dilgar ships in many respects, neither have interceptors, both rely upon tough ship designs to survive and both have massive amounts of firepower all round as the range closes. The only drawback is that the Narn are better at it than the Dilgar. Class for class the Narn ships are much tougher than the Dilgar, and still pack heavy firepower, especially as they have ready access to beam weapons, which the Dilgar do not.

Things are not all bad however. Narn ships are a lot slower than the Dilgar which will allow you to control the range of the engagement to some extent. Also many of the Narn ships rely upon bore sight weapons for their main hitting power, which can be avoided if they are forced to move first. Normally this would be a time to recommend pentacon formations, however the close proximity of one ship to another makes this more hazardous, with e-mines being present. If you do use pentacon formations, keep them in long spread out lines, that way only a couple of ships can be hit by each mine.

Fighters, obviously a waste of time for you to invest in directly with e-mines being out there. Those that come with the assault class ships should be used as escorts or interceptors against Frazi attack runs.

In an up close and personal brawl the masters of destruction should pay dividends against the Narn ships, as your bolters and pulsars will be hitting without interception or distraction. However his tougher ships will balance this, so it will be a tough fight. If you leave the range open however, he will outgun you, especially at ranges over twenty where you have nothing and he has energy mines, heavy laser cannon and ion torpedoes.

The Interstellar Alliance

The Alliance now has a wide range of ships available to it, ranging from the fighters donated to it by the EA and Minbari to the mighty and powerful Victory Destroyer, and not forgetting the white star fleet and it's offspring.

For once you are not the faster fleet, as the white star fleet are the fastest and most agile fleet in the galaxy. However you do have a lot of firepower to put in their direction when they make their attack runs, and normal white stars will be lucky to make a complete attack run and still be operational. One good critical with a masters of destruction weapon can leave them crewless or destroyed. It's just a matter of rolling lots of dice and hoping that something gets through simply by weight of numbers.

Given that you will be out manoeuvred anyway, this might be one time when you can bring along an assault fleet without there being a planet to attack. This would provide you some cover from the Nials and whitestar fighters that are coming in as well as giving you good all round firepower. Obviously if you are doing this, Warhants and Rohrics are the way forward, possibly with a Garasoch in there for additional fighters.

First turn assassination should be any white star fighters you encounter. These little ships or overweight fighters pack good firepower for a fighter but with a poor dodge they can fairly easily be taken out by long range fire. What you do have to watch for is that they have advanced jump engines, so could be used for mass jump point bombing.

The Brakiri Syndicracy

While the Brakiri Syndicracy did directly engage the Dilgar during the Dilgar war, none of the Brakiri ships of the period are still in operation today, and they are not detailed within the game rules. So fights between the Dilgar and the current Brakiri are definitely hypothetical, despite the fact that actual fighting did happen between these powers.

The Brakiri main beam weapons lack armour penetration, and are slow loading, so assuming that you can survive one glancing blow from them as you close, they should not be a problem. The secondary weapon of the Brakiri is the Graviton Pulsar, which is a direct descendant of the Dilgar pulsars, but without the masters of destruction trait. It has greater range and armour penetration than the original pulsars.

The core ship of the Brakiri fleet is the Avioki heavy cruiser, a battle priority ship and the only hull type that lacks interceptors. While these ships are tough, they should be your first targets as your weapons will be at full effect against them. In addition they are likely to make up a good percentage of the Brakiri fleet, enough that if you destroy all of them, the Brakiri may be in a position where they will retreat rather than continue. The same applies to the Kaliva variant of the Avioki, and it may be the first target that you go for, as the Gravitic Lance is a long range sniping weapon that can cause you some pain. Be aware that a cunning Brakiri may try and mix in some Batrado armed transports in his fleet to soak up some of your firepower, especially if he knows you are likely to go hunting Avioki and Kaliva. Don't fall for this, the Batrado is a big fat damage sponge that isn't a significant threat when compared to the efforts needed to kill it.

The Brakiri do not have any scouts, so the addition of a couple of Jashakar scout ships should ensure both dominance over initiative and a couple of re-rolls each turn, assuming they have good crews.

The Drakh

Now the Drakh were luking in the shadows of the shadows during the Dilgar war, and didn't take their place on the galactic stage till 2262, so never encountered the Dilgar. One has to wonder though, would these two races have had common ground and common cause. Would an alliance of Dilgar and Drakh been the next threat to the stability of the galaxy. Probably not, the Dilgar were so superior in their one race attitude that they are unlikely to have accepted the meddling of any other race.

Drakh ships are fragile, having low damage and crew ratings, and no hull values above five. Their main defence is the GEG system which negates the first few points of damage from each weapon system that hits them. This encourages concentrated fire, each weapon you fire against them should be fired at the one target. However the GEG does nothing to the damage inflicted by critical hits, which makes the master of destruction trait on the Dilgar bolters and pulsars especially useful in breaking the fragile hulled Drakh.

You will have no fighters to worry about, and your own fighters will be able to attack their ships with relative ease. They should first concentrate on the light raiders, which are the only Drakh ships with anti-fighter weapons. Unfortunately for the Drakh these weapons are forward arc only, and as fighters move after the ships, the fighters can stay outside the forward arc of the light raiders and keep chipping away at them. Unfortunately with a GEG one even the raiders will be slow to take down with fighters. Larger ships with GEG 2 or more are effectively immune to your fighters, who could only score any damage past the GEG if they manage to score a critical.

The Drakh fleet has a range of different speeds, so you can expect their formation to break into different groups depending on speed. The assorted light and heavy raiders will separate off into hunting packs, while the other ships will manoeuvre based on their relative speeds. This may lead to the Drakh fleet splitting up, which is to your advantage as it may give you the chance to destroy one group while avoiding a close confrontation with the other.

Drakh weaponry is not that fearsome either. They do have elder race quality beam weapons, but not in massive numbers, and only have the one secondary weapon.

Overall I would say the Drakh are not that fearsome a prospect for the Dilgar, although you will take some lumps getting there, victory is possible.

In Conclusion

The Dilgar are an interesting race with a nice variety of warships to use, and are well matched against their historical enemies. They only become unpredictable when faced with hypothetical enemies, and such is always the nature of such battles.

They have one of the most coherent fleets in the game which offers a fleet that should operate like a well oiled killing machine on the table top. Something to take relish in and enjoy.

Heroes of the Rodina

Part Two of Our Look at the Soviet Navy in Victory at Sea

David Manley

Novik-class Destroyer

Ships of this class: *Novik, Kapitan Belli,Garibaldi, Bystri, Iziaslav, Priamyslav, Lenin, Kapitan Kern, Desna, Stalin, Zabiyaka, Volodarskiy, Zinoviev, Zante, Korfu, Levkas*

The *Novik* class were laid down and launched between 1911 and 1915. At the outbreak of WW1 they were the fastest, most powerful destroyers afloat. Stout, well built ships, they had a good reputation and were well regarded by their crews and senior officers. During WW2 they were generally better regarded than ships of later design. They served in all the Russian fleets and were extensively altered; the stats below represent a typical weapon fit.

Speed: 7"
Turning: 2
Target: 6+
Armour: 2+
Damage: 2/1
Crew: 10/3

Special Traits: Agile
In Service: 1936

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

Length: 336 ft.
Displacement: 1280 tons
Speed: 36 kts.
Crew: 160
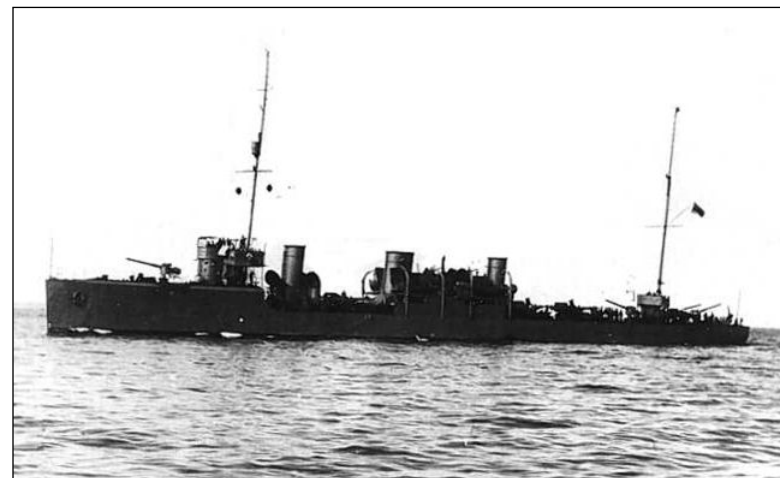
Series X Class Submarine

A class of 53 boats in two sub-classes (Series X and Xbis). These boats were typical of the Russian submarine fleet. In common with other classes they were numerous but accomplished little. Eighteen were sunk in action and one in an accident. Most of the losses were to mines.

Speed: 3"/2"
Turning: 2
Target: 6+
Armour: 2+
Damage: 3/1
Crew: 2/1
Special Traits: Submersible
In Service: 1936

Weapon	Range	AD	DD	Special
Secondary Armament	4"	1	1	Slow-Loading, Weak
AAA	4"	1	-	
Forward Torpedoes	10"	2	4	AP, Slow-Loading
Aft Torpedoes	10"	1	4	AP, Slow Loading

Length: 192 ft.
Displacement: 708 tons
Speed: 13/9 kts.
Crew: 40

Project 71-class Aircraft Carrier

Project 71 was to have seen two 13,000 ton light aircraft carriers completed by 1942. Although the design was progressed no actual construction work started. They were to have carried 45 aircraft with two catapults, and would have had distinctive "turned down" funnels similar to the Japanese *Akagi*.

Speed: 6"
Turning: 1
Target: 5+
Armour: 3+
Damage: 14/4
Crew: 48/16
Special Traits: Carrier
In Service: 1942
Aircraft: 5 flights of Su-2, 3 flights of I-16 or Yak-9

Weapon	Range	AD	DD	Special
Secondary Armament	12"	2	1	Weak
AAA	6"	6	-	

Length: 640 ft.
Displacement: 13,150 tons
Speed: 30 kts.
Crew: 1,200 (est)
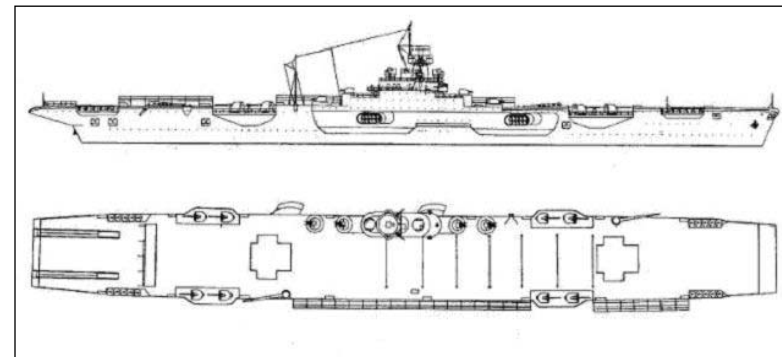
Project 72-class Aircraft Carrier

Project 72 was a more ambitious carrier design, influenced both by the German Graf Zeppelin (which was visited by a Russian delegation in 1941) and the British Illustrious class. A heavy AA armament was embarked following lessons learnt from Allied navies in the early stages of the war.

Speed: 6"
Turning: 1
Target: 4+
Armour: 3+
Damage: 29/9
Crew: 48/16
Special Traits: Carrier, Armoured Deck
In Service: 1944(est)
Aircraft: 6 flights of IL-10 or SB-2, 4 flights of Yak-9

Weapon	Range	AD	DD	Special
Secondary Armament	8"	2	1	Weak
AAA	6"	8	-	

Length: 820 ft.
Displacement: 28,800 tons
Speed: 30 kts.
Crew: 1,200 (est)
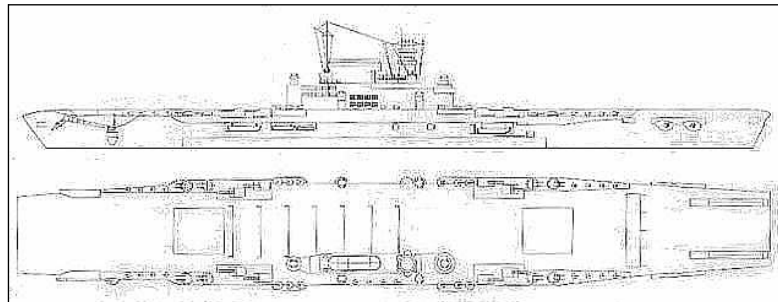
Kostromitinova - class Aircraft Carrier

Ships of this class: *Kostromitinova*

Kostromitinova was the last serious wartime carrier design, again based partly on the RN's Illustrious design, she was a step up from the previous Project 72 and featuring an enlarged air group, heavier surface and AA armament and additional lift capacity.

Speed: 6"
Turning: 1
Target: 4+
Armour: 3+
Damage: 38/12
Crew: 72/24
Special Traits: Carrier, Armoured Deck
In Service: 1945(est)
Aircraft: 7 flights of IL-10 or SB-2, 11 flights of Yak-9

Weapon	Range	AD	DD	Special
Secondary Armament	12"	4	1	Weak
AAA	6"	10	-	

Length: 918 ft.
Displacement: 51,200 tons
Speed: 30 kts.
Crew: 1,800 (est)
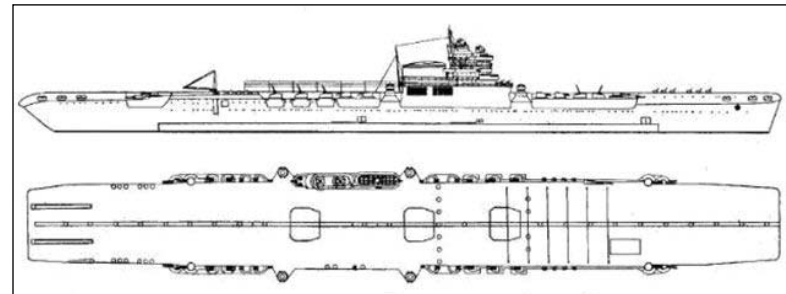
Aircraft

Aircraft
The following forms the air support list for the Soviet Navy.

Priority Level: Patrol
Yak-9 (2 flights)
SB-2 (3 flights)
IL-4 (3 flights)

Ilyushin Il-4

A medium bomber used extensively in the Baltic region as a torpedo bomber. The Il-4 could also be used for extended range bombing missions and several made highly publicised raids on Berlin. Over 5000 were built.

Type: Torpedo-Bomber
Speed: 13"
Target: 4+
Dodge: 4+
Dogfight: +0
Damage: 3
In Service: 1936

Weapon	Range	AD	DD	Special
Torpedo	4"	1	4	AP, One-Shot
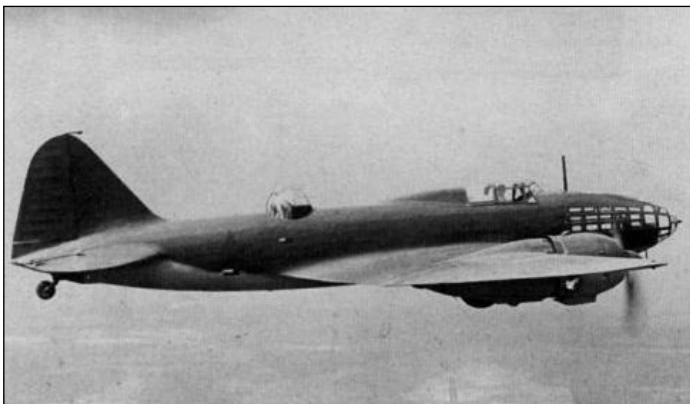
Yak-9

A typically Russian rugged and dependable fighter, the Yak-9 was one of the standard Soviet land based fighters of WW2. The Yak-9K variant was on eof the types peoposed for service on the Project 72 Class carriers.

Type: Fighter
Speed: 25"
Target: 6+
Dodge: 2+
Dogfight: +4
Damage: 1
In Service: 1937

Polikarpov I-16

The I-16 was short, stubby and almost comical in appearance. However, appearances can be deceptive. When it entered service in 1934 the I-16 was one of the world's most advanced fighter aircraft. Its performance was less spectacular by the 1940s but its manoeuvrability was still sufficient to give it a fighting chance against an ME109. Over 7000 were built. The I-16 was one of the aircraft considered for use on the Project 71 Class carriers.

Type: Fighter
Speed: 17"
Target: 6+
Dodge: 2+
Dogfight: +4
Damage: 1
In Service: 1937

Ilyushin IL-10

A tough, no-nonsense attack aircraft, the IL-10 was a development of the legendary Il-2 Sturmovik. A marinised version was considered for use as a strike aircraft on board the Project 72 class carriers.

Type: Bomber
Speed: 16"
Target: 5+
Dodge: 4+
Dogfight: +1
Damage: 2
In Service: 1943

Weapon	Range	AD	DD	Special
Bombs	-	1	3	One-Shot, AP

Tupolev SB-2 "Katyusha"

The SB-2 (also known as the ANT-40) was (at the time of its design) an advanced twin engined high speed bomber. Its performance advantage had fallen away by 1941, but even so it performed well. A marinised version was considered for use on the Project 72 class carriers. The SB-2 can carry either bombs or a torpedo, not both at the same time.

Type: Torpedo-Bomber / Bomber
Speed: 14"
Target: 4+
Dodge: 5+
Dogfight: +0
Damage: 2
In Service: 1936

Weapon	Range	AD	DD	Special
Torpedo	4"	1	4	AP, One-Shot
Bombs	-	1	3	One-Shot, AP

Sukhoi Su-2 "Ivanov"

The Su-2 (despite its designation this was the first aircraft designed by Pavel Sukhoi) was a land based tactical bomber. Over 500 were built, but suffered heavy losses to the Luftwaffe in the opening days of WW2. A variant of the Su-2 was proposed for service as a strike and torpedo bomber on the Project-71 class carriers. The Su-2 can either carry bombs or a torpedo, not both at the same time.

Type: Torpedo-Bomber / Bomber
Speed: 15"
Target: 4+
Dodge: 5+
Dogfight: +0
Damage: 2
In Service: 1937

Weapon	Range	AD	DD	Special
Torpedo	4"	1	4	AP, One-Shot
Bombs	-	1	3	One-Shot, AP

The Soviet Fleets

The fleet lists above allow players to select from the entire Soviet Fleet. However, the Soviets actually had to spread their ships out amongst four fleets, namely the Baltic, Black Sea, Northern and Pacific fleets. If you want to limit yourself to those ships available to one of those fleets the table below indicates which types of ships can be used in which fleets (and gives the numbers of ships in each fleet for major units). Uncompleted ships are shown as being available for use in all fleets, although they would probably have been assigned primarily to the Baltic and Black Sea Fleets, with deployments to the Northern Fleet and the Pacific Fleet increasing in the post WW2 "Cold War"(giving rise to some interesting hypothetical engagements between Soviet and US/British late war fleets).

Class	Baltic	Black Sea	Northern	Pacific
Novik class destroyer	Y	Y	Y	Y
Gnevnyi class destroyer	Y	Y	Y	Y
Tashkent class destroyer leader		Y		
Series X class submersible	Y	Y	Y	Y
Kirov class cruiser	1	1		
Maxim Gorky class cruiser	1	1		
Chapaev class cruiser	Y	Y	Y	Y
Murmansk class light cruiser			1	
Krasnyi Kafkaz class cruiser		1		
Profintern class cruiser		2		
Tallinn class heavy cruiser	Y			
Project 71 class aircraft carrier	Y	Y	Y	Y
Kronstadt class battlecruiser	Y	Y	Y	Y
Gagnut class battleship	2	1		
Archangelsk class battleship			1	
Project 72 class aircraft carrier	Y	Y	Y	Y
Sovietski Soyuz class battleship	Y	Y	Y	Y
Kostromitinova - class aircraft carrier	Y	Y	Y	Y

Omega Command Destroyer

New Rules and a New Model for EarthForce's Favourite Omega

Matthew Sprange

There is always something to do, it seems. I have a long list of projects that need attention and, sadly, I rarely get the chance to give that list a good hammering. This is one project that has been on the list for a while – updating the Omega Command Destroyer to make it a rock hard War level choice for Earth Alliance players.

The idea has been floating around for a while, and it is simple in execution – simply attach the Poseidon's rotating section to the existing Omega model, update the stats and voila! A new ship that will perform on the table as well as it looks. So, why do such things take so long to get round to doing? Well, there is always something else that crops up! That said, I am happy we can now reveal the new ship, as it fills a nice place in the Earth Alliance fleet line up.

The Omega-class command destroyer is a War level choice for Earth Alliance Third Age and Crusade Era fleets. This is an official replacement for the existing Omega-class command destroyer, and these rules should be used in their place.

Omega-Class Command Destroyer (Variant) — War

Speed 7	Troops: 8	
Turns: 1/45°	Craft: 6 Starfury Flights	
Hull: 6	Special Rules: Command +2,	
Damage: 62/14	Interceptors 5, Jump Engine	
Crew: 86/18	In Service: 2259+	

Weapon	Range	Arc	AD	Special
Heavy Laser Cannon	30	B	8	Beam, Double Damage, Super AP
Heavy Laser Cannon	30	B(a)	6	Beam, Double Damage, Super AP
Heavy Pulse Cannon	12	F	14	Twin-Linked
Heavy Pulse Cannon	12	A	8	Twin-Linked
Medium Pulse Cannon	10	P	10	Twin-Linked
Medium Pulse Cannon	10	S	10	Twin-Linked
Particle Beams	5	P	6	Anti-Fighter
Particle Beams	5	S	6	Anti-Fighter

The most advanced ship in the EarthForce fleet to use wholly human-originated technologies, the command destroyer is a mobile fortress and headquarters. Even though the command destroyer has been harried by design and maintenance problems throughout its career, it showed its prowess in both the Earth Civil War and the Drakh conflict superbly. Omega command ships are prized members of any battle formation, leaving a serious impression on both friend and foe when they are committed to war. Not only do they have complete control over the movements of allied vessels, but the weapon layout of the ship allows it to 'lead by example.' The damage potential of the forward heavy lasers have been exponentially increased over the standard Omega, using refinements in energy allocation and power delivery systems researched while reverse-engineering alien technologies for the top-secret projects of Clark's regime.

Omega (Command)

Operation Alphabet

Ian Barstow and Nick Robinson Take to the North Sea

Last month you may recall I took something of a beating from Nick Robinson in the Tiger By The Tail battle report. Undaunted, I challenged him again; suggesting this time we try out some more varied equipment in the colder climes of the North Sea. I thought it would be a nice idea to simulate an early war clash based on a historical might-have been. It's always interesting to look at a historical situation as a starting point for games, and in this case we picked the Allied withdrawal from Narvik in June 1940.

We plumped for the Supply Ships scenario, treating the supply ships as actually containing the British land forces deployed in the campaign. Nick's objective was to survive 10 turns on the table as the British while I, as the Germans, had to inflict substantial losses on his merchantmen.

Setting

Despite performing well on the ground the Allied land forces are being pulled out of the Narvik region as a result of the disaster at Dunkirk. Admiral Lord Greke-Robinson, admiralty reject and former Eton head boy has been despatched with an ad hoc force to pull out the troops.

Meanwhile, smarting from the loss of a number of destroyers at the Battle of Narvik the Kriegsmarine has similarly looked for available fleet resources and found Vizeadmiral von Bastau on board the *Admiral Scheer* preparing to convoy raid in the North Atlantic alongside the cruiser *Blucher*. Reinforced, these ships would form the core of the force that the German command hoped would add to the debacle facing the Allies in Europe.

As mentioned the scenario chosen was Supply Ships, meaning the action would last 10 turns and Victory Points would then determine the winner. We rolled up a day encounter in good weather – just as well considering my performance last time out! We picked forces for a 5 point Raid, using Military Grade crews (grade 4).
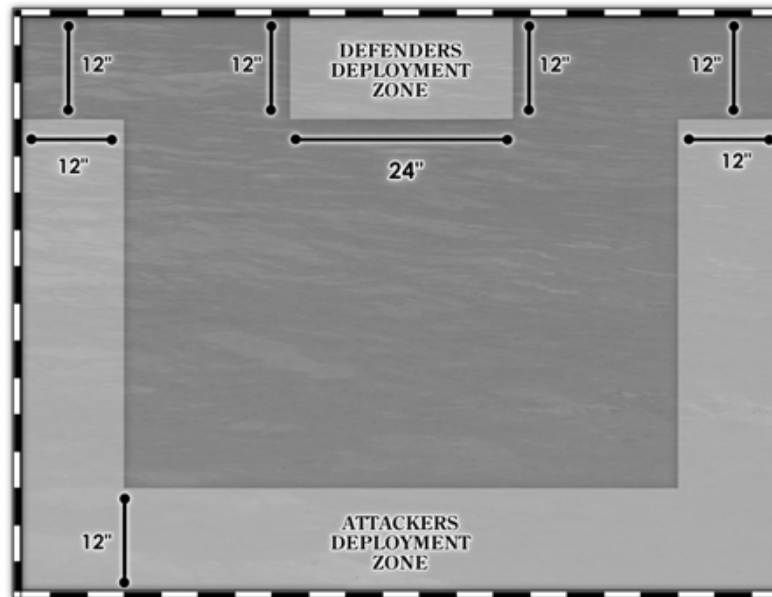
Supply Ships Scenario Map

The Fleets

Force P - Lord Greke-Robinson

HMS Ark Royal – Ark Royal Class CV – Raid level
HMS Jamaica – Fiji class cruiser – Raid Level
HMS York – York Class Cruiser – Skirmish Level
HMS Exeter – York Class Cruiser – Skirmish Level
HMS Cossack – Tribal Class Destroyer – Patrol Level
HMS Matabele – Tribal Class Destroyer – Patrol Level
HMS Sikh – Tribal Class Destroyer – Patrol Level
HMS Janus – J,K,N Class Destroyer – Patrol Level
HMS Javelin – J,K,N Class Destroyer – Patrol Level
HMS Jupiter – J,K,N Class Destroyer – Patrol Level
SS Victory – Victory Class Merchantman
SS Conquest – Victory Class Merchantman
SS Salvation – Victory Class Merchantman
SS Liberty – Liberty Class Merchantman
SS Equality – Liberty Class Merchantman
SS Fraternity – Liberty Class Merchantman

Marinegruppen Nord - Vizeadmiral von Bastau

KMS Admiral Scheer – Deutschland Class Pocket Battleship – Raid Level
KMS Blucher – Admiral Hipper Class Heavy Cruiser – Raid level
KMS Z24 – Z36 Class Destroyer – Patrol Level
KMS Z28 – Z36 Class Destroyer – Patrol Level
KMS Z30 – Z36 Destroyer – Patrol Level
U-30 – Type VII Submarine – Patrol Level
U-34 – Type VII Submarine – Patrol Level
U-101 – Type VII Submarine – Patrol Level
U-38 – Type IX Submarine – Patrol Level
3 Flights Ju-87 Stuka – Patrol Level
2 Flights Messerschmitt Me-109 – Patrol Level

Nick: The first thing I had to do was select six merchantmen, so with them out of the way it was on to the meat of Force P, as I had christened my flotilla. Ian had told me anything goes in this battle so I decided to take him at his word and select the *Ark Royal* as my flagship. That gives me some much needed air support. I also suspected I might see Ian deploy U-boats, so I selected six versatile destroyers, hopefully meaning I could protect my vital merchantmen and the carrier from torpedo attack. That left room for three cruisers, two York-class and one Fiji-class. My plan was to create a solid group and force Ian to risk his ships breaking in to get at the prizes.

Ian: As usual whatever happens, thanks to his merchantmen, Nick is going to have the advantage on ship numbers meaning he will be moving things after I finish. That's a real advantage and often worth taking a few cheap ships just to accomplish! Following German raider tradition I picked a pair of tough convoy raiders in *Admiral Scheer* and *Blucher*. I wanted to hit the British from all angles though, so I picked four U-boats and three destroyers. I really like using torpedoes and I was hoping these guys could break up the British formation. I also wanted some air power, so took two flights of ME-109s and three JU-87s. I'm not that convinced of the effectiveness of dive bombers at sea but I wanted to give them a go and I thought the arrival of Stukas might give Nick the opportunity to make a few mistakes.

Deployment

In this scenario the defender, namely the British, sets up first, followed by the attackers. As you can see from the deployment map we were in open water and the restrictions on deployment put the British in a fairly tight box that I was able to deploy around as I wished.

This time I decided to deploy at longer range, although crucially I set my three destroyers up for a lightning attack into the British fleet, intent on causing havoc with their torpedoes. I positioned all four of my hidden submarines in the two-foot terrain square ahead of the British, hoping that the escorting destroyers and their nasty depth charges could be pulled away before I struck.

Learning from previous mistakes both sides put up a spotter plane at this stage to give a +1 modifier to Initiative. *Ark Royal* also pre-launched the one flight of Fulmar fighters allowed by the rules.

BRITISH DEPLOYMENT AREA

12"

12"

12"

12"

1 ARK ROYAL
2 FRATERNITY
3 MATABLE
4 SALVATION
5 EXETER
6 COSSACK
7 CONQUEST
8 JAMAICA
9 SIHK
0 LIBERTY
A EQUALITY
B VICTORY
C JANUS
D YORK
E JUPITER
F JAVELIN

24"

1 Z-30
2 Z-28
3 Z-24
4 SCHEER
5 BLUCHER

12"

GERMAN DEPLOYMENT AREA

Turn 1

The Germans comfortably won the Initiative roll for Turn 1 and the three Z36-class destroyers turned to bear down on their prey as the British fleet drove forwards into the North Sea, nervously waiting for the anticipated German U-boats to appear. Instead though all that happened was some cursory long range fire resulting in one point of damage each for *Ark Royal*, *Jamaica* and *Admiral Scheer*. I had secretly been hoping for a freak Critical Hit on the *Ark Royal* but *was*, of course, disappointed. Planes began to swarm off the deck of *Ark Royal* and another flight of Fulmars and one of Swordfish torpedo bombers took to the skies.
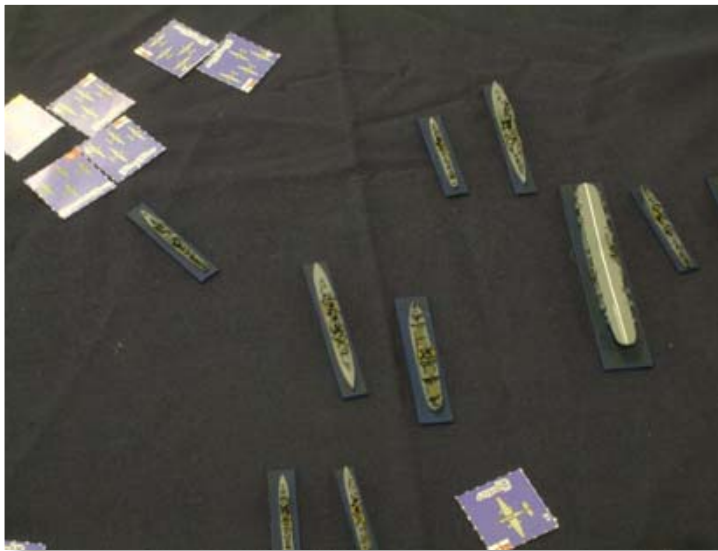

Turn 1: Force P steams ahead

Turn 2

Winning the Initiative again the Germans continued with their plan, the big convoy raiders *Blucher* and *Admiral Scheer* standing off as the destroyers approached the British at high speed, turning sharply to port in an attempt to bring their torpedoes to bear. All three failed the necessary command checks to Come About, meaning that their positions weren't ideal. Finally, two flights of ME-109s hammered across the table to intercept the two flights of Fulmar fighters valiantly escorting the Swordfishes which were slowly closing range with the bigger German ships. The British showed little movement, maintaining their disciplined formation.

Turn 2: Air combat begins!

During the Attack phase things got a little more general. *Z-30* fired on *Equality* for 1 point of damage, at the same time firing torpedoes at *Jupiter*, missing badly much to the amusement of Lord Greke-Robinson. *Z-28* also torpedoed *Jupiter*, sinking her with a ruthless spread as well as shooting down the flight of Swordfishes that had strayed into AA range. Before she blew up though Jupiter fired her own torpedoes at *Z-24*, sinking the German destroyer. *Z-24* likewise had already fired torpedoes, causing 5 points of damage to *Victory*, but tellingly no Critical Hits. The doomed German destroyer also blew one of the British spotter planes out of the air, although the British had wisely put up several others just in case!

Javelin then torpedoed and sank *Z-28*, with *Jamaica* causing 2 points of damage on *Admiral Scheer,* which

in turn brought all guns to bear on *York*, causing 3 damage plus a Critical Hit which ruptured her fuel systems, causing 2 extra points of damage and crew loss and reducing her speed by 3 inches, along with a single fire. Which was nice. Last, but not least, the two flights of ME-109s easily shot down the British Fulmars, suggesting that there would be a lot of vacancies in the *Ark Royal* air wing shortly.

Turn 3

The Initiative swung to the British, significantly meaning they would get first shot. The convoy made a general turn to port at its head, clearly in an attempt to close with the big German raiders who were happily sitting at long range. Two more flights of Fulmars took to the air as well to engage the Messerschmitts, while the transports began to get left perilously behind. At this point I was beginning to regret not putting the U-boats in the British deployment area and waiting to hit the back of the convoy. Would valuable time be wasted in waiting under the waves? We would soon see. *Z-30*, the sole surviving German destroyer made its Come About test and turned sharply to starboard, bringing its remaining torpedoes to bear on *Exeter*.

In the Attack phase poor *Z-30* found itself the centre of attention, taking torpedoes from *Exeter* and gunfire from *Jamaica*, *Ark Royal* and *Javelin*, the latter of which finally sank the gutsy little destroyer. Not before she had fired her own torpedoes though! These slammed into the adjacent *Exeter*, inflicting a Critical Hit on her Secondary Weapons resulting in the loss of one Attack Dice along with 2 points of damage. *Z-30* also got off some lightweight gunfire, inflicting 1 point of damage on *Janus*

Turn 3: Force P begins to spread out

before disappearing beneath the waves. *York* hit *Admiral Scheer* for 1 point of damage although *Jamaica* missed a similar long range shot, not getting so lucky herself as *Scheer* returned the favour, inflicting a somewhat disappointing single point of damage. Finally, the ME-109s continued their winning streak, shooting down another two flights of Fulmars. The skies were beginning to look safe enough to bring on the Stukas…

Turn 4: Ark Royal launching Swordfish

In the End phase *York* failed to put out her fire or repair her fuel systems, losing another 2 Crew points in the process.

Turn 4

Once more the Initiative changed, favouring the Germans, and the sudden movement on the deck of *Admiral Scheer* revealed they had spotted *Janus*, rapidly approaching and threatening to come within torpedo range. There was little the pocket battleship could do other than put as much fire as possible into the destroyer. With their own destroyers gone, the Germans could do little more than bring on the menacing shapes of the JU-87 flights, staying out of AA range in front of the British formation and clearly preparing to strike next turn. The British focussed on threatening the big German raiders with as many torpedoes as they could bring to bear, the aforementioned *Janus* leading the way. Two more flights of Swordfish valiantly launched from *Ark Royal* but with the ME-109s circling menacingly it looked like a futile effort.

The Attack phase didn't have much in the way of accurate fire but what did hit was crucial to the outcome of the battle. Firstly *Scheer* put all available

guns into *Janus*, but while crippling the plucky destroyer left the dangerous torpedoes available. *Scheer* also inflicted 1 point on *Jamaica*, but in return received 2 points of damage from *York* and more significantly a whopping 8 points from *Janus's* torpedoes, instantly crippling her. What's more, both the big A and Y 11" turrets were destroyed, making the pocket battleship a virtual spectator. This was definitely not nice. I did succeed in shooting down both Swordfish flights but somehow it seemed less important with the damage to *Admiral Scheer*.

Just to rub things in *York* put out her fire during the End phase and repaired her fuel systems.

Turn 5

Retaining the Initiative the Germans finally unleashed the waiting U-boats, emerging along both sides of *Ark Royal*. However, because submarines are deployed at the start of the Movement phase, it gave Lord Greke-Robinson time to react and a hurried order saw the carrier steam forwards at flank speed accompanied by the cruisers, leaving the merchantmen protected by just two destroyers. The question was, could the U-boats inflict enough damage in the time they had left?

Scheer, meanwhile, was desperately trying to avoid becoming the target of any more torpedoes, although this was looking increasingly unlikely as the destroyers swarmed around her. In the air the Stukas spread out, one flight going for *ark Royal* while others headed for *Jamaica* and *York*, clearly looking to deliver a telling blow. The latest Swordfish to chance their arms climbed bravely, only to be intercepted once more by the ME-109s, hungry for more victims.
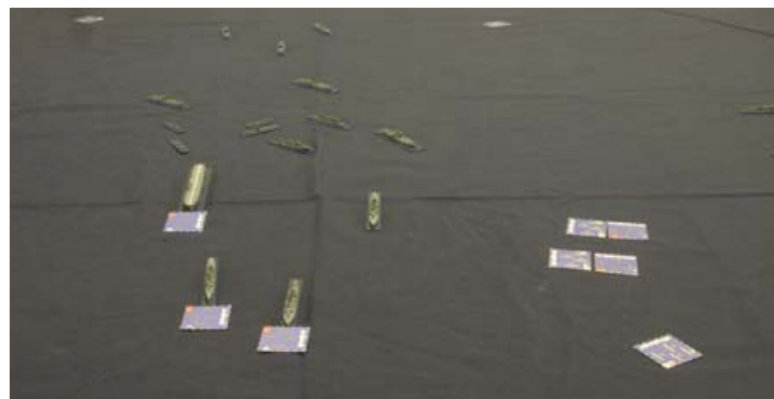
Turn 5: Arrival of the Wolf Pack!

In the Attack phase the Germans went straight for the jugular, unleashing their aircraft. Actually, unleashing might be rather a grand word for the paltry 2 points of damage inflicted on *Ark Royal*. Both *Jamaica* and *York* watched as their Stukas mysteriously targeted adjoining waves. Predictably the ME-109s polished of the Swordfish but without at least crippling their carrier this was having little impact on the game. Just to rub things in *U-38* missed *Ark Royal* and *Matabele* with its fore and aft torpedoes, while *Matabele* promptly detected and crippled U-34 with depth charges. Luckily the sub retained its Submersible trait and remained under water, sinking *Matabele* in return and inflicting 3 points of damage on *Ark Royal*. Then to really rub salt into the wounds *Javelin* torpedoed and sank *Admiral Scheer* – a very expensive points loss for the Germans, meaning some serious damage needed handing out to stop the game getting away.

U-101 failed to contribute much by missing *Exeter* altogether and inflicting a feeble 3 points on *Salvation*. *Sikh* then torpedoed *Blucher* for an equally disappointing 1 point of damage while *U-30* missed *Cossack*, but then blew up the damaged *Salvation* which went down with all hands in a maelstrom of flame. Having been torpedoed by *Sikh*, *Blucher* more than made up for it by unleashing her own torpedoes at *Sikh*, sinking her instantly as well, along with a point of damage on *York*. Things were beginning to look up for the Kriegsmarine with the arrival of the wolf pack, although one of the ineffective Stukas was despatched by the AA crews on *Ark Royal*. Finally, *Exeter* fired on *Blucher*, inflicting 2 points of damage.

The End phase changed nothing as all the repair rolls failed, leaving the game teetering in the balance. Much depended on the U-boats.

Turn 7: The U-boats find themselves being outrun

Turn 6

We were nearing a crucial point in the battle now, although interestingly it was more to do with manoeuvre than firing. With all the U-boats reloading, where would the British fleet be when they had re-armed? With a mighty 1" submerged speed (and one already crippled) this doesn't allowed for much in the way of pursuit! Lord Greke-Robinson realised this and, coupled with winning the Initiative, took the opportunity for decisive action. The carrier and her battered cruiser group sailed towards the table edge to put as much distance between themselves and the U-boats as possible, while the merchantmen scattered, leaving three at the rear looking fearfully vulnerable. However, with the Initiative and lack of German numbers it meat a lot of the British ships moving last, which is of considerable benefit. The U-boats were left in a quandary and underestimating the speed of *Ark Royal* turned to face her, only to be instantly out of range. Blucher remained almost at a stand still hoping to cause more damage to the valuable cruisers.

Firing was limited to *York* and *Jamaica* each inflicting 1 point of damage on *Blucher*, which in turn crippled *Exeter* with a well-placed shot. The cruisers were battered but crucially still afloat. Incredibly in the End phase yet again no repairs were made, suggesting all hands were too busy elsewhere!

Turn 7

Winning the Initiative in turn 7 meant that although movement was of little advantage, the Germans could fire first. Hopefully this would lead to some more British tonnage going down. *Ark Royal* and her cruisers turned to port and began skirting the table edge and threatening the *Blucher*. The U-boats scattered searching for targets, trying to make it as difficult as possible for the British to avoid all their shots.

The Attack phase was again limited, and *Blucher* did well to inflict another point of damage on *Exeter* as well as reduce *Victory's* speed by 1" with a Critical Hit to the engines. The only U-boat to strike was *U-38*, successfully sinking the destroyer *Cossack* with her torpedoes. The ME-109s shot down yet another flight of Swordfish being ruthlessly sent aloft by Lord Greke-Robinson, who was clearly no fan of pilots.

Unsurprisingly by this stage all repair rolls naturally failed!

Turn 8

The battered British cruisers were getting close enough to *Blucher* to consider using torpedoes, although their collective damage meant they had little manoeuvrability. Nevertheless, they forged forward to engage the German cruiser at close quarters. The engagement was now broken up and scattered and it appeared that unless something substantial happened the game had already been decided – but which way?

The battered *York* opened the firing against *Blucher*, doing very well to inflict a Critical Hit with her only available turret and damaging the German's propellers as well as causing 2 points of damage. *Blucher* was still some way from being crippled though and had the potential to still do damage on her own account. She turned all guns on *Jamaica*, inflicting 3 points of damage and damaging her secondary weapons. The return fire caused yet another single point of damage to *Blucher* but the success of the round went to the shared attack by *U-34* and *U-30* on the merchantman *Equality*, sinking her with a barrage of three Critical Hits! In the air the Messerschmitts spent their time tearing around shooting down unarmed spotter planes to try and boost the German Initiative roll.

In the End phase *Exeter* bucked the current trend by repairing her secondary guns, although as usual everybody else failed dismally.

Turn 9

The British, despite the best attempts of the ME-109s continued to dominate Initiative, winning again. For the Germans, *Blucher* turned hard to port, hoping to keep the British at bay by threatening with her loaded port torpedoes. The pursuit kept going however, though it was clear that thanks to the German's sharp manoeuvre the British cruisers still had no firing angle for their own torpedoes. *Javelin* pulled alongside U-101, clearly intending to depth charge the submarine, while the remaining merchantmen continued to keep their distance from the feared wolf pack. The U-boats were more intent on nailing *Javelin*, however, and all three with a firing arc attacked *Javelin* – and all missed! It looked like the heroic British destroyer simply refused to be hit.

York managed yet another point of damage on *Blucher*, which in turn fired everything into *Jamaica*, finally crippling her as well with another two hits.

Turn 8: Equality about to be sunk

Turn 9: British cruisers stalk the Blucher

Turn 10: "Can anybody hear anything?"

In the End phase *Blucher* succeeded in repairing her propeller, putting her back to full speed.

Turn 10

This was the final turn, and the British had no intention of relinquishing the Initiative, winning against the snake eyes rolled by the Germans. It was clear almost at once that the slow sped of the U-boats meant that they could not get close enough in the available time to attack all the valuable merchantmen and their precious cargo of troops. *U-30* did have a firing angle on *Fraternity* but disappointingly only inflicted 1 point of damage. Exeter caused *Blucher* 3 points of damage and dropped her to within two points of being crippled, but in return the German cruiser sank *Jamaica* through weight of fire and inflicted 2 points of damage on *York* with her weak secondary guns. A fine effort by the lone German cruiser but was it too late?

Result

Lord Greke-Robinson: 78 points
Vizeadmiral von Bastau: 55 points

Conclusion

Nick: I've won again! No, I shouldn't gloat, but this is two months running and it feels good, so well done me! Seriously though, it was a very tight game and at several points it looked like the Germans were going to get the upper hand. Playing this as the defender is a tricky business. You have to be patient and attempt to retain your formation, knowing that attacks from all over the place are likely to be incoming. I have to say that my aircraft were a huge disappointment. Ian's dice luck was again pretty ordinary apart from in the skies, where he didn't lose a single dogfight, destroying the entire air complement of the *Ark Royal* with just two flights of ME-109s. I need to re-examine my aerial tactics and maybe take a leaf out of Leigh-Mallory's Big Wing theory. The Stukas were less impressive though, and I think in retrospect Ian will wish he had targeted the softer Merchantmen, which would have been hit with all of his attack rolls, two of which missed the harder-to-hit cruisers.

The scariest threat was the U-boats though. Waiting for them to emerge and not knowing where they were was nerve-tingling, although I was glad it was half way through the battle before they showed up. All in all, I'm really pleased with how we stayed the course and in particular the performance of *HMS Javelin*, whose captain is in for a serious promotion!

Ian: Oh no, not again! I can't even blame Fordy's rubbish dice this time as I studiously refused to use them. OK, what went wrong? I think I deployed my U-boats in the wrong square. I should have put them in the British deployment square and come up on about turn 3 as they were leaving. I think Nick may have rumbled their location and at any rate they were too slow to have a major influence, particularly with some fairly uninspiring torpedo spreads. I put them too close together as well, allowing nick ample opportunity to escape. *Admiral Scheer* was a big let down as well, performing poorly compared to the lighter *Blucher* which did well throughout the engagement. The ME-109s were great, totally nullifying the *Ark Royal's* air threat, although the Stukas, as suspected, were pretty ineffective. In retrospect I should have put all three on one merchantman and blown it to pieces rather than trying to get too much out of them. As for my destroyers, I got way too eager to get into torpedo range. I should have held them in front of the British while keeping the convoy raiders at even longer range to take advantage of our longer-ranged weapons. Looks like another battle where I end up in a lifeboat then!

Extinction Protocol
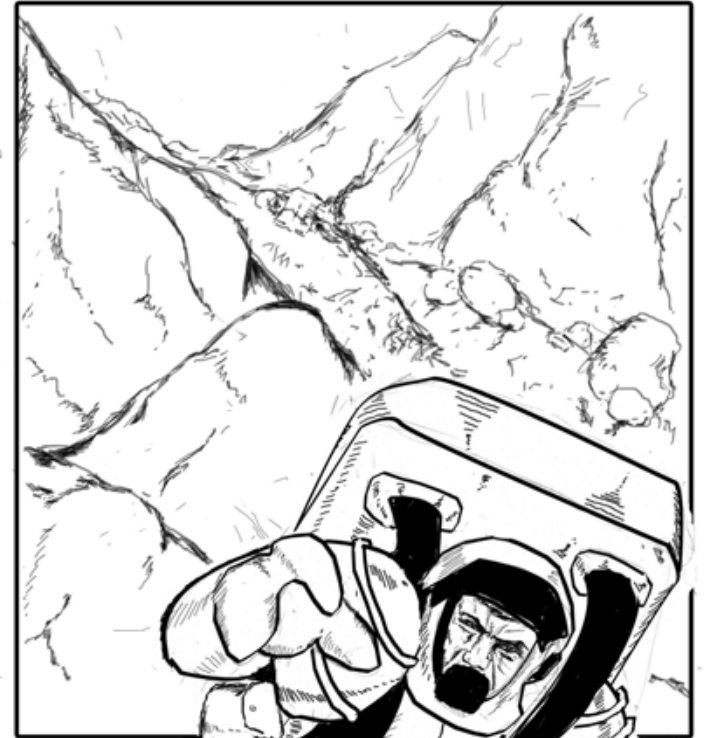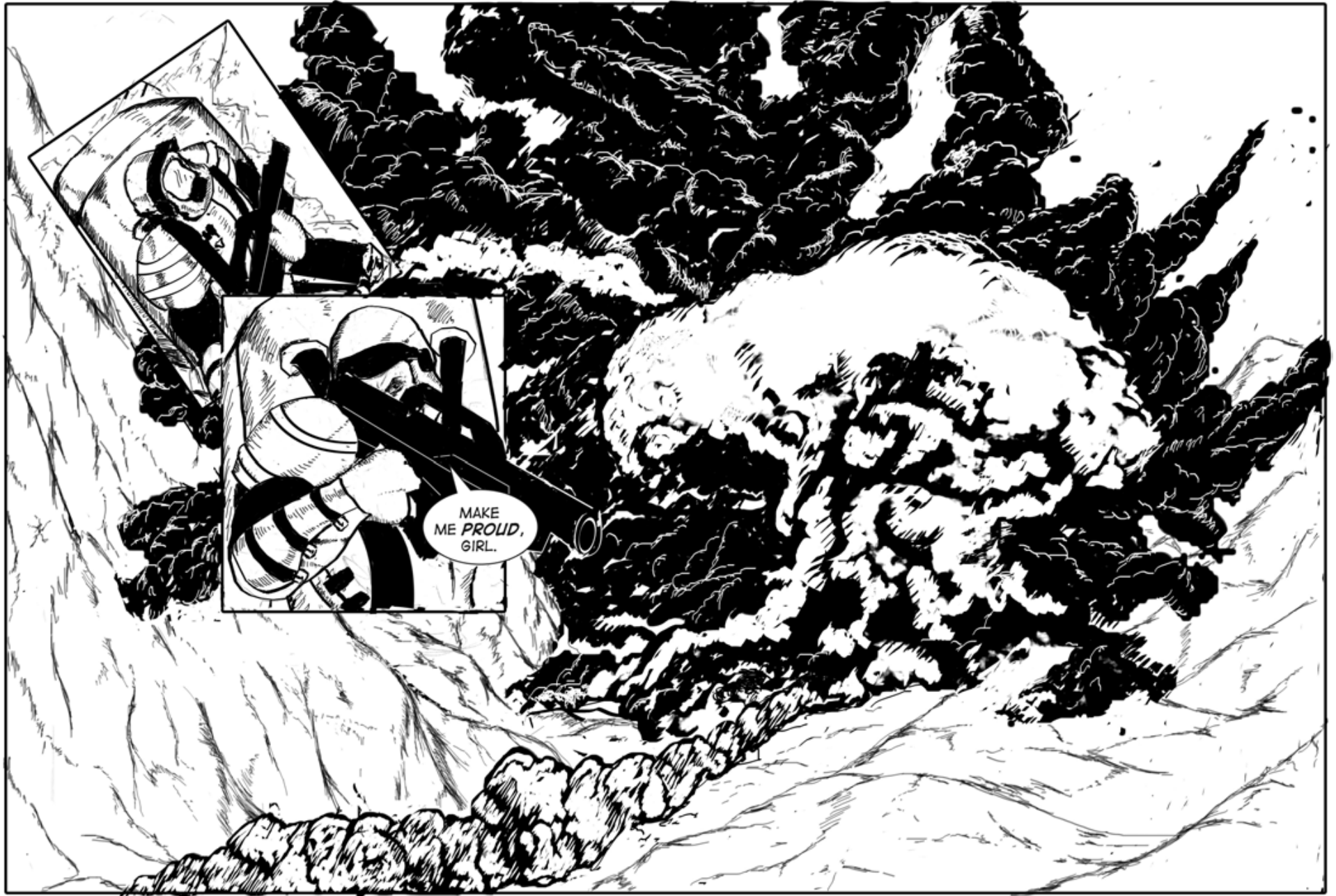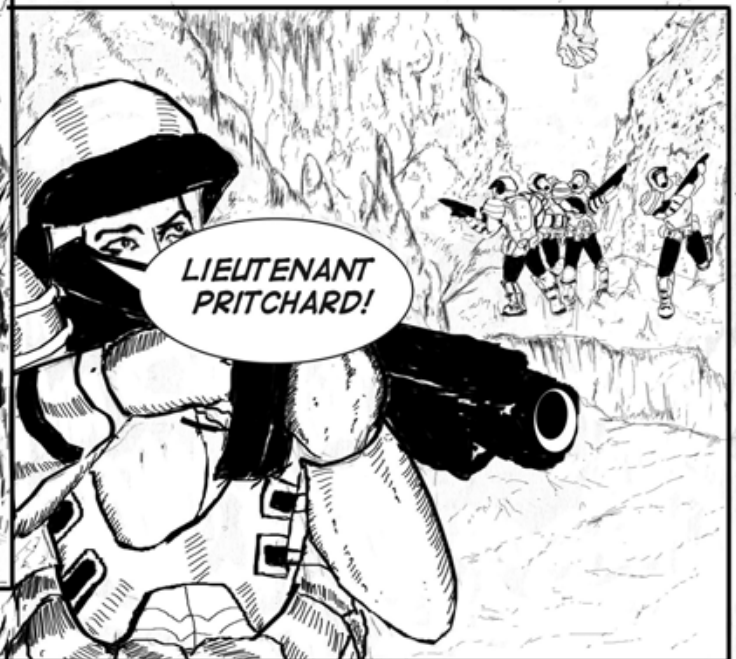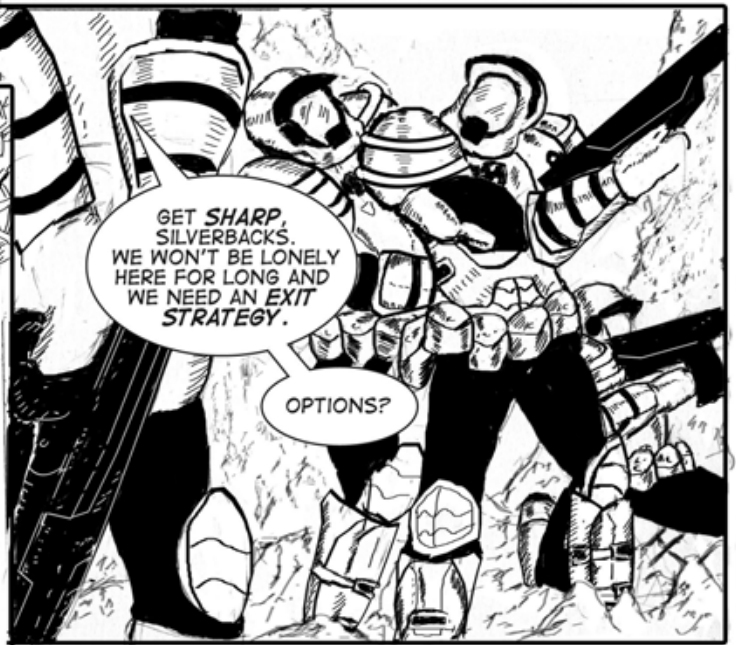
IS THIS THE KIND OF THING WE'RE LOOKING FOR?

TO BE CONTINUED...

Signs & Portents Wargamer

Monty's Offer of the Month

Bring On The Dilgar

This month Monty has become fixated with the Dilgar. He currently likes them so much he wants you to play them too, so this month we are offering the Dilgar fleet box plus for the fantastic price of $150.00/£85.00 post free! Just print out the coupon and send it in!

MGP 3377

BABYLON 5

Dilgar Imperium
A Call to Arms
Fleet Box Set

+

any one other fleet box

✂ cut here

Mongoose Publishing Miniatures & Wargaming Product List

Battlefield Evolution

MGP 444101	EFTF British Army Infantry Section	$29.95
MGP 444102	EFTF Challenger 2 Main Battle Tank	$24.95
MGP 444103	USMC Infantry Squad	$29.95
MGP 444104	USMC M1A2 Abrams Main Battle Tank	$24.95
MGP 444105	PLA Infantry Squad	$29.95
MGP 444106	PLA Type 99 MBT	$24.95
MGP 444107	MEA Infantry Squad	$29.95

Victory at Sea

MGP 4050	Victory at Sea Main Rulebook	$29.95
MGP 4051	Victory at Sea Counter Sheets	$19.95

Babylon 5 Miniatures

MGP 331001	Minbari Warrior Caste Box Set	$29.95
MGP 331002	Narn Warriors Box Set	$29.95
MGP 331003	Centauri Royal Guard Box Set	$29.95
MGP 331004	EarthForce Personnel Box Set	$29.95
MGP 331005	Vorlons Box Set	$29.95

Lone Wolf Miniatures

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

Paranoia Miniatures

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

A Call to Arms

MGP 3343	A Call to Arms – Revised Edition	$49.95
MGP 3382	A Call to Arms Starter Set	$9.95
MGP 3384	Sky Full of Stars Counter Set	$19.95
MGP 3385	Babylon 5: Armageddon	$24.95
MGP 334301	Counters Set	$9.95
MGP 334302	A Call to Arms Supplement I	$7.95
MGP 334303	A Call to Arms Supplement II	$7.95
MGP 334304	A Call to Arms Supplement III	$7.95
MGP 334306	Sky Full of Stars	$34.95
MGP 334307	The Earth/Minbari War	$19.95
MGP 3360	Earth Alliance Fleet Box Set	$99.95
MGP 336001	Hyperion Heavy Cruiser	$8.95
MGP 336002	Omega Destroyer	$12.95
MGP 336003	Starfury Fighter Wing	$2.95
MGP 336004	Thunderbolt Fighter Wing	$2.95
MGP 336005	Nova Dreadnought	$12.95
MGP 336006	Avenger Heavy Carrier	$9.95
MGP 336007	Artemis Heavy Frigate	$7.95
MGP 336008	Oracle Scout Cruiser	$7.95
MGP 336009	Orestes System Monitor	$9.95
MGP 336010	Poseidon Super Carrier	$24.95
MGP 336011	Tethys Cutter	$5.95
MGP 336012	Warlock Advanced Cruiser	$14.95
MGP 336013	Olympus Corvette	$12.95
MGP 336014	Babylon 5 Diplomatic Station	$19.95
MGP 336015	Hermes Transport	$8.95
MGP 336016	Explorer Survey Ship	$12.95
MGP 336017	Sagittarius Missile Cruiser	$8.95

MGP 336018	Shadow Omega	$14.95	MGP 3378	Centauri Republic Reinforcements Box Set	$49.95
MGP 336019	Apollo Cruiser	$14.95	MGP 3363	Narn Regime Fleet Box Set	$99.95
MGP 336020	Chronos Frigate Box Set	$14.95	MGP 336301	G'Quan Heavy Cruiser	$12.95
MGP 336021	Orion Starbase	$19.95	MGP 336302	Sho'Kos Light Scout Cruiser	$7.95
MGP 336022	Space Liner	$14.95	MGP 336303	Ka'Toc Battle Destroyer	$6.95
MGP 336023	Poseidon Super Carrier Box Set	$34.95	MGP 336304	Frazi Fighter Flight	$2.95
MGP 336024	Delphi Scout	$8.95	MGP 336305	T'Loth Assault Cruiser	$12.95
MGP 336025	Chronos Frigate	$5.95	MGP 336306	Bin'Tak Dreadnought	$19.95
MGP 336027	Marathon Advanced Cruiser	$14.95	MGP 336307	Gorith Fighter Flight	$2.95
MGP 336028	Nemesis Advanced Destroyer	$19.95	MGP 336308	G'Karith Patrol Cruiser	$8.95
MGP 3373	Earth Alliance Reinforcements Box Set	$49.95	MGP 336309	Rongoth Destroyer	$8.95
MGP 3361	Minbari Federation Fleet Box Set	$99.95	MGP 336310	Sho'Kar Light Scout Cruiser	$7.95
MGP 336101	Sharlin Warcruiser	$12.95	MGP 336311	Thentus Frigate	$7.95
MGP 336102	Nial Fighter Flight	$2.95	MGP 336312	Var'Nic Destroyer	$8.95
MGP 336103	Minbari Fliers	$2.95	MGP 336313	Dag'Kar Missile Frigate	$7.95
MGP 336104	Neshetan Gunship	$12.95	MGP 3374	Narn Regime Reinforcements Box Set	$49.95
MGP 336105	Tigara Attack Cruiser	$8.95	MGP 3364	ISA Fleet Box Set	$99.95
MGP 336106	Leshath Heavy Scout	$8.95	MGP 336401	Victory Class Destroyer	$29.95
MGP 336107	Morshin Carrier	$7.95	MGP 336402	White Star	$7.95
MGP 336108	Tinashi War Frigate	$8.95	MGP 336402	White Star Gunship	$14.95
MGP 336109	Troligan	$12.95	MGP 336403	White Star Fighters	$9.95
MGP 336110	Torotha Assault Frigate	$8.95	MGP 331008	White Star Carrier	$24.95
MGP 336111	Tishat Light Fighter	$2.95	MGP 3365	League of Non Aligned Worlds Fleet Box Set	$99.95
MGP 3376	Minbari Federation Reinforcements Box Set	$49.95	MGP 3369	Vree Conglomerate Fleet Box Set	$99.95
MGP 3362	Centauri Republic Fleet Box Set	$99.95	MGP 336501	Vree Fighters	$2.95
MGP 336201	Centurion Attack Cruiser	$12.95	MGP 336502	Vree Vaarl Scout Saucer	$7.95
MGP 336202	Vorchan Warship	$8.95	MGP 336503	Vree Xill Battle Saucer	$9.95
MGP 336203	Sentri Fighter Flight	$2.95	MGP 336504	Vree Xor War Saucer	$7.95
MGP 336204	Primus Battle Cruiser	$12.95	MGP 336505	Vree Xarr Patrol Boat	$5.95
MGP 336205	Altarian Destroyer	$8.95	MGP 3370	Drazi Freehold Fleet Box Set	$99.95
MGP 336206	Maximus Frigate	$5.95	MGP 336506	Drazi Sunhawk	$8.95
MGP 336207	Balvarin Carrier	$12.95	MGP 336507	Drazi Stormfalcon	$12.95
MGP 336208	Corvan Scout	$7.95	MGP 336508	Drazi Star Snake Fighter Flight	$2.95
MGP 336209	Dagan Strike Cruiser	$8.95	MGP 336509	Drazi Strikehawk	$8.95
MGP 336210	Darkner Fast Attack Frigate	$7.95	MGP 336510	Drazi Warbird Cruiser	$8.95
MGP 336211	Havan Patrol Boat	$6.95	MGP 336514	Drazi Sky Serpent Heavy Assault Fighter Flight	$2.95
MGP 336212	Kutai Gunship	$5.95	MGP 3372	Brakiri Syndicracy Fleet Box Set	$99.95
MGP 336213	Mograth Frigate	$7.95	MGP 336515	Brakiri Avioki Heavy Cruiser	$12.95
MGP 336214	Octurian Battleship	$19.95	MGP 336516	Brakiri Bridados Battle Cruiser	$12.95
MGP 336215	Razik Light Fighter	$2.95	MGP 336517	Brakiri Halik Fighter Killer	$7.95
MGP 336216	Rutarian Heavy Fighter	$2.95	MGP 336518	Brakiri Ikorta Assault Cruiser	$7.95
MGP 336217	Sulust Escort Destroyer	$7.95	MGP 336519	Brakiri Tashkat Cruiser	$12.95
MGP 336314	Centauri Adira Royal Battleship	$49.95	MGP 336520	Brakiri Falkosi Interceptor Flight	$2.95

MGP 3371	Abbai Matriarchy Fleet Box Set	$99.95
MGP 336524	Abbai Shyarie Jammer Frigate	$8.95
MGP 336524	Abbai Lakara Cruiser	$12.95
MGP 336525	Abbai Bimith Defender	$12.95
MGP 336526	Abbai Miliana Carrier	$7.95
MGP 336527	Abbai Tiraca Frigate	$7.95
MGP 3366	Vorlon Fleet Box Set	$99.95
MGP 336601	Vorlon Destroyer	$8.95
MGP 336602	Vorlon Heavy Cruiser	$14.95
MGP 336603	Vorlon Light Cruiser	$12.95
MGP 336604	Vorlon Transport	$8.95
MGP 336605	Vorlon Fighter Flight	$2.95
MGP 3367	Shadow Fleet Box Set	$99.95
MGP 336701	Shadow Ship	$12.95
MGP 336702	Shadow Fighter Flight	$2.95
MGP 336703	Shadow Scout	$5.95
MGP 336704	Shadow Hunter	$9.95
MGP 3368	Civilians Ships Box Set	$24.95
MGP 336801	Civilian Freighter	$5.95
MGP 336802	Civilian Tanker	$5.95
MGP 3380	Drakh Fleet Book	$9.95
MGP 3365	Drakh Fleet Box Set	$99.95
MGP 336811	Drakh Light Raiders	$12.95
MGP 336812	Drakh Heavy Raiders	$12.95
MGP 336813	Drakh Cruiser	$12.95
MGP 336814	Drakh Fast Destroyer	$12.95
MGP 336815	Drakh Scouts	$12.95
MGP 336816	Drakh Light Cruiser	$12.95
MGP 336817	Drakh Carrier	$34.95
MGP 336818	Drakh Mothership	$29.95
MGP 336901	Raider Battlewagon	$8.95
MGP 336902	Raider Strike Carrier	$7.95
MGP 336903	Raider Delta-V Fighter Flight	$2.95
MGP 336905	Raider Double-V Fighter Flight	$2.95
MGP 336904	Raider Double-V Fighter Box Set	$9.95
MGP 3383	Dilgar Imperium Fleet Book	$9.95
MGP 3377	Dilgar Imperium Fleet Box Set	$99.95
MGP 336920	Dilgar Mishakur Dreadnought	$14.95
MGP 336921	Dilgar Jashakar Scout Ship	$8.95
MGP 336922	Dilgar Thorun Dartfighter Flight	$2.95
MGP 336923	Dilgar Tikrit Heavy Cruiser	$12.95
MGP 336924	Dilgar Ochlavita Destroyer	$12.95
MGP 336925	Dilgar Wahant Heavy Assault Ship	$12.95
MGP 336926	Dilgar Rohrit Assault Ship	$12.95
MGP 336927	Dilgar Targrath Strike Cruiser	$12.95
MGP 336928	Dilgar Mankhat Dreadnought	$12.95
MGP 336929	Dilgar Omelos Light Cruiser	$12.95
MGP 336930	Dilgar Garasoch Heavy Cruiser	$12.95
MGP 336931	Dilgar Kahtrik Assault Ship	$12.95
MGP 3387	The Ancients Boxed Set	$49.95

Gangs of Mega-City One

MGP 7050	Gangs of Mega-City One Box Set	$34.95
MGP 7051	Street Gang Box Set	$12.95
MGP 7052	Top Dog Blister Pack	$5.95
MGP 7053	Punks & Juves Blister Pack	$9.95
MGP 7054	Street Judges Blister Pack	$9.95
MGP 7055	Specialists I Blister Pack (Batter, Blitzer and Futsie)	$9.95
MGP 7056	Judge Specialists I Blister Pack (Med Judge, Tek Judge and Psi Judge)	$9.95
MGP 7057	Fatty Blister Pack	$14.95
MGP 7058	Judge Specialists II Blister Pack (SJS and Riot Squad Judges)	$9.95
MGP 7059	Specialists II Blister Pack (Assassin, Skysurfer and Superhero)	$9.95
MGP 7060	Ape Gang Box Set	$19.95
MGP 70611	Robot Gang Blister Pack I	$9.95
MGP 70612	Robot Gang Blister Pack II	$9.95
MGP 7062	Death on the Streets	$7.95
MGP 7064	Lawmaster and Cadet Judge Blister Pack	$12.95
MGP 7065	Specialists III Blister Pack (Rogue Psyker, Robodog and Robodoc)	$9.95
MGP 7066	Specialists IV Blister Pack (Citi Def Officer, Citi Def Soldier and Med Tech)	$9.95
MGP 7067	Specialists V Blister Pack (Ape Mobster, Bodyguard and Mutant)	$9.95
MGP 7068	Undercity Gang Box Set	$19.95
MGP 7069	Specialists VI Blister Pack (Cleaner, Gutter Lawyer and Vid Vulture)	$9.95
MGP 7070	Specialists VII Blister Pack (Jimp, Pyrokinetic and Sov Spy)	$9.95
MGP 7071	Klegg Mercenary Blister Pack	$9.95
MGP 7072	Judge Dredd & Perp Blister Pack	$9.95

Mighty Armies

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

Starship Troopers Miniatures Game

MGP 9100	Starship Troopers Miniatures Game	$74.95
MGP 9101	Mobile Infantry Army Book	$19.95
MGP 9102	Arachnid Army Book	$19.95
MGP 9103	The Klendathu Invasion	$14.95
MGP 9104	Skinnies Army Book	$19.94
MGP 9105	The Roughnecks Army Book	$12.95
MGP 9106	Starship Troopers Miniatures Game Hardback	$29.95
MGP 9107	The Pathfinders Army Book	$14.95
MGP 9108	Starship Troopers Painting Guide	$9.95
MGP 910001	Mobile Infantry Cap Troopers Box Set	$19.95
MGP 910002	Arachnid Warrior Bugs Box Set	$19.95
MGP 910003	Heroes of the Mobile Infantry Box Set	$14.95
MGP 910004	Tanker Bug Box Set	$34.95
MGP 910005	Firefries Box Set	$24.95
MGP 910006	CHAS Box Set	$14.95
MGP 910007	M8 Marauder 'Ape' Box Set	$19.95
MGP 910008	M9 Marauder 'Chickenhawk' Box Set	$19.95
MGP 910009	Hopper Bugs Box Set	$24.95
MGP 910010	Brain Bug Box Set	$29.95
MGP 910011	Female Cap Troopers Box Set	$24.95
MGP 910014	Skinnie Raiders	$24.95
MGP 910015	Reliant Gun Platforms Box Set	$24.95
MGP 910016	MI WASP Troopers Box Set	$24.95
MGP 910017	Skinnie Militia	$29.95
MGP 910019	Blister and Blaster Bugs Box Set	$24.95
MGP 910020	Plasma Bug Box Set	$39.95
MGP 910023	Control Bugs Blister Pack	$9.95
MGP 910024	Pathfinder K9 Squad Box Set	$29.95
MGP 910025	Pathfinder Troopers Squad Box Set	$24.95
MGP 910029	Burrower Bugs	$24.95
MGP 910030	Mobile Infantry Support Missiles Box Set	$19.95
MGP 910031	Mantis Assassin / Hunter Bug	$14.95
MGP 910032	The Roughnecks Box Set	$24.95
MGP 910034	TAC UAV	$14.95
MGP 910035	Stalwart Bug Field Generators	$19.95
MGP 910036	M9 Marauder 'Nighthawk'	$24.95
MGP 910037	Guard Bugs Box Set	$29.95
MGP 910038	Spider Bugs	$29.95
MGP 910040	King Tanker	$49.95
MGP 910041	Veteran Cap Troopers Box Set	$24.95
MGP 910042	M8 Marauder 'Bigfoot'	$24.95
MGP 910043	Micro Support Platforms	$14.95
MGP 910046	Cliff Mites	$9.95
MGP 910047	Infiltrator Bug	$14.95
MGP 910048	Arachnid Warrior Bug Mega Swarm Box Set	$44.95
MGP 910049	MI Cougar Exo Suits	$29.95
MGP 910050	MI Grizzly Exosuits	$29.95
MGP 910051	Skinnie Warchief	$24.95
MGP 910052	Overseer Bug	$44.95
MGP 910053	Mobile Infantry Mark II K9 Squad	$29.95
MGP 910054	Skinnie Lord	$9.95
MGP 910055	Skinnie Venerables	$29.95
MGP 910056	Skinnie Tyrant	$9.95
MGP 910057	Skinnie Guards	$29.95
MGP 910058	Skinnie General and Elite Guard	$29.95
MGP 910060	Skinnie Leader of Slaves	$9.95
MGP 910063	Skinnie Slaves	$29.95
MGP 910064	Skinnie Cabal	$29.95
MGP 910071	Skinnie Speeder Bikes	$24.95
MGP 910072	Skinnie Heavy Speeder	$19.95
MGP 910083	Skinnie Soldiers Heavy Weapons Blister	$12.95
MGP 910084	Skinnie Guard Heavy Weapons Blister	$12.95
MGP 910085	Light Armour Troopers Specials	$12.95
MGP 910086	Grizzly Officer	$9.95
MGP 910087	Cougar Officer	$8.95
MGP 910088	Power Suit Specials	$12.95

Mail Order Form

Code	Product	Price
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$
		$

MY DETAILS

Title (Mr/Mrs, etc.) [   ] Forename [   ]

Date of Birth (dd/mm/yyy) [/ /] Surname [   ]

Address (1st line) [   ]

Address (2nd line) [   ]

State/County [   ]

Post code/Zip code [   ]

Country [   ]

email [   ]

Total (including postage) [$]

Postage rates: USA $5 + 10% of total; Rest of World $5 + 20% (for UK cheques please email for rates: mhumphries@mongoosepublishing.com)

PAYMENT OPTIONS

Cheque *(US only) (made payable to Mongoose Publishing Ltd.)* [   ]

Mastercard [   ] Visa [   ] Visa Delta [   ]

Card No. [   ] [   ] [   ] [   ]   [   ] [   ] [   ] [   ]   [   ] [   ] [   ] [   ]   [   ] [   ] [   ] [   ]

Valid From [ ] [ ] [ ] [ ]   **Expiry Date** [ ] [ ] [ ] [ ]

Signature [   ]   **Date** [/ /]

Return Address: Mongoose Publishing, 52-54 Cricklade Road, Swindon, Wiltshire, SN2 8AF, UK.