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WARGAMER

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Victory in the Narrow Seas

They were expendable!

The Zapasnovan War

Great series of linked Battlefield Evolution scenarios

Starship Troopers Evolution Preview

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S&P Wargamer 42
March 2007
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Busy this month. Lots to do. Gaming report. Alex and Fordy. Battlefield Evolution. Practically sold out. People eating words. People eating cakes. Boxes. Walking in the garden of his turpulence. Nice. The Wild Bunch. Width of a T-34 track. Immelmann turns. More boxes. Pod people. I'm not gonna make it. Dogfighting. Not with real dogs. Under 10's rugby. 1.8 million people. Sk8er boi. I follow the Moskva. Furniture removal. Thank the Lord for Matt Thomason. London Irish beating Bath. A week in France. A life in France. Sticky labels. Danske regler. Laurie's hair. Two elephants. The door buzzer.

These have been just some of the thoughts running through my mind this month which I thought I'd share with you. An intimate one-on-30,000, if you will. Enjoy!

Ian

The three finalists in the Comedy Specs category ponder their chances. Snapped by Matt 'Mr Evil' Houghton, the villainous looking trio are, from left to right, David 'I'm going to work for Yahoo, you know' Dorward, Greg 'My beard's better than yours' Smith and Peter 'What do you mean they come painted?' Perry. My thanks to all for saving me having to write any more of this editorial.

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BATTLEFIELD EVOLUTION

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Signs & Portents Wargamer

CONFLICT DOWN MEXICO WAY

BATTLEFIELD EVOLUTION

USMC Face Off Against EFTF In this BF Evo Battle Report

Richard Ford and Alex Fennell

Having been shamed in last issue's battle report, Richard Ford's USMC were keen to regain some face. Fortunately, Alex Fennell had dropped into Mongoose Towers from our American office and had brought his British Army with him (Alex was once a Captain in the British Army). Hefting a wet turbot, and suitably reinforced with Battlefield Evolution's second wave of releases, Rich laid down the challenge, muttering something about Shadows not letting tanks get the better of him this time. . .

The scene was set. Having clashed over numerous trade agreements with Central America, the EFTF and USA were all set for an escalation. Wanting to guard their interests in the area, a small British Army force was deployed to Mexico, with the intention of curbing any unwarranted aggression. Not able to tolerate such a belligerent move, the USMC were duly dispatched to 'convince' the British force leader to leave as quickly as possible.

USMC ARMY SELECTION

With a 1,500 point game taking heavy armour is a must. I can easily afford two Abrams, the best tanks in the game, and their selection is practically compulsory. To join them are two full squads of USMC Infantry. I'll probably concentrate on keeping these hidden, since in a game of such size Alex is bound to take armour of his own, and since my infantry have no anti-tank capabilities they'll be sitting ducks. With my remaining points I take four Shadows. These fast moving vehicles can carry up to five troops at 10 inches per move and also have the powerful CKEM missile, which does D10+3 damage. For 70 points a-piece this is well worth it. If a can swarm them around Alex's armour, I should at least be able to do plenty of damage if not destroy one of his tanks outright before they're taken out.

Fordy's Marine Corps

2 x M1A2 Abrams MBT
4 x Shadow RST-V
2 x USMC Infantry Squad

Fordy's Marine Corps

Alex's British Battlegroup

EFTF ARMY SELECTION

The EFTF have two great units available to them in the wave 2 releases. The Command Section, while expensive, is a must-buy for the army given that it will allow one of my units the ability to carry out three actions each turn. I've used Command Sections before and the third action is great for an EFTF Section to take advantage of after disembarking their transport vehicle. The other release is the Warrior APC. I needed something to ferry my troops around the battlefield since I didn't want to trust in lots of terrain being available. The cannons it packs are pretty good as well! Selecting two of them for my force meant my first two Infantry units had some armoured transport which could deliver them safely towards Rich's Marines.

After those 5 units the next selection was straightforward as well. The Challenger 2 is the best tank in the game and the only one that cannot be outright killed if in cover. Rich will probably take two Abrams, which means my own tank will need to hug cover if it's going to win the inevitable tank duel. I would have loved to field another Challenger but alas the points were not available to me, so instead I plumped for two more infantry units with the intention of grabbing cover early and trying to root out the USMC. One big advantage for this many infantry units was that my shatter point was a mighty 9 models. Rich will probably go for tanks and vehicles which will force his shatter point down.

Alex's British Battlegroup

2 x Warrior APC
1 x Challenger II MBT
4 x EFTF British Infantry Section
1x EFTF British Command Section

USMC DEPLOYMENT

After winning the role for set up I decided to deploy first and take the first turn. I had four fast and powerful Shadows in my force and I fully intended to move them forward and take out Alex's Warriors before they could move forward and start depleting my troops. My side of the table had plenty of cover, and by taking the first turn I'd be able to entrench my infantry and keep them in cover while my Abrams and Shadows mopped up the EFTF forces. Since I didn't know where Alex was going to deploy his troops I basically spread my force out across the table and would take advantage of having the first turn to outmanoeuvre him.

Deployment

EFTF DEPLOYMENT

Rich had deployed fairly evenly across his side of the deployment area and was able to set up in the open since he knew he'd be taking the first turn. This meant that my own force needed to find whatever cover was available in order to minimise casualties. The large building on my far left allowed me to hide both my Warrior units and give the Challenger 2 cover from fire, but the rest of the board was pretty sparse inside my own deployment zone. I set up one fire team in cover on the far right and the rest of my army to the left of the centre hoping that the numerous rock formations would help block incoming fire. By keeping to the left I was also hoping to stay out of range of many of Rich's infantry units, until I could at least get into the buildings in the centre of the board. I needed to keep my Warriors alive as much as possible as they and the Challenger were the only units in my army that could dent the two Abrams Rich was taking. My four infantry units would

Turn 1

keep my shatter point high and my hope was that if I could get them into cover Rich would have a hard time breaking my army. My command section dug in behind the pyramid where I intended them to stay, in comparative safety!

The Shadows pay the penalty of Fordy's natural aggression!

USMC TURN 1

Alex has decided to keep his armoured units well hidden behind the largest piece of terrain on his side of the table, making it a little inconvenient for my Shadows. Nevertheless, I take the first turn moving into position. My Shadows take full moves towards the corner containing the Warriors and the Challenger while my Abrams both trundle forward, taking out a couple of EFTF Infantry as they go. I stick to my plan of holding back the infantry and basically keep them either in cover or beyond line of sight. The longer I can protect my Shatter Point so my armoured units can wreak havoc, the better.

EFTF TURN 1

The first turn of fire was not too bad, losing only 2 grenadiers and having one fire team suppressed. Richard was clearly hiding two USMC fire teams at the back of the board to prevent me from shattering him, and his Shadows and Abrams were swarming forwards. Time to do something about them. Warrior APCs make for excellent Shadow killers and thanks to my command section's third action I was able to destroy three of them outright, completely clearing my right flank of them. My infantry units able to do so rushed forward into cover and started taking shots at the marines ahead of them, killing only one but suppressing a fire team.

Turn 2

USMC TURN 2

Mmm, three Shadows destroyed in the first round, that was quite disastrous, and shows the value of the extra Action the EFTF Command Section provides. Never mind, let's stick to the plan. My Abrams also find themselves in decent shooting positions but Alex's armoured units are so entrenched behind the pyramid that my bout of firing only results in a single hit on the Challenger. Only another four to go!

EFTF TURN 2

The remaining Shadow had moved up to help bock line of sight to Rich's infantry facing me on my left, and my own infantry sections fired at it with a fusillade of fire but were only able to take one hit off it. The Abrams remained impervious to my Challenger's guns and in order to give Rich multiple targets I moved one of the Warriors just ahead of my Challenger and let rip with the cannon against an oncoming Abrams, but to no avail. My second Warrior rushed forward, looking to kill the last Shadow but was not able to do any damage. The remaining infantry secured cover for themselves where they could and dropped another USMC infantryman.

Turn 3

USMC TURN 3

Now, this is the turn where my remaining Shadow will come to the fore, striking hard and taking out the slumbering Warrior! Ah no, that's exactly what won't happen. With a round of tremendously bad dice rolling I end up doing absolutely no damage, which is extremely disappointing since the CKEMs the Shadow carries are devastating weapons on such fast and cheap vehicles. I should only need 7s to Kill the Warriors, but with such a succession of bad dice rolls I'm left out in the open and vulnerable to Alex's counter attack.

My Abrams moves up to the corner of a building, heedless of the enemy infantry surrounding it, who can't even scratch the paintwork with their weapons, and take out one of the Warriors. Yes!! 'Victoire', I cry, 'and so it begins!' Unfortunately yes it does, says Alex as a unit of EFTF infantry pile out of the wreck after only taking two casualties. Grumbling incessantly, I use the Abram's MGs to drill one of the EFTF infantry close by, and I try to move my own infantry further into cover in preparation for the ground assault.

EFTF TURN 3

The warrior next to the Challenger had paid the price for it's bravery but at least had stopped Richard blowing holes in my infantry units with his

The armoured battle causes casualties on both sides

Turn 4

main gun (even in cover, I would not have had much chance against the tank's main weapon). Fortunately the Shadow had missed my remaining Warrior and it only took a single salvo from the Warrior to Kill it, before moving on to get on the far side of cover from the nearest Abrams. The icing on the cake came with my Challenger scoring a kill on the closest Abrams, and my infantry used the wreckage to rush up to. Suddenly rich only had one unit that could hurt my two remaining armoured vehicles.

USMC TURN 4

Great! Lost an Abrams and I appear to be losing a lot more infantry than I had anticipated, and now my last Shadow is gone. Things aren't looking too good at the minute - perhaps a change of plan is in order! I move my remaining Abrams out of the line of site, eyeing the Warrior which is in danger of taking out my remaining infantry. The extra Action the Command Squad grants the EFTF is really becoming a thorn in my side. With my remaining Shoot action, the Abrams takes out the troublesome infantryman to the rear of my Abrams and that's about it! I'm starting to wonder if keeping the bulk of my infantry hidden is such a good idea. On the one hand I'm retaining men to keep my Shatter Point up, but on the other hand I'm losing firepower. However, the way I'm rolling this game I think I'm better off just keeping them out of sight!

EFTF TURN 4

With the Abrams hiding and Rich showing no sign of advancing his two last fire teams I needed to use the Warrior to get the British section in position to take them out. The vehicle moved to another building to avoid the Abrams and ran over a USMC infantryman hiding behind it. That will teach him for hiding while his mates were fighting! My fire team next to the destroyed Abrams ran into the nearest building which was home to a single surviving marine, with the intention of taking him out in combat! To tempt Rich into ignoring my Warrior I moved my Challenger out into the open towards him.

USMC TURN 5

Right! Panic Stations! I need to take out Alex's remaining Warrior before it can do much more harm by distributing its troops within firing range of my

Cat and mouse - but which is which?

Turn 5

remaining infantry. Unfortunately, with another bout of atrocious dice, the Warrior, and its payload of deadly EFTF infantry are still alive to taunt me. I'm really starting the feel for the USMC sergeant, alone on top of a building facing an EFTF onslaught. Unfortunately he was obviously trained in hand-to-hand combat by Liberace, and ends up doing no damage, facing three EFTF troops who have two entire actions with which to take him out next turn.

The surviving British Warrior stays one step ahead of the game...

EFTF TURN 5

Rich doesn't take the bait and moves the Abrams to get a shot at the Warrior. Fortunately he does no damage and my plan to attack the last of his squads remains intact, with the Warrior driving round to say hello to one of the two fire teams who've done nothing all game except hide. The lone Marine on the roof of the building assaults the British who had climbed up next to him but an awesomely bad display of dice rolling means all my guys are fine.

USMC TURN 6

Not a lot of units, not a lot of options. If I thought the EFTF would show mercy I'd surrender and save my guys the ignominy of reaching their Shatter Point. But surrender is not a word in the USMC's vocabulary (although it would seem neither is combat training).

Turn 6

The Abrams manages to find itself in range of the Challenger and takes a final pot-shot, taking out another point of armour… not enough! My infantry only have the option to flee and hide, and things aren't looking good for next round.

EFTF TURN 6

In a very unfair match-up my three highly trained Brits mug the lone Marine and take cover on top of the building. The Warrior moves to close with the fleeing USMC squad and out jumps the section (Rich had already used his reaction against fire from a fire team on a building and so could do nothing about this). Using the third action from the command section they charge into combat with the two Marines they can reach, dragging them to the ground. I offer Rich the chance to surrender but he mumbles something unprintable and we proceed to turn 7.

USMC TURN 7

The Abrams takes a shot at the remaining Warrior and – typically when the dice aren't with you they really aren't with you – it misses the Kill score by 1 point. There's nothing else for it. The two remaining troops in my unit rush forward into hand-to-hand, smashing into the EFTF infantry and… DOUBLE 6!! Two soldiers killed by one marine. The second attacks… a 6 and a 3, taking out another. The two brave marines barely have time to congratulate each other before the EFTF react with a hail of gunfire, killing both of them. Shatter Point reached! Game over man!! Game over!!

… and then gets lucky as the damaged Abrams just misses!

USMC CONCLUSION

I think I was too rash with my initial attack. My overconfidence forced me on the offensive and I overestimated the resilience of the Shadows. If they had been luckier with their shooting the game may have turned out very differently but, as it was, the Warriors and the Challenger remaining in cover until late in the game really paid off for my opponent. Also, Alex's Command Section did a lot of damage, and judicious use of his extra Action every round caused me no end of problems.

Oh well, back to the drawing board for the USMC. Next time I'll just have to take another tank!

EFTF CONCLUSION

My lack of tanks and paucity of cover in my deployment zone did have me worried when I saw Rich had taken two Abrams, however the high shatter point meant I was fairly confident about staying alive long enough for the section weapons to destroy the Shadows. As it was, the Warriors were magnificent, taking out all of the Shadows for no loss. If Rich had gone on the offensive with all of his units early on he could have seriously contested the buildings in the centre of the board, and had he dedicated one tank to APC killing duties my own plan would have been in trouble. As it was the survivability of the Warriors and the damage they can dish out really helped swing the game my way.

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Battlefield Evolution Demo Day 10th February 2007

Words: Old Bear
Pics: Mr Evil
Worst Jumper: Nick the Greek

Braving the remains of the only snow to hit the UK this winter, a large and hardy band of enthusiastic gamers showed up at Mongoose Towers, keen to sample the delights of Battlefield Evolution, using the official first wave of miniatures, as well as the pre=production second wave samples as well.

Safe to say a good time was had by all as the four factions, MEA, PLA, EFTF and USMC went hard at it across the Studio tables. Judging by the amount of stock that was purchased everybody had a very good time, as you can see from the accompanying pictures!

As usual, a big thanks to everybody who came and it was nice to meet up with a lot of our regular friends.

The limited amount of Wave 2 models were quickly snapped up!

A robot dinosaur prepares to sneak up on Nick the Greek while yours truly ponders on whether War on Want have any more jumpers like that

All seven Wave 1 releases in the display cabinet

Low Roller 1-1 and Mr Evil (also known as Lee Upton and Matt Houghton) show that you don't have to dress normally to be let in

Camouflage corner proved popular with those not directly involved in the conflict

Middle Eastern Alliance Forces attempt to gain control of East Cheame as I attempt to mince past the table as surreptitiously as possible

Laurie Neatherway tries to see through his own hair while Greg Smith looks on

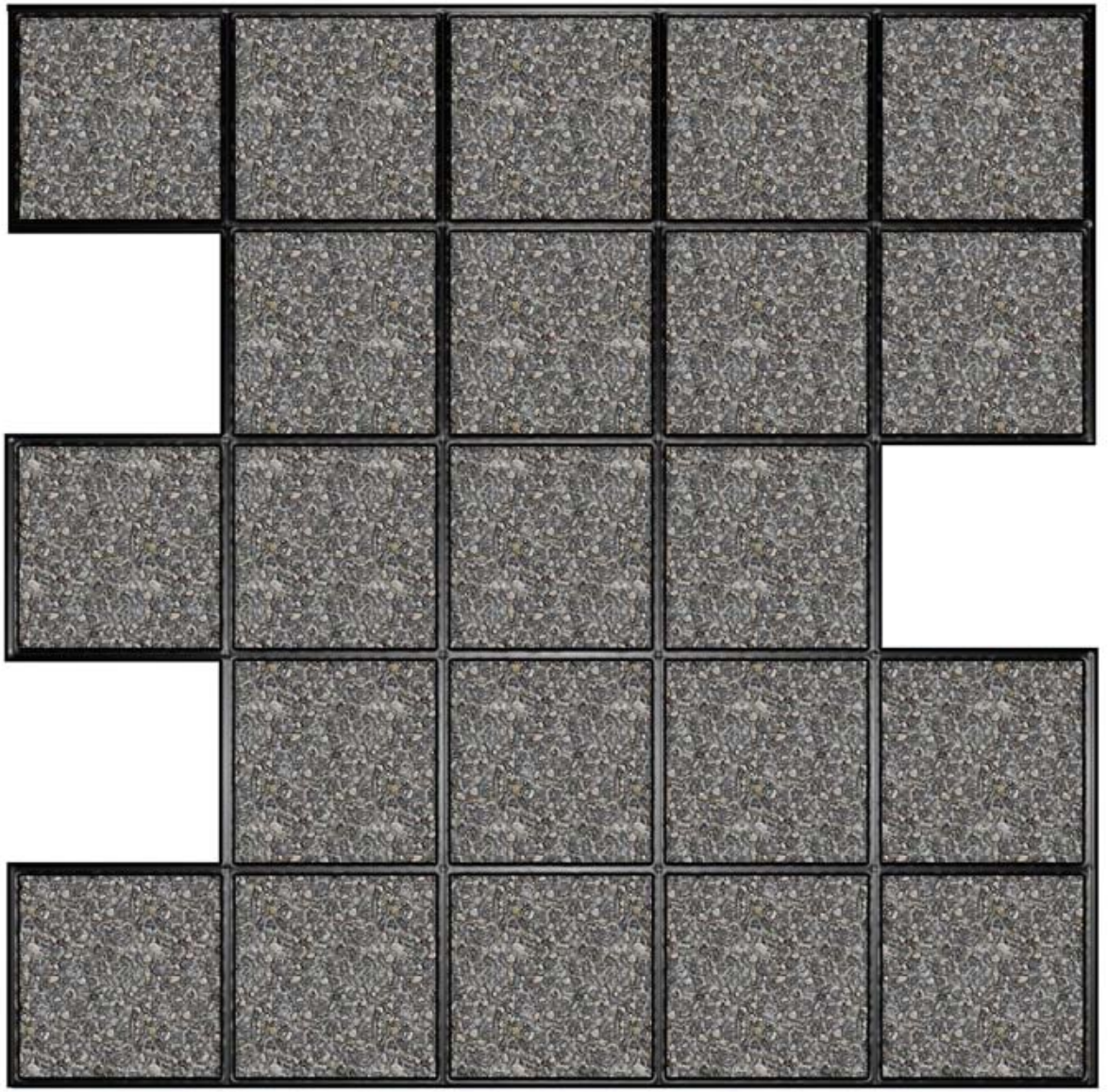
Close-up of the PLA Command Squad and Norinco FAV pre-production miniatures. The final FAV will have tasteful bull bars on the front as the Chinese army tries to appeal to the Kensington set

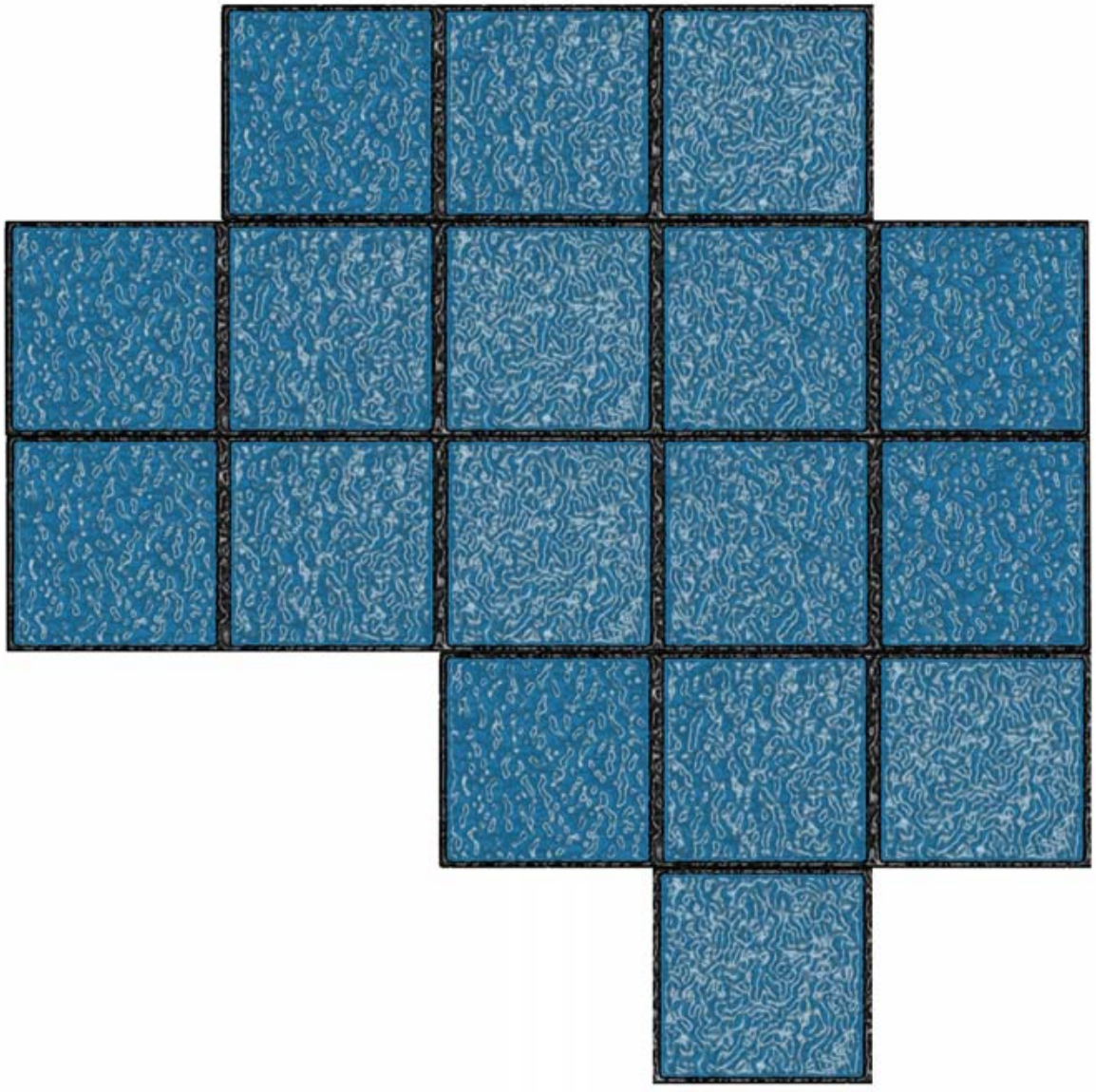
Despite Laurie's best efforts we managed to maintain Adrian's splendid scratch-built mosque in pristine condition. Good, isn't it?

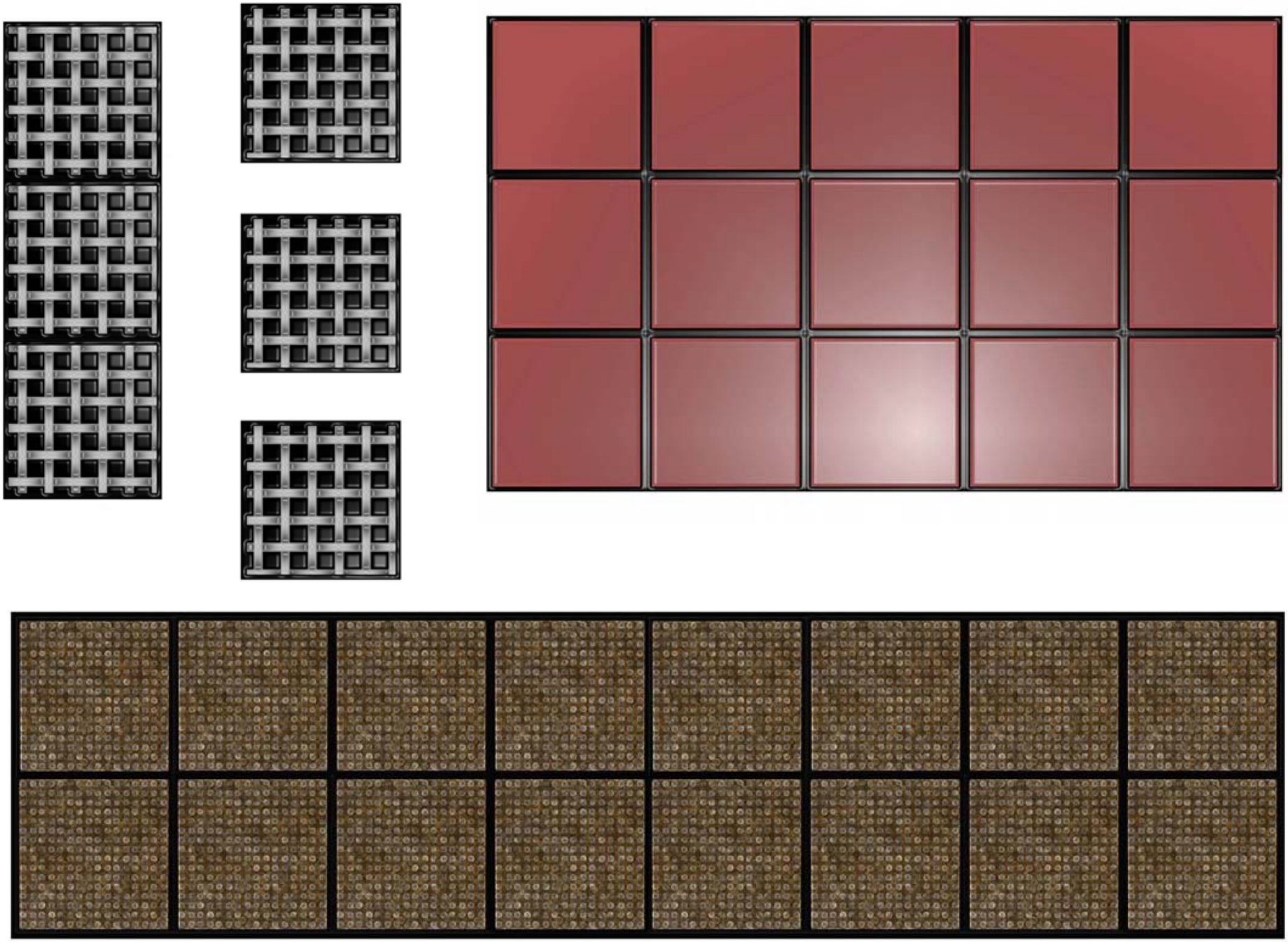
STARSHIP TROOPERS ADVENTURE GAME

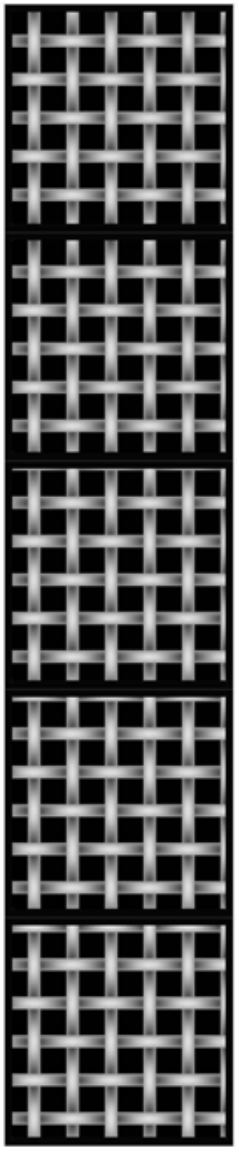
Board Sections for the Starship Troopers Adventure Game

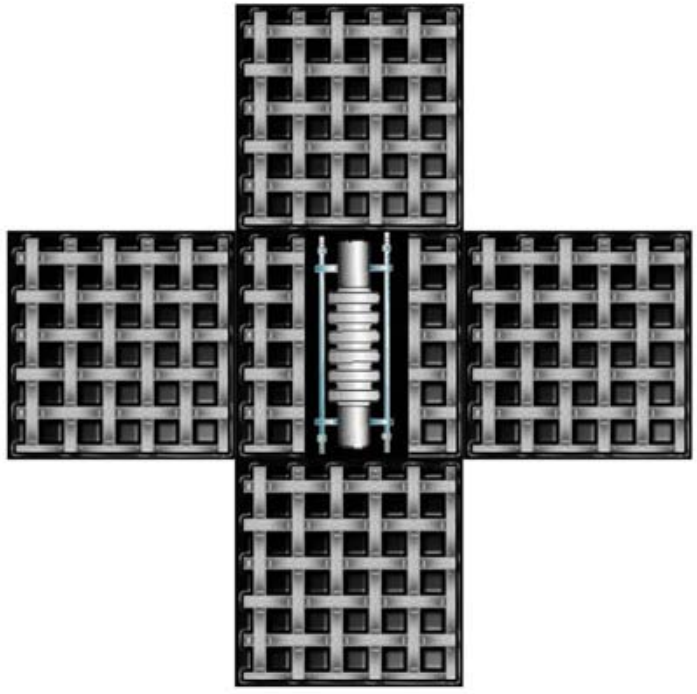
Carl Walmsley

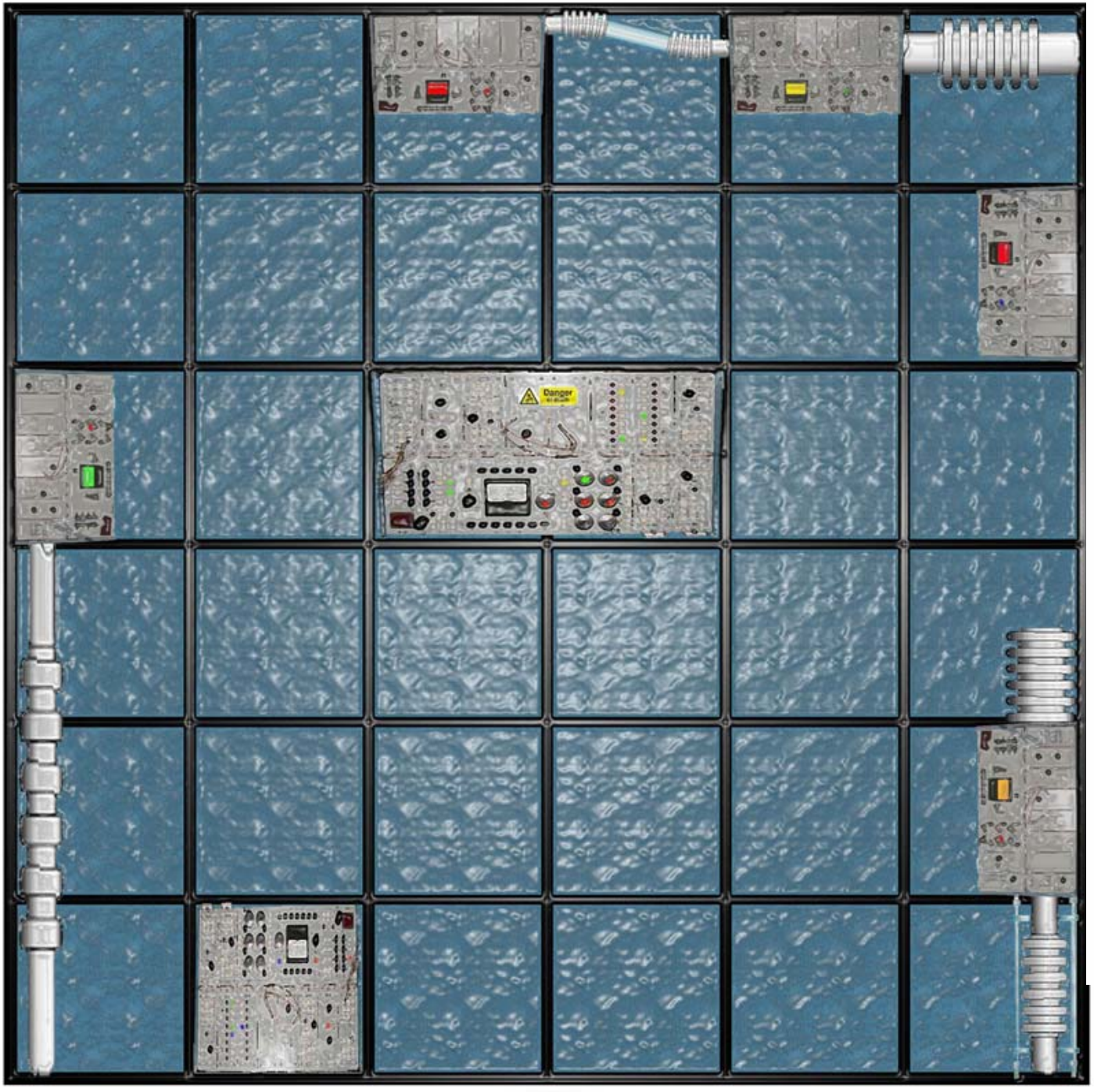








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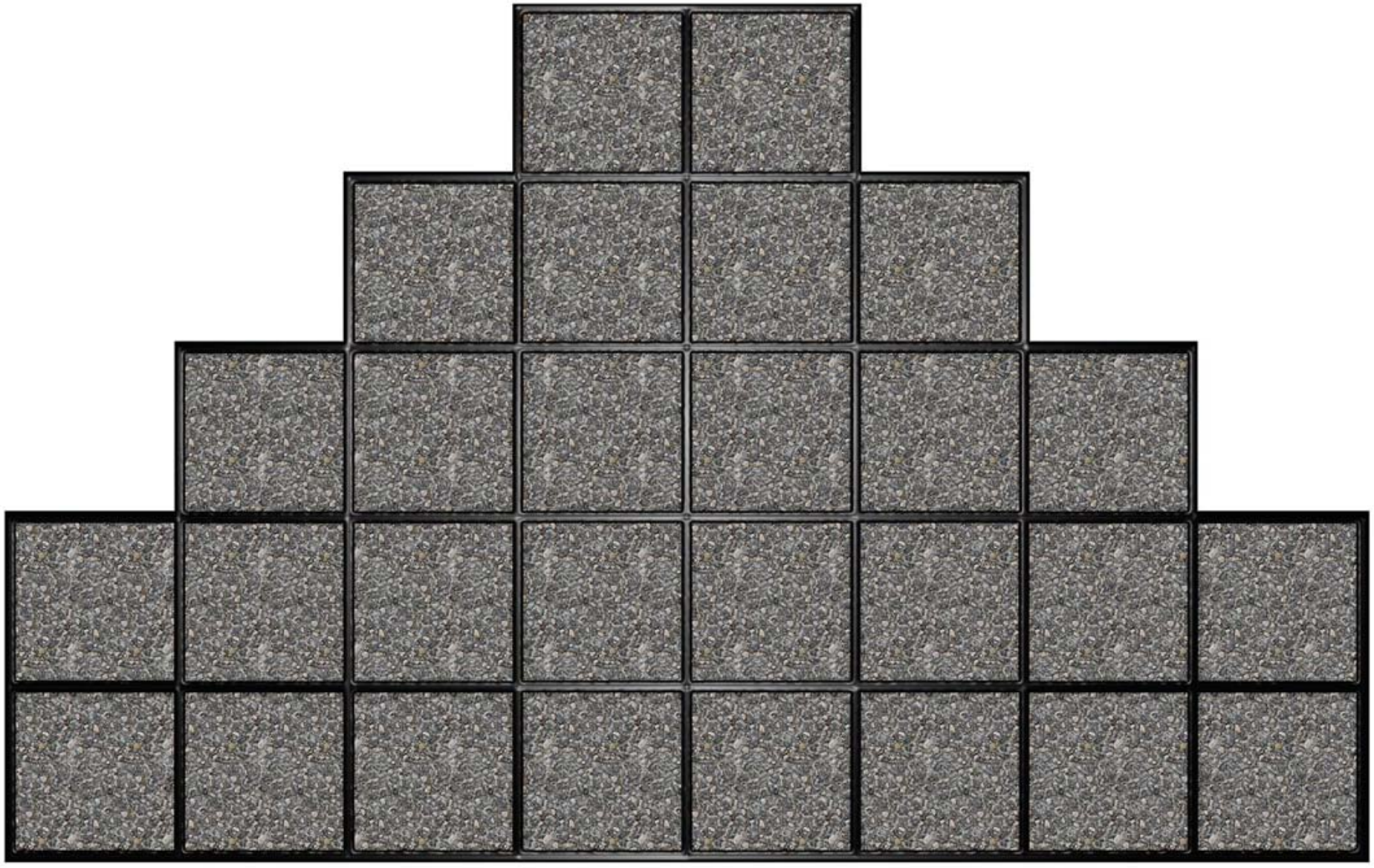

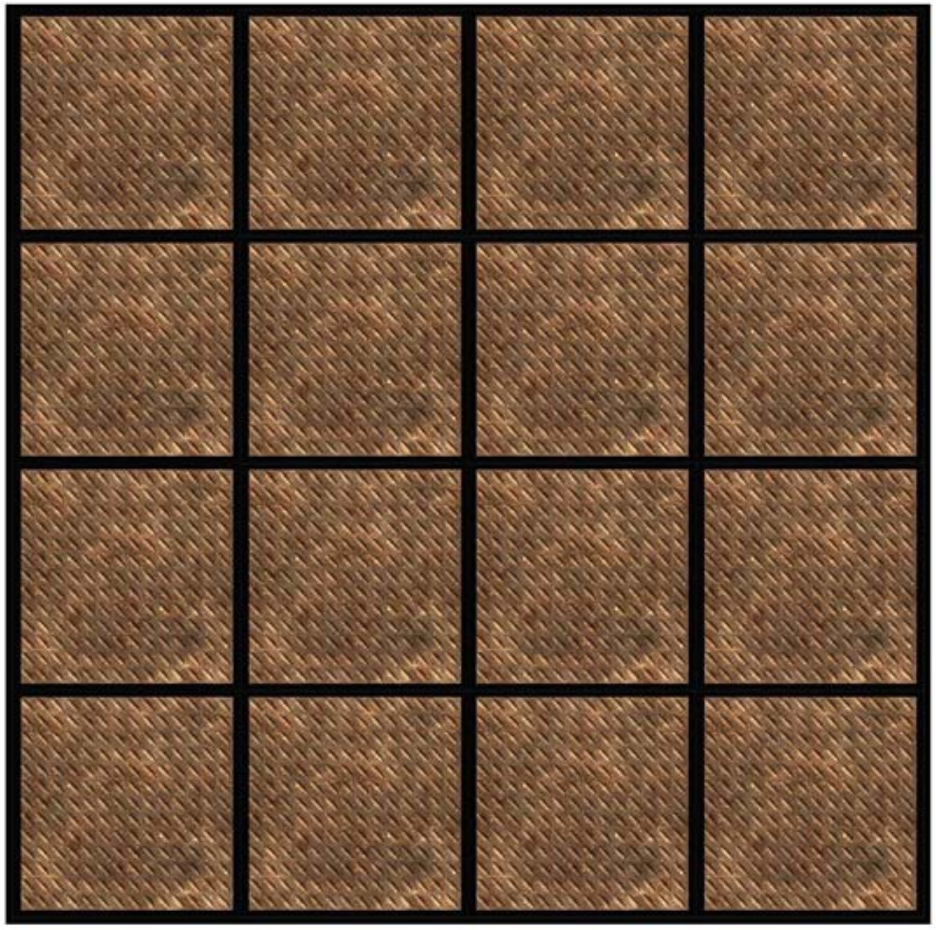

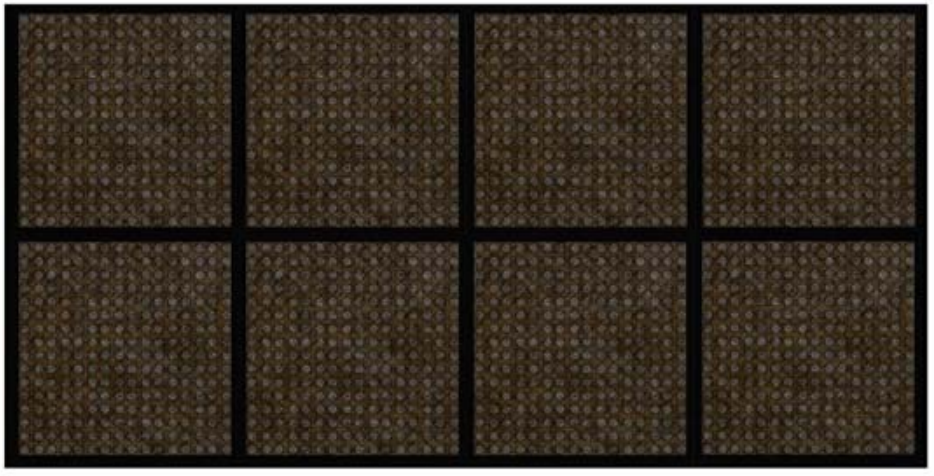

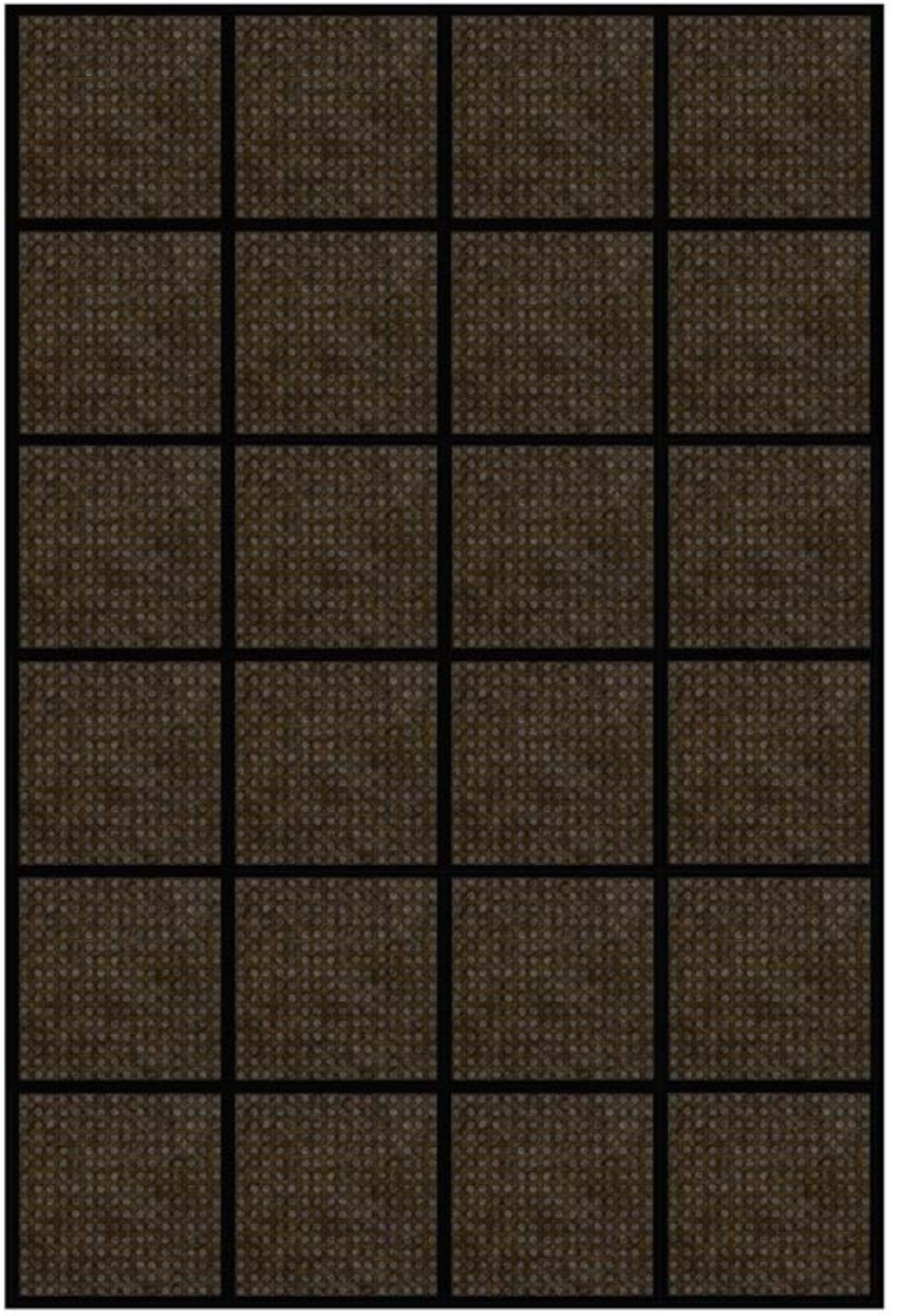

Z-Plan Kriegsmarine

Part Three – Z-Plan Carriers

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A big thanks again to Michael Emmerich whose website (http://www.german-navy.de/kriegsmarine/zplan/index.html) was a great primary sources for all the ship data and ship pictures.

This is the third article about German Naval carrier projects that never were completed or never went beyond the drawing board. It covers both the ideas to convert existing ships into Carriers and the Flugdeckkreuzer Hybridships.

The Z-Plan Kriegsmarine List

This list supplements the official Kriegsmarine fleet list of the main Victory at Sea rulebook, and the Z-Plan list presented over the past two issues of *Signs and Portents*.

Priority Level: Skirmish
E IV "Flugdeckkreuzer" Carriercruiser
E V "Flugdeckkreuzer" Carriercruiser
Project II Aircraft Carrier
Project Elbe Aircraft Carrier
Project Jade Aircraft Carrier
Project Weser Aircraft Carrier

Priority Level: Raid
A II "Grossflugzeugkreuzer" Heavy Carriercruiser
Project I Aircraft Carrier

Priority Level: Battle
A IIa "Grossflugzeugkreuzer" Heavy Carriercruiser
A IV "Grossflugzeugkreuzer" Heavy Carriercruiser

Priority Level: War
A III "Grossflugzeugkreuzer" Heavy Carriercruiser

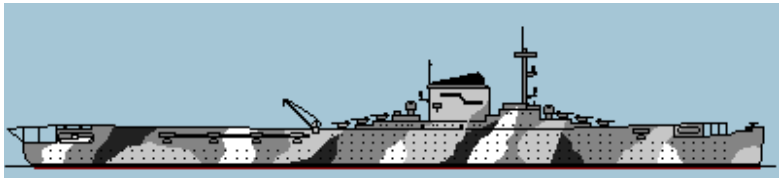
This list also introduces a new Special Trait: Hybrid.
A Hybrid ship is a combination of an aircraft carrier and a cruiser/battleship. These ships are better protected then normal carriers but still have less hardened locations (flight deck etc.) as a genuine battleship. Whenever an attack successfully hits a hybrid the attacking player has to roll a D6 for each successful hit. On a roll of 3 or more the normal Armour score is used. On a roll of 1 and 2 the Armour score is increased by one for that hit.

Example: The HMS Hood attacks the A III "Grossflugzeugkreuzer". 5 of the main turret attack dice hit the German carriercruiser. All successful hits are rolled again to see which location was hit. The roll comes out as 1, 3, 3, 5, and 6. So 4 hits landed on the weaker parts of the German ship, while 1 attack has to penetrate the well armoured forward hull. Since the 15" guns of the Hood roll 3 DD each, 4x3 hits are roll using the normal armour value of 5+ of the A III "Grossflugzeugkreuzer" while 3 DD has to use the enhanced 6+ armour value.

Carrier

At the end of 1940 it was obvious that the Kriegsmarine needed aircraft carriers to support naval operations of its surface fleet. Since the construction of new aircraft carriers would have taken too long, several existing ships were examined for conversion to aircraft carriers. Ideas to convert the battlecruisers *Scharnhorst* and *Gneisneau* and the Panzerschiffe *Admiral Scheer* and *Lützow* were soon withdrawn, instead several passenger ships and two incomplete cruisers were chosen. None of these ships was ever completed as an aircraft carrier.

Project I Aircraft Carrier



Ships of this class: Europa

The passenger ship Europa was one of the famous ships of the North German Lloyd line, travelling on the North Atlantic route. After the start of World War II, the ship was initially used as a barrack ship and later, in 1940, as a troop transport. Being the largest passenger ship in Germany, the Europa was also selected in the 1942 auxiliary carrier program, but because of the poor stability and the high fuel consumption, her conversion was halted in November 1942.

Speed: 5”
Turning: 1
Target: 4+

Armour: 2+
Damage: 47/15
Crew: 62/20

Special Traits: Carrier
In Service: 1944 (Planned)
Aircraft: 4 flights of Me-109 and 3 flights of Ju-87

Weapon	Range	AD	DD	Special
Secondary Armament	13”	2	1	Weak
AAA	8”	4	-	-

Length: 919 ft.
Speed: 26.5 kts.

Displacement: 56,500 t
Crew: 1,560

Project II Aircraft Carrier

Ships of this class: Unknown

When Germany invaded France in 1940, several ships were captured in French shipyards, including the incomplete cruiser *De Grasse* . In August of 1942, it was plans were made to complete the ship as a light aircraft carrier. In February 1943 construction was halted since it proved to be too expensive in terms of work and material and the whole project was hampered by growing air raids and internal sabotage.

Speed: 6”
Turning: 2
Target: 5+

Armour: 2+
Damage: 12/4
Crew: 29/9

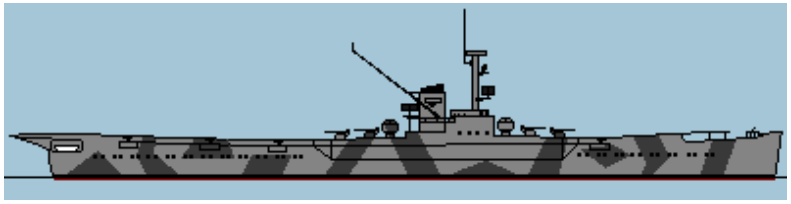
Special Traits: Carrier
In Service: 1943 (Planned)
Aircraft: 2 flights of Me-109 and 2 flights of Ju-87

Weapon	Range	AD	DD	Special
Secondary Armament	13”	2	1	Weak
AAA	8”	3	-	-

Length: 592 ft.
Speed: 32 kts.

Displacement: 11,400 t
Crew: 714

Project Elbe Aircraft Carrier



Ships of this class: Elbe

The passenger ship *Potsdam* of the North German Lloyd line was originally used for passenger cruises to the Far East. Following the start of World War II she was used as barrack ship. Under the 1942 Project "Elbe" plan she, along with two other passenger ships, was scheduled for conversion to an aircraft carrier. Her conversion, like the other two ships, was ultimately cancelled before significant work could be done. Had she been completed her slow speed would have likely limited her use to a training aircraft carrier.

Speed: 4"
Turning: 1
Target: 5+

Armour: 2+
Damage: 24/8
Crew: 36/12

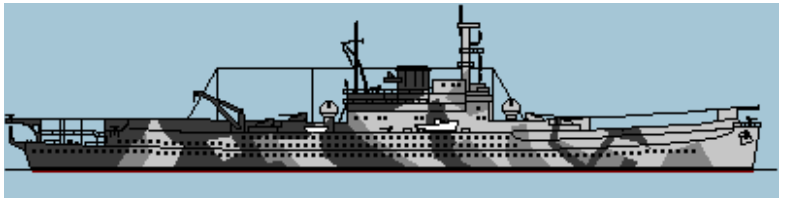
Special Traits: Carrier
In Service: 1943 (Planned)
Aircraft: 2 flights of Me-109 and 2 flights of Ju-87

Weapon	Range	AD	DD	Special
Secondary Armament	13"	2	1	Weak
AAA	8"	3	-	-

Length: 620 ft.
Speed: 21 kts.

Displacement: 23,500 t
Crew: 900

Project Jade Aircraft Carrier



Ships of this class: Jade

The passenger ship *Gneisenau* (not to be confused with the Battlecruiser *Gneisenau*) of the North German Lloyd line was one of the three passenger ships which selected to be converted to auxiliary carriers in. She was originally used for passenger cruises to the far east, but following start of World War II was used as a troop transport. Like the Europa, her poor stability and high fuel consumption, forced the project to be halted prior to any modifications being done.

Interestingly, her sister, the passenger ship *Scharnhorst* was converted into a aircraft carrier - by the Japanese. At the outbreak of the war, the *Scharnhorst* was in Japan, where, in July 1942, she was sold to Japan and modified into an aircraft carrier. Now named *Jinyo* , the ship entered service in December 1943 and sunk by the US submarine *Spadefish* northeast of Shanghai in 1944.

Speed: 4"
Turning: 2
Target: 5+

Armour: 2+
Damage: 19/6
Crew: 35/11

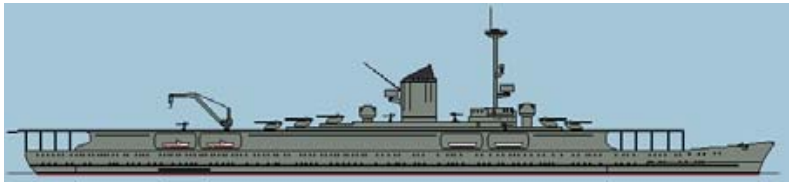
Special Traits: Carrier
In Service: 1943 (Planned)
Aircraft: 2 flights of Me-109 and 2 flights of Ju-87

Weapon	Range	AD	DD	Special
Secondary Armament	13"	2	1	Weak
AAA	8"	3	-	-

Length: 627 ft.
Speed: 21 kts.

Displacement: 18,160 t
Crew: 880

Project Weser Aircraft Carrier



Ships of this class: Weser

The heavy cruiser *Seydlitz* was laid down as construction number 940 in as the fourth member of the *Admiral Hipper* class. After the beginning of World War II, construction of the *Seydlitz* proceeded very slowly. It was temporarily considered to sell the incomplete ship to the Russians, together with the also incomplete heavy cruiser *Lützow* and the *Prinz Eugen.* However, this plan was rejected and only the *Lützow* was sold (and renamed as *Petropavlovsk*).

By May 1942, the *Seydlitz* was nearly complete with only the catapult, cranes, masts and flak equipment missing. Despite this, her construction was halted while consideration was given to modify the ship as an aircraft carrier, under project "*Weser*". Between the end of 1942 and spring of 1943, the main guns were removed, along with the superstructure, leaving only the funnel.

When air attacks on Bremen U-Boat construction facilities increased during 1943, the ship was ordered to be transferred to Königsberg, and then Kiel, and finally back to Königsberg. By 1944, with all thoughts of conversion ended, the *Seydlitz* was relegated to barracks ship duty. When the Red Army closed on Königsberg in 1945, all usable ships and equipment were ordered to leave, which no loner included *Seydlitz*. In September 1945 she was damaged by Soviet aircraft and scuttled the next day.

Speed: 7"
Turning: 2
Target: 4+

Armour: 2+
Damage: 18/6
Crew: 45/15

Special Traits: Carrier
In Service: 1943 (Planned)
Aircraft: 2 flights of Me-109 and 1 flight of Ju-87

Weapon	Range	AD	DD	Special
Secondary Armament	13"	2	1	Weak
AAA	8"	3	-	-

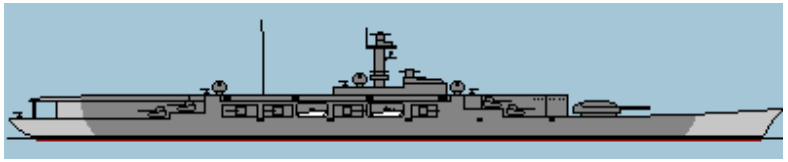
Length: 679 ft.
Speed: 32.5 kts.

Displacement: 17,139 t
Crew: 1,128

Grossflugzeugkreuzer / Flugdeckkreuzer

During 1942, the idea of a hybrid warship appeared in the constructions department of the Kriegsmarine. The idea was to build a ship that could provide both, air cover for Kriegsmarine units and still be usable for conventional commerce raiding. A combination of an aircraft carrier and a cruiser/battleship was thought to be a solution for this task. Although the project never had a high priority and never came close to realization, several design studies were made. Two different types of ships were examined, a battleship sized "Grossflugzeugkreuzer" (Project A) and a cruiser sized "Flugdeckkreuzer" (Project E).

A II "Grossflugzeugkreuzer" Heavy Carriercruiser



Ships of this class: unknown

Speed: 7"
Turning: 1
Target: 4+

Armour: 3+
Damage: 36/12
Crew: 78/26

Special Traits: Carrier, Hybrid, Torpedo Belt
In Service: 1945 (Planned)
Aircraft: 2 flights of Me-109 and 2 flights of Ju-87

Weapon	Range	AD	DD	Special
A Turret (4 x 8 in)	37"	2	1	
Secondary Armament	17"	6	1	Weak
AAA	8"	6	-	-

Length: 803 ft.
Speed: 34 kts.

Displacement: 40,000 t
Crew: 1,940

A IIa "Grossflugzeugkreuzer" Heavy Carriercruiser

Ships of this class: unknown

Speed: 7"
Armour: 3+
Special Traits: Carrier, Hybrid, Torpedo Belt
Turning: 1
Damage: 36/12
In Service: 1945 (Planned)
Target: 4+
Crew: 78/26
Aircraft: 2 flights of Me-109 and 2 flights of Ju-87

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"	5	1	Weak
AAA	8"	6	-	-

Length: 820 ft.
Displacement: 40,000 t
Speed: 34 kts.
Crew: 1,940

A III "Grossflugzeugkreuzer" Heavy Carriercruiser

Ships of this class: unknown

Speed: 7"
Armour: 5+
Special Traits: Carrier, Hybrid, Torpedo Belt
Turning: 1
Damage: 54/18
In Service: 1945 (Planned)
Target: 4+
Crew: 104/34
Aircraft: 3 flights of Me-109 and 3 flights of Ju-87

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"	6	1	Weak
AAA	8"	6	-	-
Port Torpedoes	10"	2	3	AP, Slow-Loading
Starboard Torpedoes	10"	2	3	AP, Slow-Loading

Length: 918 ft.
Displacement: 70,000 t
Speed: 34 kts.
Crew: 2,608

A IV "Grossflugzeugkreuzer" Heavy Carriercruiser

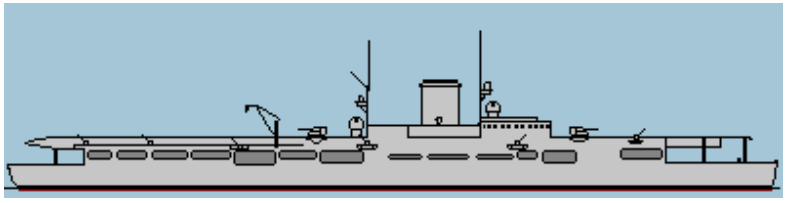
Ships of this class: unknown

Speed: 7"
Turning: 1
Target: 4+
Armour: 5+
Damage: 54/18
Crew: 104/34
Special Traits: Carrier, Hybrid, Torpedo Belt
In Service: 1945 (Planned)
Aircraft: 3 flights of Me-109 and 3 flights of Ju-87

Weapon	Range	AD	DD	Special
A Turret (4 x 11 in)	45"	4	1	
Secondary Armament	17"	6	1	Weak
AAA	8"	6	-	-
Port Torpedoes	10"	2	3	AP, Slow-Loading
Starboard Torpedoes	10"	2	3	AP, Slow-Loading

Length: 918 ft.
Speed: 34 kts.
Displacement: 70,000 t
Crew: 2,608

E IV "Flugdeckkreuzer" Carriercruiser



Ships of this class: unknown

Speed: 7"
Turning: 2
Target: 5+
Armour: 2+
Damage: 13/4
Crew: 29/9
Special Traits: Carrier
In Service: 1945 (Planned)
Aircraft: 2 flights of Me-109

Weapon	Range	AD	DD	Special
Secondary Armament	17"	2	1	Weak
AAA	4"	1	-	-

Length: 616 ft.
Speed: 34 kts.
Displacement: 12,750 t
Crew: 799

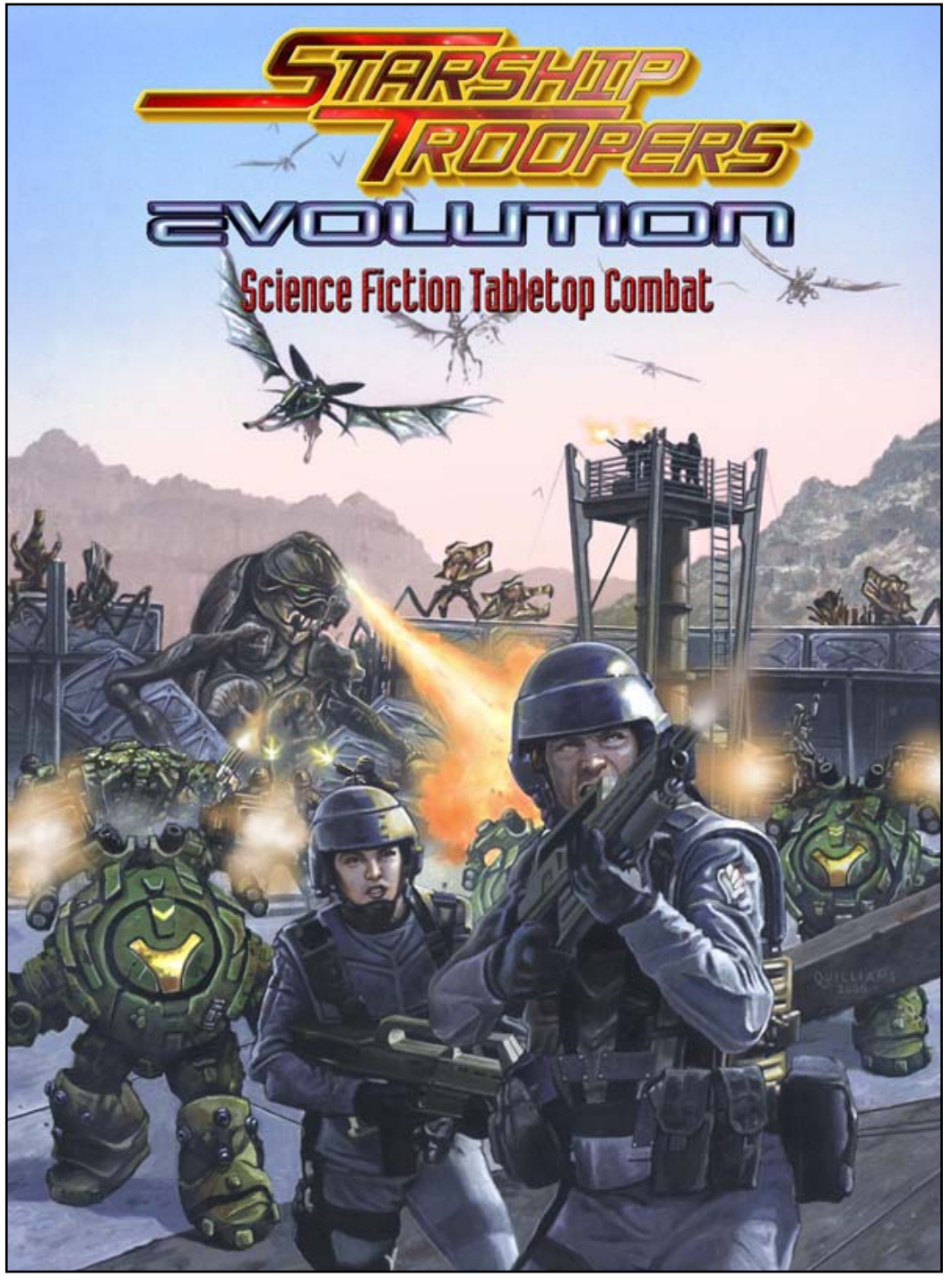
E V "Flugdeckkreuzer" Carriercruiser

Ships of this class: unknown

Speed: 7"
Turning: 1
Target: 5+
Armour: 2+
Damage: 20/6
Crew: 48/16
Special Traits: Carrier
In Service: 1945 (Planned)
Aircraft: 3 flights of Me-109

Weapon	Range	AD	DD	Special
Secondary Armament	17"	3	**1**	Weak
AAA	8"	**2**	-	-

Length: 689 ft.
Speed: 35 kts.
Displacement: 19,150 t
Crew: 1,200



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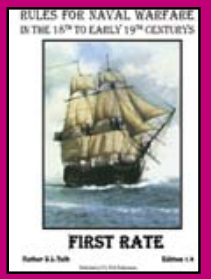

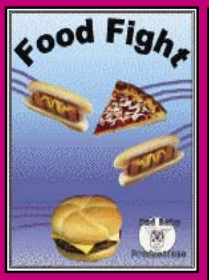

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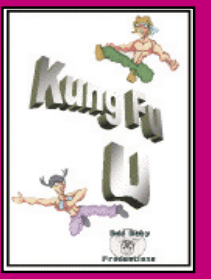

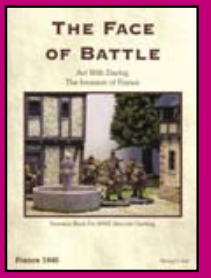

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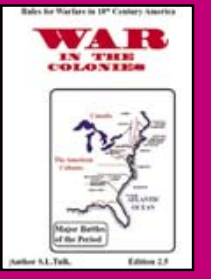

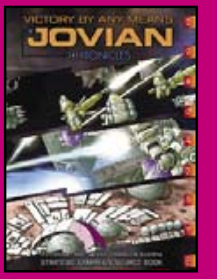

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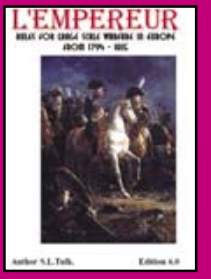

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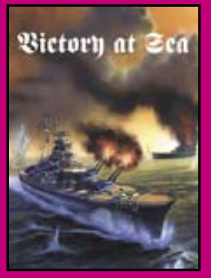

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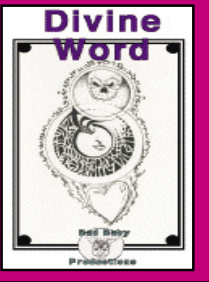

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THE ZAPASNOVAN WAR

BATTLEFIELD EVOLUTION

Linked Scenarios for BF Evo - Part One

Matt Thomason

It is the year 2014. The tiny Baltic state of Zapasnova has known peace for the whole of its short existence. Having been a part of a larger nation for many years, the Zapasnovan people were suddenly left to stand on their own, with no military power of their own with which to defend themselves and their meagre resources. Joining the European Federation was a matter of necessity – without it, they would easily fall prey to the first neighbour who decided to cross their border.

All was well with Zapasnova. That is, until the incident at the Chinese embassy…

This multi-part article presents a number of linked scenarios for refighting the key conflicts in the Hiroslavian war, and is designed for two players, representing the European Federation Task Force and the People's Liberation Army. Points values are given for those players who wish to use these scenarios with alternative forces (note that there may be restrictions on unit types – see the line at the bottom of each unit card to identify the unit type).

The scenarios rise in complexity as the war progresses, making this a perfect introduction for new players to learn the game, with additional units being introduced as they are released. You should track the total number of wins and losses across scenarios as you go, as some special rules will depend on these.

The scenarios are designed for use with the basic rules sheet. If playing with the advanced rulebook, you may not spend any points on Emplacements.

BACKGROUND

Zapasnova was formed in 2008, when the government of a larger Baltic nation fell after a brief civil war. United Nations peacekeepers quickly moved in and order was restored, but reconciliation between the warring factions was impossible. The result was the formation of a number of independent states from the former provinces, including Zapasnova. The fledgling state joined the European Union for both trade and protection, and was present when the Union evolved into the European Federation.

In 2014, Zapasnova entered into a political conflict with the Chinese over new European trade laws that closed a loophole that previously allowed Chinese exports to Europe via the tiny state. The Chinese government insisted that Zapasnova cede their membership in the European Federation to allow trade to continue, but Zapasnova held their ground. Shortly afterwards, Zapasnovan diplomats were expelled from China.

Relations were already cold when an explosion [rocked] outside the Chinese Embassy in Zapasnova, killing two guards and three clerical personnel. The Zapasnovan government denied responsibility, placing the blame on a group of radical extremists, but their claims fell on deaf ears – the Chinese retaliated quickly, bringing in troops stationed across the eastern border. With no military of their own to speak of, Zapasnova had only the protection of a small EFTF company stationed within its borders. Help was on the way, but the biggest problem would be lasting until it arrived.

A note on turns:

Some scenarios specify that they last for a fixed number of turns. This means that number of turns per player, not that number of turns in total. Therefore, a scenario lasting six turns means each player takes six turns, and not three per player.

SCENARIO ONE - ON PATROL

An EFTF patrol encounters a PLA unit attempting to cross the border to join the invading forces.

EFTF BRIEFING

A single EFTF Infantry Section has been assigned to patrol a five-mile stretch of the Zapasnovan border. Multiple Chinese units are already known to be operating within the state, and you must prevent more from joining the fight.

Units
One British Army Infantry Section (both teams)

PLA BRIEFING

You are one of a number of units attempting to infiltrate across the Zapasnovan border, with an objective to rejoin into the main force further in. EFTF patrols are known to be operating in the area, so be careful!

Units
One PLA Infantry Squad (drop team two)

SETUP

Each player should set up terrain however they wish within their own deployment zone, using only woods, rivers, and hills. The EFTF player may set up terrain in the neutral area between deployment zones.

SPECIAL RULES

There are no special rules for this scenario.

SCENARIO LENGTH

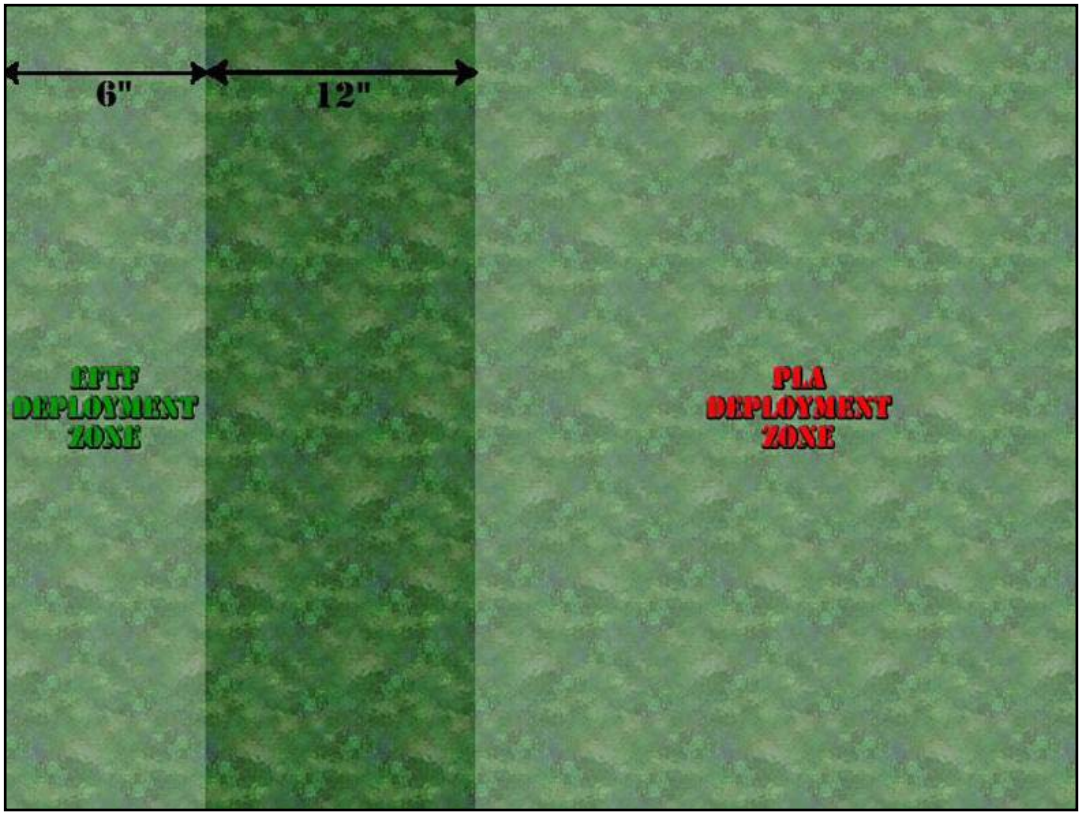
The scenario plays until one side wins.

POINTS MATCH

If playing with points, each side may spend up to 200 points on "Squad" units.

VICTORY CONDITIONS

Standard shattering rules apply. In addition, the PLA may win this scenario by moving at least half of their number off the EFTF board edge.



SCENARIO TWO – ARMOURED ASSAULT

Elsewhere on the border, the Chinese are bringing armoured units into Zapasnova, using the confusion and panic caused by their infantry incursions as a distraction. A small group of EFTF troops attempt to hold the road into the town of Banesk against a PLA force with armoured support.

EFTF BRIEFING

The town of Banesk was being evacuated even before the alert came in that a PLA force had been spotted approaching from the east. You have a difficult job ahead, but do not have to destroy the enemy – simply delaying them for long enough for the civilians to reach safety will be enough.

Units
Two British Army Infantry Sections (both teams)

PLA BRIEFING

Your orders are to reach and hold the town of Banesk, overrunning what little opposition is known to be in the area.

Units
One PLA Infantry Squad (drop team three)
One PLA Type 99 MBT

SETUP

The PLA player may set up terrain as they see fit within their deployment area, using only trees, hills, and rivers.

The EFTF player may set up terrain on the rest of the table as they see fit.

SPECIAL RULES

There are no special rules for this scenario.

SCENARIO LENGTH

The scenario plays for a maximum of four turns.

POINTS MATCH

If playing with points, the EFTF may spend up to 350 points (using "Squad" units only), while the PLA may spend up to 500 points.

VICTORY CONDITIONS

To win this scenario, the PLA player must move at least one model over the EFTF table edge by the end of the fourth turn. Anything else is a win for the EFTF player.

SCENARIO THREE – THE BATTLE FOR BANESK

Despite delaying tactics by EFTF infantry, overwhelming numbers eventually brought the PLA into the town of Banesk. However, with their own armoured units on the way, the EFTF were now in a position to try and retake the town.

EFTF BRIEFING

Many brave soldiers died attempting to keep the PLA out of Banesk, and their deaths linger in your mind as you approach the occupied area.

Units
One British Army Infantry Sections (both teams)
Two British Army Challenger II MBTs

PLA BRIEFING

Your orders are to reach and hold the town of Banesk, overrunning what little opposition is known to be in the area.

Units
One PLA Infantry Squad (all three teams)
One PLA Infantry Squad (drop teams two and three)
Two PLA Type 99 MBTs

SETUP

The PLA player may set up terrain as they see fit within their deployment area. The EFTF player may set up terrain on the rest of the table.

SPECIAL RULES

There are no special rules for this scenario.

SCENARIO LENGTH

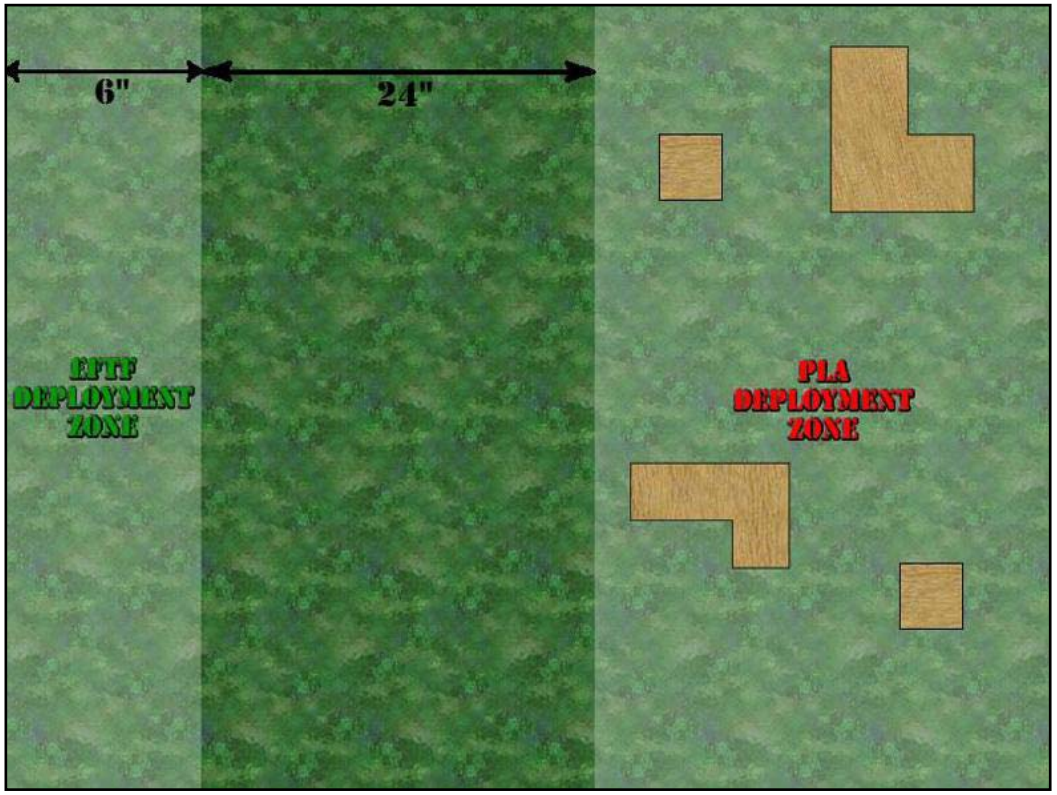
The scenario plays until one side wins.

POINTS MATCH

If playing with points, each side may spend up to 1000 points on any unit types they wish.

VICTORY CONDITIONS

Standard shattering rules apply.



SCENARIO FOUR – ARMOURED CLASH

The PLA were eventually pushed out of Banesk, but at a huge cost to the EFTF forces. With more PLA reinforcements on the way, a concerted effort was called for to prevent them from fortifying their positions across Zapasnova. Border patrols now had to be on the alert for attacks from both directions.

EFTF BRIEFING

Your border patrol has located a single PLA unit cut off from the bulk of their force. While moving to intercept, however, a PLA armoured column has approached you from behind.

Units
One British Army Infantry Sections (Team One only)
Two British Army Challenger II MBTs

PLA BRIEFING

The ambush worked perfectly. The EFTF patrol moved in to attack your lone infantry squad, and your waiting armoured units closed in for the kill.

Units
One PLA Infantry Squad (team one only)
Three PLA Type 99 MBTs

SETUP

The PLA player may set up terrain for the entire table.

The PLA infantry deploy in the right-hand zone, while the MBTs deploy on the left.

SPECIAL RULES

All EFTF units should be deployed facing the right-hand PLA zone.

SCENARIO LENGTH

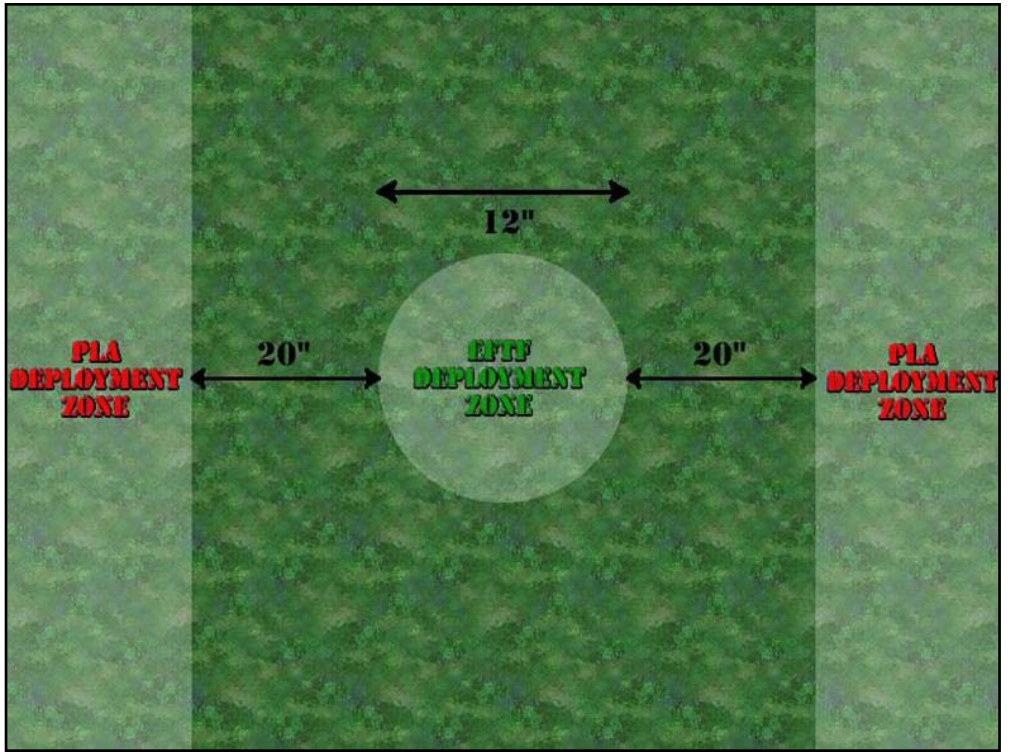
The scenario plays until one side wins.

POINTS MATCH

If playing with points, the EFTF player may spend up to 1000 points and the PLA player up to 1200 points. The PLA player may place no more than 200 points in the right-hand deployment zone and may only use "Squad" units in that zone. There are no other restrictions on unit types.

VICTORY CONDITIONS

Standard shattering rules apply.



SCENARIO FIVE – TAKE THE HILL

A hilltop overlooking the town of Banesk holds the key to holding the area. A series of concrete bunkers built during the cold war were sealed ten years ago after a near-fatal accident involving local schoolchildren, but could be brought back into service fairly easily. In order to unseal the bunkers, however, one side must first manage to hold the hill against their opposition.

EFTF BRIEFING

We must take this hill at all costs. We believe the PLA have the same objective…

Units
Two British Army Infantry Sections (both teams)
One British Army Challenger II MBT

PLA BRIEFING

We must take this hill at all costs. We believe the EFTF have the same objective…

Units
Two PLA Infantry Squads (all three teams)
One PLA Type 99 MBTs

SETUP

One player sets up terrain, the other player chooses which deployment zone to use.

SPECIAL RULES

If one player currently has more scenario wins than the other, they may remove two rifleman models from their opponents army before the game begins (representing the affects of attrition across their entire force in Zapasnova).

At the end of each turn, each player scores one point for each of their infantry models standing on the hill.

SCENARIO LENGTH

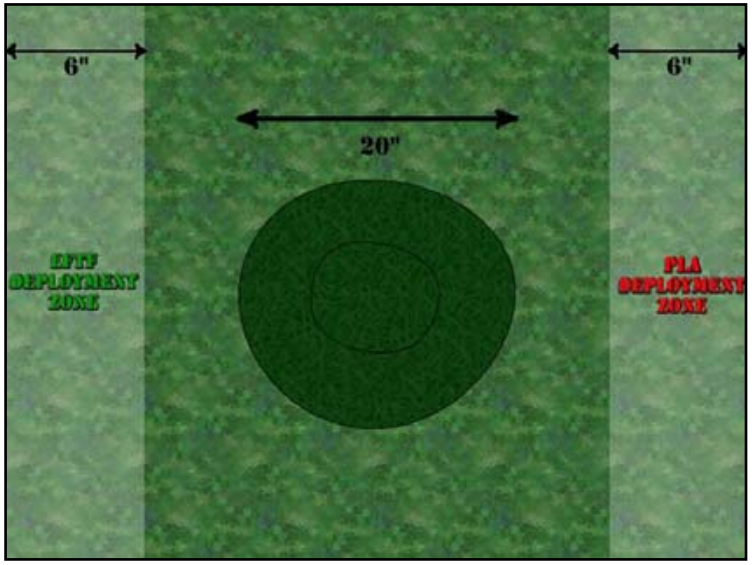
The scenario plays for five turns. Shattering rules are ignored for this scenario, as neither side is willing to retreat.

POINTS MATCH

If playing with points, each player may spend up to 800 points, and each must spend at least 300 points on "Squad" units.

VICTORY CONDITIONS

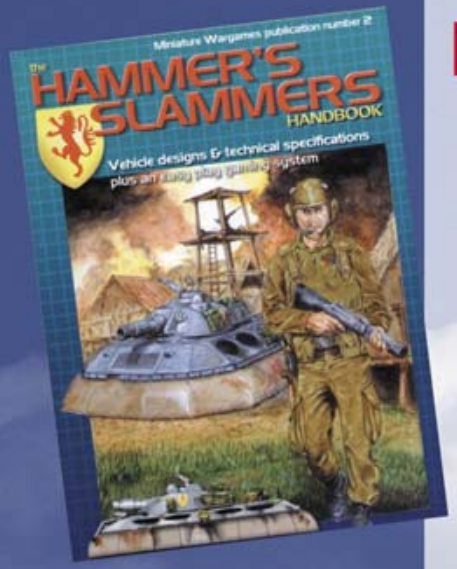
If one player completely wipes out their opponents army before the five turns are over, they automatically win the scenario. Otherwise, the player with the most points (from holding the hill) wins at the end of the fifth turn.



Still To Come:

Parts two and three of this series follow the progress of the Zapasnovan war, as well as introducing additional *Battlefield Evolution* units.

Hammer's Slammers from Pireme Publishing



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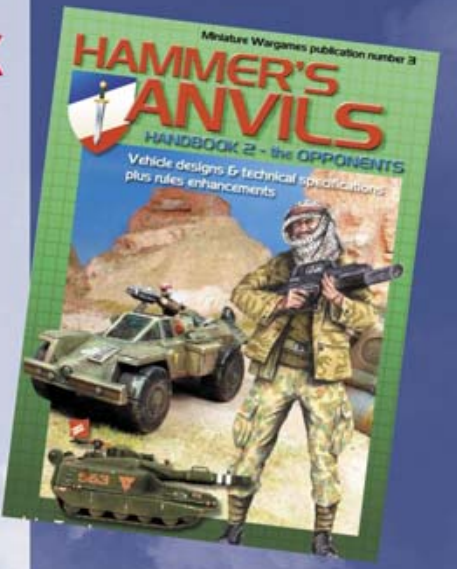

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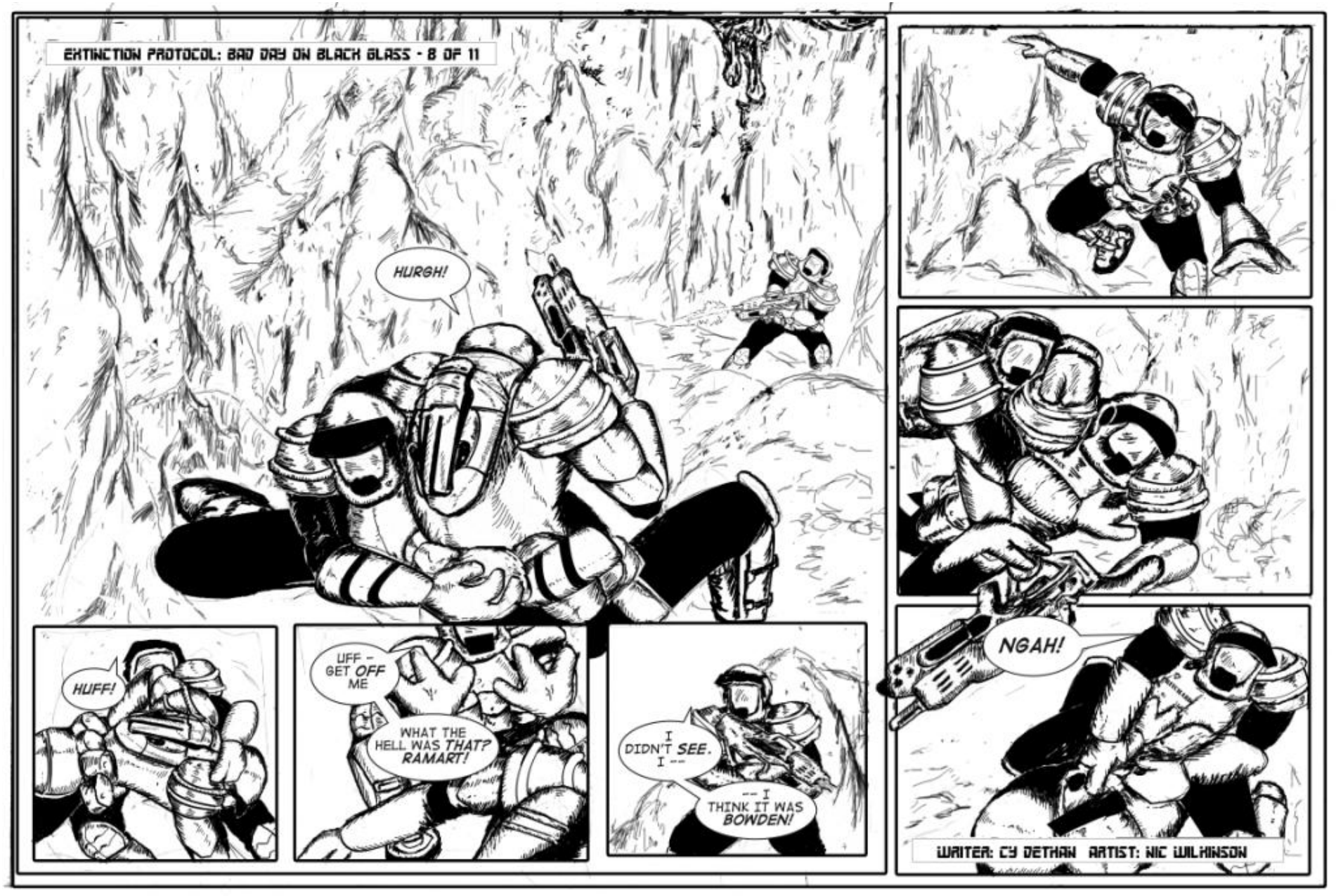
NEW

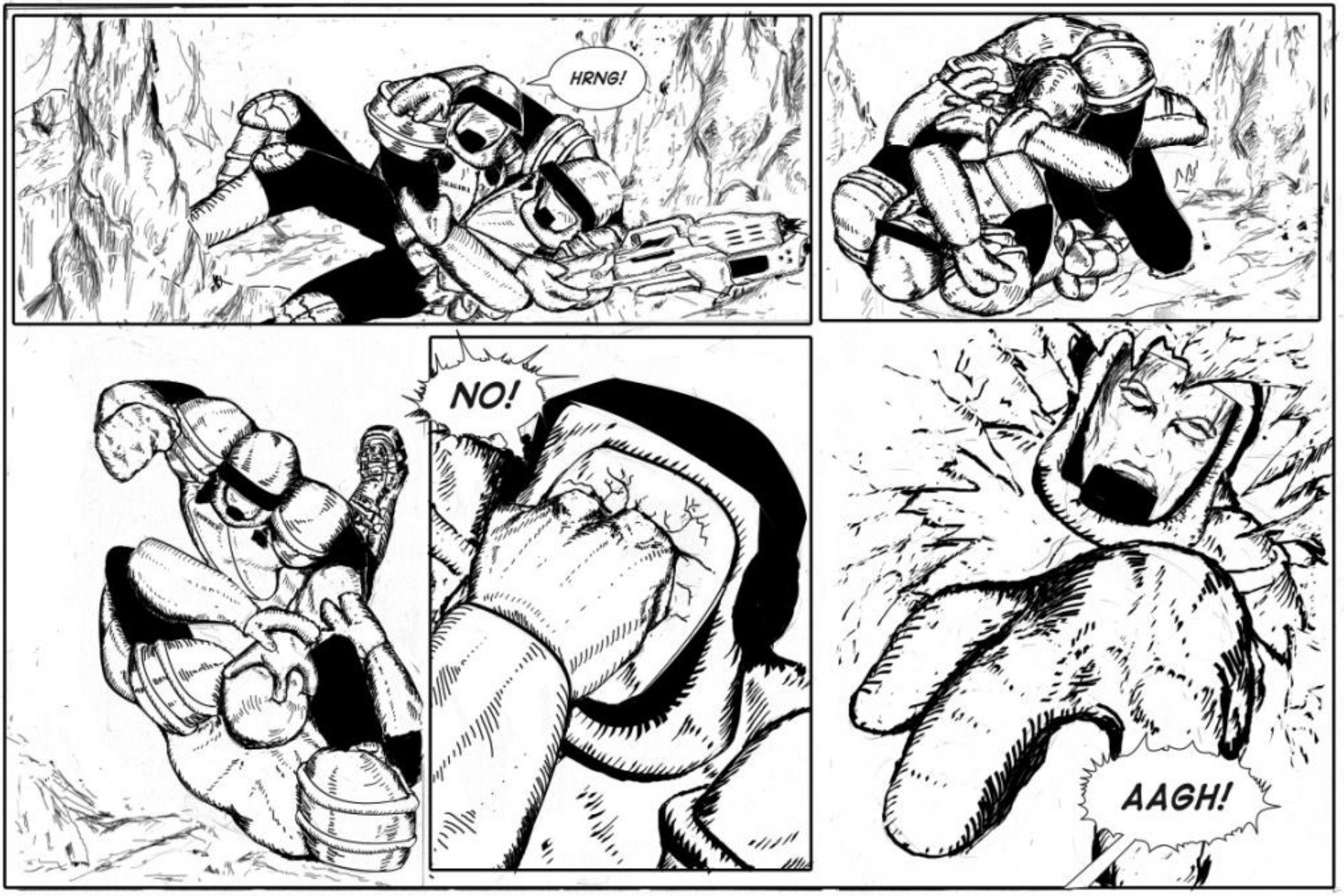
Extinction Protocol



NAKAGAWA – GET *UP* HERE AND HOLD BOWDEN *DOWN*.
BLACKWELL, RAMART – EYES ON. IF A BUG SO MUCH AS *LOOKS* AT YOU FUNNY I WANT *THREE ROUNDS* PUT THROUGH THE OFFICER'S FACEPLATE. IS THAT *UNDERSTOOD?*
WHAT *HAPPENED?* WHAT'S *WRONG* WITH HER?
OH, *THAT'S* NOT GOOD...
IT'S WORSE THAN YOU *THINK*, PRIVATE. KEEP HER DOWN ANY WAY YOU CAN, UNDERSTOOD?
YES, SIR.
RAMART – HOW'S OUR *OBJECTIVE* HOLDING UP?

CREEPY AS ALL HELL, LT.
ANY DANGER OF SOMEONE LETTING ME IN ON THE GAG HERE? I MEAN, SHOULDN'T WE BE DEAD ALREADY? --
-- LIKE ABOUT A DOZEN TIMES OVER?
SHE'S GOT A POINT, LT. THIS IS NOT TYPICAL BUG M.O.
I HAVE.
STAY FOCUSED, BLACKWELL - AND KEEP A CLEAR FIRE LANE ON OUR NEW FRIEND THERE, WOULD YOU?
WELL, THEY'VE GOT US FENCED IN PRETTY GOOD HERE, THAT'S FOR SURE.
I'VE NEVER SEEN ANYTHING LIKE IT.
YES, SIR.
WHAT'S GOING ON HERE, BOSS?
OH, YEAH.
I'VE GOT YOUR NUMBER DON'T I, BOYS?

NAKAGAWA – SIT ON BOWDEN. I'M GOING TO HAVE A QUICK WORD WITH THE OFFICER.
I THINK IT'S TIME FOR A RULES CHANGE.
LISTEN UP, YOU UGLY BASTARD.
I DON'T CARE WHAT YOUR ORDERS ARE AND I DON'T CARE WHAT YOU'RE TRYING TO DO HERE.
SIR, I DON'T --
-- WHAT KIND OF RESCUE IS THIS?
RIGHT NOW I CARE ABOUT ONE THING AND ONE THING ONLY. YOU'VE TAKEN ONE OF MINE --
-- I WANT HER BACK.
SIR – LOOK OUT, HE'S --
HOLD IT TOGETHER, PRIVATE. HE'S GOT THREE RIFLES ON HIM. THIS IS JUST --
-- MISDIRECTION!
GAH!
NAKAGAWA!
WHUF!


HRNG!
NO!
AAGH!

KAFF – HUK!
KAFF!
RAMART – COVER BEIN.
BLACKWELL – WITH ME!
SIR!
GURGH!
JESUS!
HAFF! HRAH!
UGH!
BOWDEN!
BOWDEN

Signs & Portents Wargamer

Victory in the Narrow Seas

Coastal Forces in Victory at Sea

David Manley

One of the most romantic, dashing and potentially hazardous duties in the navies of the Second World War was to serve in one's navy's Coastal Forces (abbreviated here to CF). Many navies showed a passing interest in motor torpedo boats during the 1930s, with designs offered by Britain and Germany being exported to several European and other countries. The US developed a later interest, eventually settling on standard designs from indigenous design houses and from the UK. When war broke out the utility of small craft to take the fight to the enemy in the "narrow seas" was quickly realised; Germany built up considerable numbers of their famous Lurrsen-designed "Schnellboote", or S-Boats (although these were often known to the Allies as E-Boats, or "Enemy Boats". After a few false starts the RN built hundreds of Motor Torpedo Boats (MTBs) and Motor Gun Boats (MGBs), with the most prevalent designs coming from Vospers, Camper & Nicholson and Fairmile. The US standard "PT Boats" were to become a familiar sight in the Mediterranean and the Pacific, whilst the Italians built many fast, light and successful MAS craft. The main fighting units were supported by a myriad of gunboats, defence launches, motor minesweepers, minelayers and coastal transports.

Coastal Forces actions tended to be fought at night so as to avoid enemy aircraft (to which they were horribly vulnerable) and against enemy convoys. Flotillas or squadrons would lie silently in wait ("lying doggo" as the British would have it) or creep up quietly in the darkness before unleashing thrir torpedoes at the closest possible point, then opening up the throttles to tear through or away from the enemy to safety. Duels would be fought between the coastal boats and convoy escorts, often consisting of converted trawlers and destroyer escorts. Coastal boats also fought several battles against enemy fleet units and other "heavies" – notable successes (and failures) include British MTBs attacking the German raider "Stier" (the raider escaped but two of her escorting Destroyer \escorts were sunk), US PT Boats at the battle of Leyte Gulf, and Italian MAS boats operating against British convoys in the Mediterranean during which MAS boats hit and crippled HMS MANCHESTER (she was later scuttled).

Coastal forces boats were heavily armed with rapid firing guns, from light machine guns up to 40mm cannon. Some even carried automatic 6pdr and 4.5" guns. This array or weaponry could put out devastating weights of firepower which posed a real threat to other CF craft and to smaller escorts. Their gun armaments were not much of a threat to larger vessels; these were more concerned by the heavy torpedo armament that was often embarked; torpedo boats packed 2, sometimes 4 heavyweight "fish". Later in the war more unusual weapons began to be embarked, with German and US boats in particular sporting various rocket based weapons. The RN didn't use these, tending to favour the development of high explosive shells fired from automatic guns. CF boats were also not lacking in technical development. Small radar sets were developed for use in

boats of the USN and RN which proved to be extremely useful in visualising and controlling night-time battles. In the early days of CF use of radar it was common for a radar equipped boat or escort to accompany a force of radar-blind vessels in order to vector them in for a successful attack, and to guide them out to safety. German use of radar was limited to a few S Boats; other navies didn't deploy radar on their small craft until after the war.

CF Vessels in Victory at Sea

Coastal forces vessels are represented in VaS in a similar manner to aircraft. A CF stand represents a section of 2 boats. They manoeuvre like aircraft, so they have no turning score as such (unless indicated). A flotilla or squadron will comprise between 2 and 4 stands of boats. The exceptions are larger coastal vessels such as armed trawlers (and the German equivalent, the VP Boat) and large landing craft. These are represented individually, and are identified in the data tables as having numerical Armour factors rather than the entry "Sp"; they have a Target Number of 6.

Coastal Forces craft can only be engaged by a ship's secondary and AAA weapons. 6" guns and larger cannot train effectively on these small targets. CF vessels can, of course, engage each other with their AAA weapons. Firing at CF vessels follows the same basic principles as firing at other targets, with the following exceptions.

Armour and Target Numbers – these are combined in the following special rule. A hit represents effective fire hitting within the formation rather than hits on the vessels themselves (although they may actually be hit). The effect of this fire may be to damage the boats, force them to break off an engagement or both. For each hit scored roll a d6:

1,2, 3 – the section is driven off. It cannot fire torpedoes this turn and must make its next move at maximum speed directly away from firer.
4 – as above, plus the section takes 1 hit.
5,6 – the section is damaged, taking 1 hit but it may still fire torpedoes (coolness under fire!)

Depth Charge Attack

British Coastal Forces developed a tactic whereby they dropped depth charges close to enemy vessels in the hope that the underwater explosions form the depth charges would damage the ship. To conduct a DC attack the boat section must be moved into contact with the target vessel. If it survives enemy fire it may then conduct an attack. Roll a d6. On a 4+ the attack is successful. Treat the target as if it has been hit by a 6DD, AP attack.

Smoke Screens

All British MTBs and MGBs, US PT Boats, German S Boats and R Boats carry smoke dischargers or smoke floats. These allow a section to deploy a smoke screen using the standard smoke rules. Each section can do this only once per game.

Coastal forces Data Tables

The following table summarises the statistics for costal forces vessels and other ships that fought in the Narrow Seas. All use the Special Armour and target rule above UNLESS there is a value in the Armour column, in which case they use the normal rules.

Table Notation:

Torpedoes – AD/DD/X/Y : X = A if AP, otherwise -, Y = "R" if 1 reload, "S" if single shot
Example: 2/4/A/R = 2 Attack Dice, 4 Damage Dice, AP trait, 1 Reload

Sec X" = secondary armament, range X". All secondaries are "weak", 1 AD, 1 DD
Roc X" = rocket armament instead of torpedoes may be carried. Range X", 1 AD, 2 DD, single shot
DC = carried depth charges. Range 0", AD2, DD2. All are single shot

Generic MTB Table

Type	Speed	Turn	Target	Armour	Damage	Traits	Torps	AAA	Other
USA									
PT Boat	8”	AA	5+	Sp	3	--	4/4/A/S	5/1/1	Roc 6”
Patrol Boat	3”	AA	5+	Sp	3	--	--	5/1/1	Roc 6”
UK									
MTB	8”	AA	5+	Sp	3	--	2/4/A/S	5/1/1	DC
MGB	8”	AA	5+	Sp	3	--	--	5/2/1	Sec 4”
Fairmile “D” MTB	8”	AA	5+	Sp	3	--	2/4/A/S	5/1/1	Sec 4”
Steam Gun Boat	7”	AA	5+	Sp	3	--	2/4/A/S	5/2/1	Sec 6”
Germany									
S-Boat	8”	AA	5+	Sp	3	--	2/4/A/R	5/1/1	Roc 4”**
R Boat	4”	AA	5+	Sp	3	--	--	5/1/1	DC
VP Boat	3”	2	5+	4+	2	--	--	5/1/1	Sec 6”, DC
Italy									
MAS boat	9”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	
MS boat	8”	AA	5+	Sp	3	--	2/4/A/R	5/1/1	DC
Generic									
Armed Trawler	3”	2	5+	4+	2	--	--	5/1/1	Sec 6”, DC
Landing Craft	3”	AA	5+	Sp	2	--	--	-	

Detailed MTB Table

Type	Speed	Turn	Target	Armour	Damage	Traits	Torps	AAA	Other
USA									
PT Boat	8”	AA	5+	Sp	3	--	4/4/A/S	5/1/1	Roc 6”
Elco MGB	8”	AA	5+	Sp	3	--	--	5/2/1	
LCP/LCVP	3”	AA	5+	Sp	2	--	--	-	
LCM	3”	AA	5+	Sp	2	--	--	-	
SC-1	4”	AA	5+	Sp	3	--	--	5/1/1	Sec 8”
SC-497 (fast)	5”	AA	5+	Sp	3	--	--	5/1/1	Roc 6”
SC-497 (slow)	3”	AA	5+	Sp	3	--	--	5/1/1	Roc 6”
UK									
Vosper 72’ MTB	8”	AA	5+	Sp	3	--	2/4/A/S	5/1/1	DC
Vosper 61’ MTB	8”	AA	5+	Sp	2	--	2/3/-/S	5/1/1	
Vosper 73’ MGB	8”	AA	5+	Sp	3	--	--	5/1/1	Sec 6”
Vosper 73’ MTB	8”	AA	5+	Sp	3	--	4/3/-/S	5/1/1	
Elco MTB	8”	AA	5+	Sp	3	--	2/4/A/S	5/1/1	
Fairmile “A” ML	5”	AA	5+	Sp	3	--	--	5/1/1	
Fairmile “B” ML	4”	AA	5+	Sp	3	--	--	5/1/1	
Fairmile “C” MGB	4”	AA	5+	Sp	3	--	--	5/2/1	Sec 4”
Fairmile “D” MTB	8”	AA	5+	Sp	3	--	2/4/A/S	5/1/1	Sec 4”
Denny SGB	7”	AA	5+	Sp	3	--	2/4/A/S	5/2/1	Sec 6”
70’ MGB	8”	AA	5+	Sp	3	--	--	5/2/1	Sec 4”
70’ MA/SB	7”	AA	5+	Sp	2	--	--	5/1/1	DC
BPB MTB	8”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	DC
C & N MTB	7”	AA	5+	Sp	3	--	4/3/-/S	5/1/1	DC
Thorneycroft MTB	8”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	DC
White 72’ MTB	8”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	DC
Landing Craft Gun	3”	2	5+	4+	2	--	--	5/2/1	Sec 10”
Armed Trawler	3”	2	4+	4+	2	--	--	5/1/1	Sec 6”

Type	Speed	Turn	Target	Armour	Damage	Traits	Torps	AAA	Other
Netherlands									
TM.3	8”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	
A-D AM	3”	AA	5+	Sp	3	--	--	5/1/1	
Germany									
S-Boat (S1-S25)	7”	AA	5+	Sp	3	--	2/4/A/S	5/1/1	
S-Boat (S26+)	8”	AA	5+	Sp	3	--	2/4/A/R	5/1/1	Roc 4”**
R1	4”	AA	5+	Sp	3	--	--	5/1/1	DC
R17	4”	AA	5+	Sp	3	--	--	5/1/1	DC
R25	4”	AA	5+	Sp	3	--	--	5/1/1	DC
R41	4”	AA	5+	Sp	3	--	--	5/1/1	DC
VP Boat	3”	2	4+	4+	2	--	--	5/1/1	Sec 6”, DC
Italy									
MAS boat	9”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	
MAS 438	7”	AA	5+	Sp	2	--	2/3/-/S	5/1/1	Sec 8”
MAS 427	6”	AA	5+	Sp	2	--	2/3/-/S	5/1/1	Sec 8”
MS boat	8”	AA	5+	Sp	3	--	2/4/A/R	5/1/1	DC
Japan									
PT1	8”	AA	5+	Sp	2	--	2/3/-/S	5/1/1	
PT10	6”	AA	5+	Sp	2	--	2/3/-/S	5/1/1	
PT101	8”	AA	5+	Sp	2	--	2/3/-/S	5/1/1	
T35	7”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	
Hayabusa	7”	AA	5+	Sp	3		--	5/1/1	
Daihatsu	3”	AA	5+	Sp	3		--	5/1/1	
Yugoslavia									
D.2	3”	AA	5+	Sp	3	--	--	5/1/1	
France									
VTB 8	8”	AA	5+	Sp	3	--	2/3/-/S	5/1/1	DC
CH.1	4”	AA	5+	Sp	3	--	--	5/1/1	Sec 8”
CH.5	3”	AA	5+	Sp	3	--	--	5/1/1	Sec 8”
Russia									
D3	8”	AA	5+	Sp	2	--	2/3/-/S	4/1/1	
G5	8”	AA	5+	Sp	3	--	2/4/A/S	5/1/1	Roc 4”, DC **
MO-4	5”	AA	5+	Sp	3	--	--	5/2/1	Sec 6”

Notes
*** S Boats may carry rockets in scenarios set in 1945 only.*
*** G5 can only carry DC if torpedoes are removed.*

Starship Troopers Evolution

The New Wave in Science Fiction Wargaming

Matthew Sprange

Now that Battlefield Evolution is well and truly upon us, people have already started to express an interest in Starship Troopers Evolution. When? What? Can we use our old miniatures? What new goodies are in store for us?

We can understand everyone's excitement over Starship Troopers Evolution. It is based on the same game system as the original, though everything has been tightened, streamlined, and developed to give a far more tactical game. The design of the best miniatures in the old range have been retained, the others improved and, to top it all off, everything will come pre-painted, saving you the trouble of creating forces from scratch, and allowing you to get straight into the game itself.

Mobile Infantry Light Armour Squad

Release Dates

The full production cycle for Starship Troopers Evolution (or SST Evo, as we call it in the office) is just about to begin as I type this. We are looking at an August release, though before that you should find sample miniatures and demo kits at your local store. Like Battlefield Evolution, there will be four armies to collect from the outset (the Mobile Infantry, Arachnids, Skinnies and Forth), with each army getting two different box sets in August. Every month thereafter, you will see one new box set for each army, giving you new choices and options as you build up your forces into a mighty, undefeatable war machine!

The initial releases for Starship Troopers Evolution in August will look like this;

Mobile Infantry Grizzly Exosuits
Mobile Infantry Light Armour Troopers
Arachnid Warrior Bugs (12 in a pack so you can build your forces quickly!)
Arachnid Tanker Bug
Skinnie Raiders
Skinnie Soldiers
Forth Fenos Fighting Machines
Forth Fenirs Command Fighting Machines

Forth Fenirs Command Fighting Machine

The Game

The basic rules sheet for Starship Troopers Evolution is exactly the same as that for Battlefield Evolution, as it will be for every Evolution game – this is one of the key advantages of the Evolution system. Learn to play one, and you will be able to play them all!

You can download the rules sheet for Battlefield Evolution from our web site, and get a head start on learning how to play Starship Troopers Evolution.

In October, we will be releasing the Starship Troopers Evolution Advanced Rulebook. There will be all sorts of goodies in this full colour tome, including pages upon pages of background information on all the armies, new scenarios and, of course advanced rules. These will include details on how to include Structures in your games, Air Units, reserves and, of course, tunnelling.

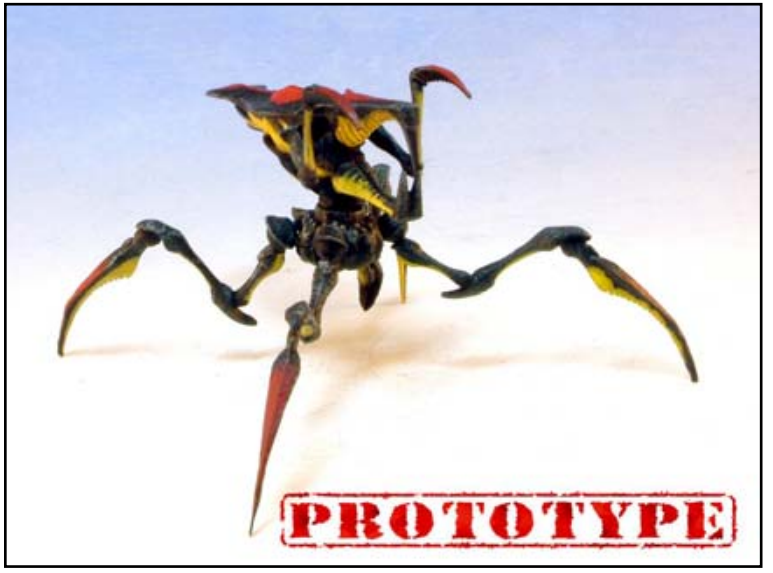
Starship Troopers Evolution itself is just undergoing its last playtesting cycle. However, we are a generous bunch here at Mongoose, and we value our regular customers greatly. So, without further ado, here are the (current) unit cards for the first wave of Starship Troopers Evolution releases. By using the original Starship Troopers miniatures, or proxying them with others in your collection, you can be among the first to play the new game!

Simply use the basic scenario detailed in the Battlefield Evolution rules sheet and play away!

You will immediately find that, though this game uses the same rules as Battlefield Evolution, it plays in a very, very different manner. This is one of the things we like about the system – by including the special rules on the unit cards, we can alter the feel and balance of the core game to cover any skirmish type of battle game, from ancients, through World War II, to the furthest reaches of science fiction.

Do not be afraid to use cover, even if you are playing heavily armoured troopers or fighting machines, as there are some very powerful weapons out there! Also, remember to stay mobile, particularly if you are playing the Mobile Infantry or are fighting Arachnids. Those new tunnelling rules can seriously catch you off guard, and all the Pee-Wees in the world will not help you when the warrior bugs start popping out of the ground.

Oh, and pay particular attention to the rules for Shattering an opponent's army when fighting Arachnids. The bug player cannot simply put all or most of his army underground before the battle begins, as he will find he loses very quickly! Instead, he will be better served by placing a few choice units underground to terrorise the enemy and get them moving away from their back line – straight into the path of a horde of warriors and tankers!



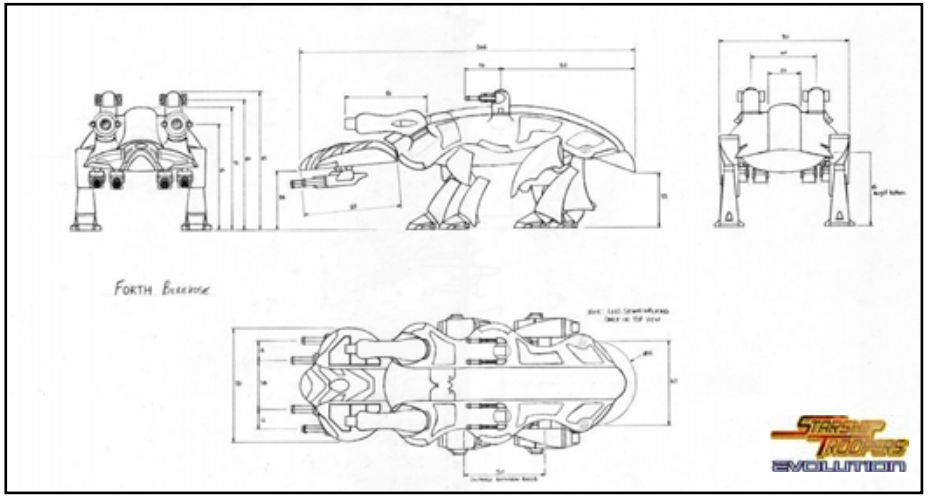
Arachnid Warrior Bug

Mobile Infantry Grizzly Exosuits

That is all I will say for now on tactics and stratagems. The rest I will leave you to discover for yourself. . .

Looking Ahead

So, what can you look forward to in the weeks and months beyond August? Well, there will be plenty of new units for every army. Some will seem familiar, such as Military Intelligence Agents who can detect tunnelling bugs, Skinnie Venerables, and Plasma Bugs. Others will be all new designs, such as the Forth fighting machines and the Skinnie Starlight Skimmers.



Forth Berekose design schematics

Skinnie Raider Leader concept art

And yes, the Mobile Infantry will be getting their air units very early in the release schedule – right after the rules for air units are published in the advanced rulebook, in fact!

There will also be a worldwide online campaign that will be used to advance the Starship Troopers timeline (already moved on since the original game!), new scenarios, and some other bits and pieces that must, for now, be kept under wraps.

From now until August, you will also see regular updates on the progress of Starship Troopers Evolution in Signs & Portents – prototype models, drawings of new designs, sneak peeks at the new background and, of course, battle reports just as soon as the first lot of production models reach our office.

Starship Troopers Evolution heralds everything we have been aiming for with pre-painted miniatures and the Evolution system itself. All that remains is for you to get involved and experience the depth and breadth of the Starship Troopers universe. . .

SKINNIE SOLDIERS — 100

CLASSIFIED

The professional military of the Skinnie Hegemony, Soldiers are armed with cruel weapons that can literally squeeze the life out of an enemy.

Champion w/Constrictor Rifle, 4 x Soldiers w/Constrictor Rifles

Up to ten more soldiers may be added for +20 points each. Up to two models may replace their constrictor rifles for neural beamers for +40 points each.

Size	Move	Close Combat	Target	Armour	Kill
1	5"	D6	4+	4+	7+

Squad

Weapons

Constrictor Rifle
Range: 18" Damage: D6

Neural Beamer
Range: 30" Damage: D6+3

Special Rules

Agile: Skinnie soldiers are extremely agile and difficult to hit. Whenever any model in this unit is about to be removed from the table as a casualty, roll a D6. On a 6, the model dodges out of the way at the last instant.

Constrictor Rifle: This weapon causes a –2 penalty to Armour rolls.

Neural Beamer: Optional upgrade. One of the most feared weapons in the galaxy, this weapon requires a Ready action to be taken before it can be fired. Trace a straight line from the firing model to any point in Line of Sight, up to 30" away. This does not have to be within the rest of the unit's Fire Zone. Every model along this line (including models in the same unit as the soldier!) will be hit. Ignore the results of any Armour rolls. It may only be fired once per turn and never as a reaction.

SKINNIE RAIDERS — 140

CLASSIFIED

Skilled in infiltration and ambush tactics, Skinnie Raiders form the backbone of many raiding parties.

Champion w/Constrictor Rifle, 6 x Raiders w/Constrictor Rifles

Up to ten more raiders w/constrictor rifle may be added for +20 points each. Any model may replace its constrictor rifle for a light neural beamer for +10 points each. Up to two models may replace their constrictor rifle for a constrictor cannon for +20 points each.

Size	Move	Close Combat	Target	Armour	Kill
1	5"	D6	4+	5+	6+

Squad

Weapons

Constrictor Rifle
Range: 18" Damage: D6

Light Neural Beamer
Range: 8" Damage: D6+1

Constrictor Cannon
Range: 30" Damage: 2xD6+2

Special Rules

Agile: Skinnie raiders are extremely agile and difficult to hit. Whenever any model in this unit is about to be removed from the table as a casualty, roll a D6. On a 6, the model dodges out of the way at the last instant.

Constrictor Rifle: This weapon causes a –2 penalty to Armour rolls.

Constrictor Cannon: Optional upgrade. This weapon causes a –2 penalty to Armour rolls.

Light Neural Beamer: Optional upgrade. When using this weapon, trace a straight line from the firing model to a point in Line of Sight, up to 8" away. This does not have to be within the rest of the unit's Fire Zone. Every model along this line (including models in the same unit as the raider!) will be hit. Ignore the results of any Armour rolls. This weapon may never be fired as a reaction.

Ambush: One raiders unit in an army may be concealed in an area of terrain outside of the enemy's deployment zone before the game begins. Write down the location of the unit before any models are deployed. You can reveal the unit at any time by placing the models on the table.

TANKER BUG — 250

CLASSIFIED

All but unstoppable, the Tanker Bug can smash armoured vehicles or defensive positions apart with equal ease.

Tanker Bug w/Caustic Flame

None

Size	Move	Close Combat	Target	Armour	Kill
4	5"	3xD6+D10	7+	3+	12+

Heavy

Weapons

Caustic Flame
Range: 12" Damage: D10

Special Rules

Tough: The tanker bug will ignore the first five failed Armour rolls. An attack that rolls its Kill score will not automatically destroy it – instead, it will count as two failed Armour rolls.

Caustic Flame: This weapon will roll D6 Damage Dice every time it is used. It may only be fired once per turn and only to the forward facing.

Lumbering: The tanker bug may never make reactions and may never benefit from Cover. It is immune to Suppression and will ignore all terrain 1" high or less for the purposes of movement.

Tunnelling: This unit may start the game underground, tunnelling in secret towards enemy positions. Write down the exact location where you intend the unit to surface before any models are deployed. At the beginning of every Arachnid turn after the first, roll a dice. On a 5 or more, the unit will surface at this point, and may take a single action immediately. You may add a cumulative +1 bonus to this roll for every turn after the second in which you roll.

WARRIOR BUG SWARM — 150

Able to swarm in hordes of thousands, there are few alien creatures more terrifying than the Arachnid Warrior Bug.

10 x Warrior Bugs

Up to 10 extra warrior bugs may be added for +15 points each. Workers may be mixed into the swarm at the cost of –5 points for every warrior bug present; the Target score for each warrior bug will drop to 4+.

Size	Move	Close Combat	Target	Armour	Kill
2	6"	2xD6+1 or D10	5+	4+	8+

Swarm

Weapons

No Ranged Weapons

Special Rules

Swarm: Any warrior bug may be nominated as unit leader at the start of every action. This warrior bug may act as unit leader for any warrior bugs, including those not part of its original unit.

Horde: Warrior bug units may join to form a horde at the start of a turn, acting as single unit, up to a maximum of 20 warrior bugs among all swarms. Each unit must have at least one warrior bug within 1" of a warrior bug from another unit, rather than having every warrior bug within 6" of the unit leader. The horde will take actions, move and trigger reactions as if it were a single unit. Only a single swarm can use the Tunnelling special rule – a horde cannot.

Claws and Jaws: Each warrior bug may choose to roll either 2xD6+1 or D10 in close combat. Either way, it will reduce Armour rolls by –1.

Reckless: Warrior bugs are immune to Suppression. However, it is possible for sheer weight of firepower to force them backwards. If a warrior bug succeeds in an Armour roll, move it directly away from its attacker by 2", it may only do this once per turn, and if it cannot move 2" away (because of impassable terrain or a table edge), then another Armour roll must immediately be made.

Unstoppable: If an enemy model completes an action within 6" of at least one model in the swarm, this unit may choose a Charge action as a reaction, rather than Move or Shoot. However, it must Charge the enemy unit that triggered the reaction.

Tunnelling: This unit may start the game underground, tunnelling in secret towards enemy positions. Write down the exact location where you intend the unit to surface before any models are deployed. At the beginning of every Arachnid turn after the first, roll a dice. On a 5 or more, the unit will surface at this point, and may take a single action immediately. You may add a cumulative +1 bonus to this roll for every turn after the second in which you roll.

MOBILE INFANTRY LIGHT ARMOUR SQUAD — 90

Cheap and quickly trained, the Light Armour Mobile Infantry make up in combined firepower what they lack in tactical ability.

Sergeant w/Morita, 7 x Troopers w/Morita

Add up to four troopers for +10 points each. Up to two troopers may be given a Longbow for +35 points each. Each Longbow may be given a single Pee-Wee Atomic Munition for +300 points.

Size	Move	Close Combat	Target	Armour	Kill
1	5"	D6-1	3+	6+	5+

Squad

Weapons

Morita Assault Rifle
Range: 20" Damage: 2xD6

Underslung Grenade Launcher
Range: 10" Damage: D6+2

Longbow Missile Launcher
Range: 60" Damage: *Firecracker* **2xD6** *Holepunch* **D10+3** *Falcon* **D10**

Pee-Wee Atomic Munition
Range: - Damage: 3xD10+4

Special Rules

Underslung Grenade Launcher: Every Morita features an underslung grenade launcher, loaded with Bugshot rounds. A Ready action must be made before this weapon can be used. It may only be fired once per turn and never as a reaction.

Longbow Missile Launcher: Optional upgrade. This weapon may only be fired once every turn and never as a reaction. A ready action must be performed before it can be fired. Firecracker, Holepunch or Falcon warheads may be used, with the choice made before each attack. The Firecracker will roll both Damage Dice against the same model and roll bonus Damage Dice (2xD6) against every other model within 3" of the first model - these extra models need not be in Line of Sight. The Holepunch will reduce Armour rolls by –2 and if a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally. The Falcon may only be used against Air Units.

Pee-Wee Atomic Munition: Optional upgrade. The Longbow has the option of firing a Pee-Wee. A Pee-Wee will roll its Damage Dice against every model within the Fire Zone - these models need not be in Line of Sight. This weapon ignores all Armour rolls. It can affect models in the unit that created its Fire Zone, if they are close enough.

Condensed Training: The unit will only create a 3" Fire Zone, not the normal 6". This applies to all weapons except the Longbow.

MOBILE INFANTRY GRIZZLY EXOSUIT SQUAD — 330

Turning one trooper into an armoured vehicle, the Grizzly Exosuit is a staple of the Mobile Infantry.

Sergeant w/2 Sixgun, 2 x Troopers w/2 Sixgun

Up to two Exosuit troopers may replace their Sixguns with Firestorms for +50 points each. Add up to three Exosuit troopers for +150 points each.

Size	Move	Close Combat	Target	Armour	Kill
2	6"	D10	5+	2+	8+

Squad

Weapons

Sixgun Rotary Cannon
Range: 30" Damage: 3xD6+1

Firestorm Missile System
Range: 48" Damage: 2xD10

Special Rules

Tough: Exosuit troopers will ignore the first failed Armour roll. An attack that rolls their Kill score will destroy them as normal. Exosuit troopers are immune to Suppression.

Enhanced Battle Systems: The advanced sensors on an Exosuit allow a trooper to pinpoint shots and make a mockery of cover. Any model in Cover targeted by an Exosuit trooper will only receive a +1 bonus to its Target and Kill scores. In addition, all models in this unit have a command range of 12", rather than the usual 6".

Sixgun Rotary Cannon: This weapon reduces Armour rolls by –1.

Jump Packs: If the unit takes a Ready action immediately before a Move action, it may move up to 12" in any direction, ignoring any movement penalties for terrain and firing its weapons at any point during this movement. A unit may not jump into or out of Cover.

Firestorm Missile System: Optional upgrade. This weapon may only be fired once every turn and never as a reaction. It will roll extra Damage Dice (but only D6+1) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. In addition, if both original Damage Dice from a single Firestorm hit the same model, they will reduce Armour rolls by –4. The Firestorm may be used against Air Units.

Atlas Rig: Each Exosuit trooper may fire up to two weapons with each Shoot action.

FENIRS COMMAND FIGHTING MACHINE — 280

Equipped with dozens of command circuits, the Fenirs is capable of leading large numbers of fighting machines into battle.

Fenirs Fighting Machine w/2 Caxcelas Medium Cannon and Chermas PDC

Swap both Caxcelas Medium Cannon for two Erstiites Triple Blasters for +20 points. Install an Enhanced Scanner Array for +10 points.

Size	Move	Close Combat	Target	Armour	Kill
3	5"	D6	9+	2+	12+

Command Machine

Weapons

Chermas Point Defence Cannon
Range: 15" Damage: 2xD6

Erstiites Triple Blaster
Range: 25" Damage: 3xD6+1

Caxcelas Medium Cannon
Range: 30" Damage: D10+2

Special Rules

Advanced Combat Systems: It takes six Damage Dice to cause Suppression on a Fenirs. The fighting machine may always Shoot as a reaction and take one action per turn, even if suppressed or out of command. It may fire up to two weapons in a single Shoot action, into the same Fire Zone. Any weapon mounted on the fighting machine may be used against Air Units.

Command: The Fenirs will permit all fighting machines with 20" to stay in command. It is always considered to be in command itself. If using the army lists in the Starship Troopers Evolution main rulebook, you may purchase up to three Fenirs for one Command Machines slot.

Tough: Fenirs will ignore the first three failed Armour rolls. An attack that rolls its Kill score will not automatically destroy it – instead, it will count as two failed Armour rolls. It will ignore all terrain 1" high or less for the purposes of movement.

Chermas PDC: This automated weapon may never be used in a normal Shoot action. However, it may make any number of Shoot reactions in a turn.

Caxcelas Medium Cannon: This weapon causes a –2 penalty to all Armour rolls. It may only fire once per turn and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Erstiites Triple Blaster: Optional upgrade. This weapon ignores all Armour rolls. It may only fire once per turn and never as a reaction.

Enhanced Scanner Array: Optional upgrade. If installed, this array increases the reaction range of the Fenirs to 12".

FENOS FIGHTING MACHINE — 50

CLASSIFIED

Demonstrating the technological brilliance of the Forth, the Fenos is the base fighting machine seen in most invading forces.

Fenos Fighting Machine w/ 2 Cagnitus Chain Guns

Swap both Cagnitus Chain Guns for two Cotraperk Autocannon or two Eapt Blaster Cannon for +10 points. Install a Sub-Commander Module for +50 points.

Size	Move	Close Combat	Target	Armour	Kill
2	6"	D6	5+	3+	8+

Fighting Machine

Weapons

Cagnitus Chain Gun
Range: 25" Damage: 2xD6

Eapt Blaster Cannon
Range: 20" Damage: 2xD6

Cotraperk Autocannon
Range: 30" Damage: D10

Special Rules

Directed Battle Systems: Though a unit in itself, a fighting machine is not it's own unit leader. Instead, it must remain within 6" of a Forth model with a Sub-Commander Module or within 20" of a Forth model with the Command special rule, if it is not to be out of command. However, it will remain a separate unit and need not use the same actions as the fighting machine that is keeping it in command.

Advanced Combat Systems: It takes four Damage Dice to cause Suppression on a Fenos. The fighting machine may always Shoot as a reaction and take one action per turn, even if suppressed or out of command. It may fire up to two weapons in a single Shoot action, into the same Fire Zone. Any weapon mounted on the fighting machine may be used against Air Units.

Cotraperk Autocannon: Optional upgrade. This weapon reduces Armour rolls by –1. It may only fire once per turn and never as a reaction. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Eapt Blaster Cannon: Optional upgrade. All Damage Dice that roll the Target score of a model will be counted as having rolled the Kill score instead. This weapon may only fire once per turn and never as a reaction.

Wargaming Online Reviews

by Nick Robinson

Wargaming Online is *the* web resource for wargamers and regular gamers alike - it's invaluable for PDF products and those times when you need the rules for that hot game *right now*, no waiting... so check out www.wargamingonline.com today!

Graveyard Dash

Format: Board Game; Players: 2-4; Time: 15-45 minutes
Publisher: Bad Baby Productions

The first of the Bad Baby games for review is 'Graveyard Dash', a game for 2 to 4 players. The board and pieces were clear and functional and the rules both simple to grasp and clearly written. The aim is to get out of the graveyard once the restless dead begin to rise up from the earth looking for brains…..

Simple and quick the game itself was full of interesting tactical decisions, although the human players learnt late on that the best way for them to succeed was to cooperate - at which point the zombie player ended up being failing to stop any one player from escaping. That being said the game was close right up until the last turn (of about 16) when it all fell apart for the zombies (literally). Various tactics were employed by the humans (holy water is a devastating one shot weapon, but getting tooled up from the gardener's shack is the way to go from our brief outing). With a couple of dice rolls the game could have turned out very differently (all the human players came close to being caught and eaten at one stage or another), but in the end the forces of darkness were driven back and the humans escaped to raise the alarm.

Overall we had fun with this game, and it does have potential to play more than a few times, especially as the zombies appear randomly and with less human players the game becomes a lot easier for the zombies.

The Hamster that Ate the World

Format: Board Game; Players: 2; Time: 15-30 minutes
Publisher: Bad Baby Productions

A two player game that evokes childhood memories of a bizarre Chinese television show I used to watch at the age of about 5. One player is a giant 200 foot tall hamster called Mr. Chip, the other the military forces arrayed against Mr. Chip to prevent his rampage. The human player gets to use all sorts of nice units against the fearsome rodent - infantry, tanks, helicopters, artillery and nukes are all deployed - yet Mr. Chip is one tough hamster! Different cities have the capacity to produce different units, with only the largest having the capacity to purchase nukes. The game is fast and fun (and more than a little silly), but the tactics involved tend to be a bit limited as Mr. Chip normally makes a bee-line (hamster-line?) towards the biggest cities to reduce the ability of the human player to get new units into play.

Two things are vitally important factors in the game. First there is the production of new units for the human player. To win the player needs to build lots of different units in addition to the nukes. Nukes can slow down and really hurt Mr. Chip, but they are unlikely to be able to stop the giant rodent on their own. Secondly Mr. Chip regenerates his injuries and can mutate and grow still further. This is a random element to the game that can really throw a spanner in the works for the human player.

It is possible to stop Mr. Chip with other units but the use of nukes tended to dominate in the games we played. As a one-off or occasional game The Hamster That Ate the World is a nice diversion, but has less ability to be replayed than either Graveyard Dash or Kung Fu U.

Kung Fu U

Format: Card Game; Players: 2; Time: 30 minutes
Publisher: Bad Baby Productions

A two player card game that is fun and furious. With players able to create their own decks from the cards given with a variety of different combat styles (Crane, Monkey, Tiger, Dragon and so on) making each player's deck unique. The rules are simple and well written (as is my experience with all the Bad Baby Games I have tried) and make for a fast flowing game. The ability to build your own unique deck with a variety of attack, defence and manoeuvre cards, plus special cards for each martial arts school, makes this a game that you can come back to again and.

The main game mechanic is simple, each player rolls an activation dice at the start of each turn, any card that has a speed rating equal to or less than the die roll can be used to attack another player (or to defend with). This makes deck construction a balancing act between low speed ratings but less powerful cards and the high powered high speed rating cards that may end up not being used if the dice rolls are poor. Another nice feature is that as each player takes damage the abilities that each card provides are downgraded, making every blow count all the more.

At the usual Bad Baby price of $5 this game is ridiculously good value for the amount of fun that can be gotten out of it. If there is one gripe with the game it is that some of the cards are poorly laid out, with some of the text partially obscured. Although this does not affect the game in any way (I can clearly make out what each card says without a problem) it does detract a little from the experience. Mind you this is a very minor quibble and I can wholeheartedly recommend this game!

The mechanics of this game are very similar to those used in other Bad Baby Games, Comic Book Heroes and Robot Jock, so if you do happen to like this game you could try one of these others as well!

FIVE CARD BLIND

A Battlefield Evolution scenario from the advanced rulebook

A deep patrol in contested territory results in two enemy squads identifying each other's position. Not wishing to risk their men unnecessarily, the squad leaders hurriedly call for reinforcements, not knowing who is in the area.

Briefing

Your patrol route has taken you far from the rest of your company but it is a relief to know many other allied forces are in the area. Reconnoitring the battlefield, you spy your opposite number, an enemy squad. Hurriedly, you request reinforcements, hoping that the enemy has not spotted you…

- You may choose any one Squad unit to be deployed as normal. You may not select any options for this unit.
- Shuffle all the unit cards you have for your army. Deal out the first five cards from the bottom of the deck. These are the Reserves that have been sent to aid you in the battle. You may not select any options for them.
- Both players roll a dice. The lowest scoring player deploys his army first and takes the first turn.
- At the beginning of their turn each player should roll a dice for each unit of Reserves. On a 5 or more, the unit will appear on the table from the player's edge, anything else and the unit is still considered to be racing towards the battlefield. The player may add a cumulative +1 bonus to this roll for every turn after the first.

Scenario Rules

The scenario will last until the Victory Conditions are met.

Victory Conditions

The game ends when one army destroys every unit in the other to declare victory.

Player 1 Deployment Zone

Player 2 Deployment Zone

Signs & Portents Wargamer

UNOFFICIAL

TANK RIDERS

Getting From A to B, Without an APC

BATTLEFIELD EVOLUTION

Matthew Sprange

A common image from World War II is of Russian infantry clustered on the top of tanks, using them as makeshift transports. Due to the nature of modern warfare, this is something less seen today, but that is no reason for players not to give it a try, especially if you need to ferry troops quickly across the battlefield.

These rules are purely unofficial, but you might finds them fun to use in friendly games.

Hitching a Lift

Any single fire team may use a friendly main battle tank as a transport.

Models may mount the tank simply by moving on to it, and may leave with a Move action in the same way. If models either mount or leave the tank, than both the models and the tank may only take a single action in that turn. All models may fire from the tank at a –1 penalty to their Damage Dice if the tank takes a Shoot action. The tank's main gun (the one with the highest Damage Dice) may not fire if any models are being carried.

If the tank is destroyed, every model on board will immediately suffer a D10 Damage Dice.

Tank riders are very vulnerable to enemy fire!

Marines hitch a ride on the back of an Abrams tank

In addition, if the tank is attacked in any way by a weapon rolling a Damage Dice of D10 or more, every model it carries will suffer one Damage Dice of the same type that the tank is attacked by. These are considered to be bonus Damage Dice

For example: If a Type 99 carrying a PLA fire team is attacked by a Challenger 2's main gun, every model it carries will take a D10+4 Damage Dice.

A fire team carried by a tank may be attacked as normal, simply by being within the Fire Zone. They will not receive the benefit of Cover or of being Obscured by the tank itself.

Tactics

As will be clear, riding a tank in this way can be extremely risky for infantry in a combat zone. Any weapon capable of hurting the tank itself will likely blow them apart, and they will be very exposed to anti-personnel weapons. However, you may find it worthwhile if your force is lacking in armoured transports and your infantry needs to cover a lot of ground in a hurry.

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
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