Signs & Portents
WARGAMER

46

Shadow Geometry
Technomages in A Call to Arms

Invasion Point: Florida
New series of linked Battlefield Evolution scenarios

Kerakhistan Race of Death
Technical pimping and street racing!

Plus. . . New Battlefield Evolution unit cards, Coastal Forces in Victory at Sea revisited, Raiders tactical manual and much, much more!

Another month, another issue of *Signs and Portents Wargamer*.

This month brings another host of extra added goodness for your games, including the long-awaited patrol boat points values for the "Victory in the Narrow Seas" article from S&P 42.

You'll notice some minor format changes this month as we start trying out some new tricks, but one that may go unnoticed is the hyperlinks on the table of contents and whenever an internet address is mentioned - go on, try them out!

With Ian out and about doing more and more in his new job, there's a little shuffling around of things to do on the mag, but one of the things that hasn't changed is that we still want articles from you - the gamers. Submission details as usual can be found in "Write for the Mongoose" (on page 14 of this issue) - so send in that idea you've been thinking about for ages, or those house rules your group are using. If you think that your favourite game isnt getting enough coverage, then put pen to paper (okay, finger to keyboard) and do something about it!

GoMC-1 fans rest assured that Gangs of the Cursed Earth will return next month, along with some nifty miniature conversions.

Don't forget to check out Ian's MI column as well, being as it's full of details about next month's massive Mongoose Hall '07 open day. It's going to be the biggest Mongoose OD ever, and with Claudia Christian in attendance dare you miss it?

Matt

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http://www.ddwg.org.uk

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bookings@stabcon.org.uk

7th/8th July
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Rushmere Sports Centre, Ipswich, UK
http://www.ludicrus.org

7th/8th July
Battlegroup South
The Tank Museum, Bovington, UK
http://www.battlegroupsouth.org

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Ambercon UK 2007
Renaissance Hotel, Reading, UK
http://www.ambercon.org.uk

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http://www.bhgs.co.uk/Nationals/IntroPage.htm

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http://www.recombination.org.uk

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15th/16th September
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The Southern Hotel, Sligo, Ireland
http://www.flatearthsoc.com

15th/16th September
Colours
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http://www.colours.org.uk

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6th/7th October
Old Glory World Wargames Championships
University of Derby, Derby
http://www.worldwargames.co.uk

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Spiel 2007
Messe Essen, Essen, Germany
http://www.merz-verlag.com/spiel/e000.php4

20th-21st October
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http://www.rpgfurnace.com

21st October
SELWG 07
Crystal Palace Sports Centre
London
http://www.selwg.com/selwg05.html

28st October
Fiasco
Royal Armouries Museum
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3rd November
Crisis
Antwerp
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http://www.tsoa.be/

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Warfare
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http://www.readingwargames.co.uk/warfare.asp

24th November
Parade Ground
Stockton Sports Centre, Talbot Street
Stockton on Tees

24th November
Reveille II
The Downend Folk House,
Lincombe Barn
Overndale Road
Downend, Bristol

1st December
Recon
Pudsey Civic Hall
Pudsey
Leeds

Signs &
Portents
WARGAMER

STARSHIP TROOPERS SALE

Have you done your part?
If not, now is a better time than ever to join the fight.

EFFECTIVE FROM FEBRUARY 12TH THE RETAIL PRICE OF THE FOLLOWING ITEMS WILL BE REDUCED BY 25%

PRICE REDUCTIONS WILL REMAIN IN EFFECT ONLY UNTIL THE RELEASE OF STARSHIP TROOPERS EVOLUTION LATER THIS YEAR

MGP 9100 STARSHIP TROOPERS MAIN GAME
MGP 910001 MOBILE INFANTRY CAP TROOPER SQUAD
MGP 910002 ARACHNID WARRIOR BUGS
MGP 910004 ARACHNID TANKER BUG
MGP 910007 MARAUDER APE SUIT
MGP 910008 MARAUDER CHICHENHAWK SUIT
MGP 910009 ARACHNID HOPPER BUGS
MGP 910014 SHINNIE RAIDERS BOXED SET
MGP 910019 ARACHNID BLISTER/BLASTER BUGS
MGP 910020 ARACHNID PLASMA BUGS
MGP 910026 ARACHNID RIPPLER BUG SWARM
MGP 910048 ARACHNID WARRIOR BUG MEGA SWARM

Shadow Geometry
A Scenario for A Call to Arms

Matthew Sprange

The Narn Regime has detected faint and strange signals from its border worlds for several weeks, and has dispatched a fleet to intercept what is believed to be a Centauri intelligence gathering unit. Unbeknownst to them, a Technomage is responsible, engaged on a quest to uncover a powerful relic hidden somewhere upon these worlds. Scattering its ships to cover as much territory as possible, the Narn Regime is intent on maintaining the security of its borders, though the crew of the ships it has dispatched have no idea of what power they are truly facing.

Techno Mage Fleet: The Technomage player has one Pinnace (Crew Quality 6).

Narn Fleet: The Narn player has a Sho'Kar light scout cruiser (Crew Quality 4), 2 Sho'Kos patrol cutters (Crew Quality 3), and a Ka'Toc battle destroyer (Crew Quality 5).

Pre-Battle Preparation: The Narn player sets up his fleet first, followed by the Technomage player. Both fleets are deployed anywhere in their own deployment zones as shown on the scenario map. Stellar debris is placed as shown.
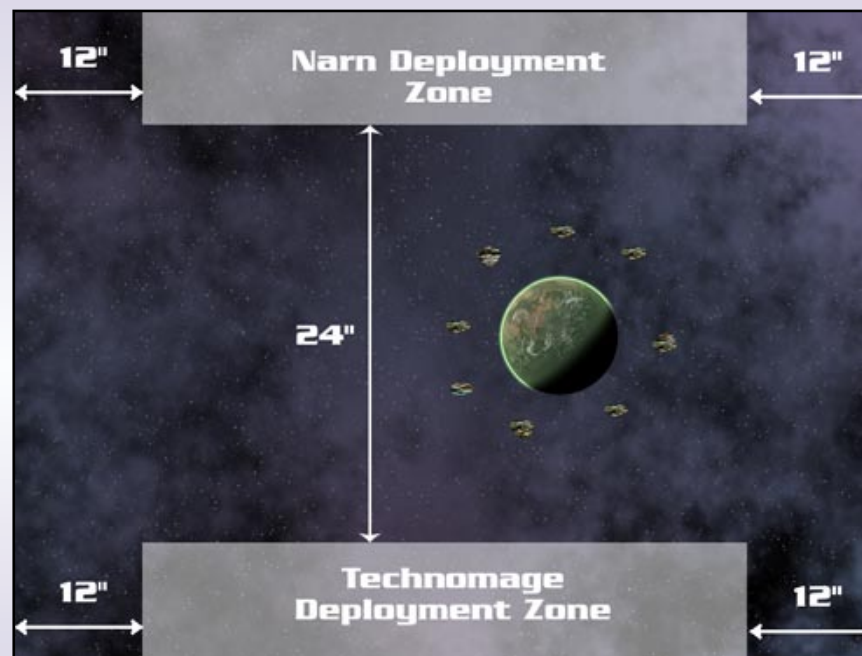
Scenario Rules: If the Technomage player wins initiative, he may force the Narn player to move two ships before he moves his Pinnace.

Game Length: Until the victory conditions have been met.

Victory and Defeat: The Narn player will win if he destroys the Technomage Pinnace or otherwise drives it off as a Tactical Withdrawal before the Techno Mage player completes his own victory conditions. The Technomage player will win if he can remain within 4" of the planet for ten turns, and then make a Tactical Withdrawal. These ten turns need not be consecutive.

WARGAMING REVIEW
"Hour of Glory" by Warm Acre

Nick Robinson

I was introduced to this excellent game at the wargames show in Sheffield earlier this year. Now it available for download it is well worthwhile to look at again.

The aim of the basic game is to infiltrate a German bunker and grab vital intelligence for the Allied cause within a fixed turn limit.

There can be up to four players, one controlling the Germans, the others an Englishman, American or Soviet Intelligence Agent (in other words spies, or commandos). The various agents need to find their objectives (documents, photographs, blueprints, maps, and the like) before the alarm is raised and the Germans rush troops in to hunt them down. Fortunately the German sentries are very much in the movie mould – they stand at various points (chosen by their player) and will not move from here, more often than not being killed by the agents before they can react. At least until the bunker commander discovers that there are intruders and raises the alarm. Then all bets are off!

Once the alarm is raised the Germans can cause real problems as reinforcements rush to the scene and the guards become more active, hunting down the agents rather than just standing guard. It is usually a close run thing.

The agents all have different abilities, it is possible to successfully sneak your way through the bunker and achieve your objectives that way, or to choose a more combat orientated character to eliminate the guards. This choice of agents adds to the replayability of the game, but what really makes it worth coming back to are the various cards that represent the intelligence the allied players are out to gather. These are placed face down, one in each room of the complex, and the Allies have to check each in turn, picking up the intelligence as they go. Once a full set of intelligence documents has been recovered then the players can make their way to the exit, or they can gather up all three sets to win an emphatic victory!
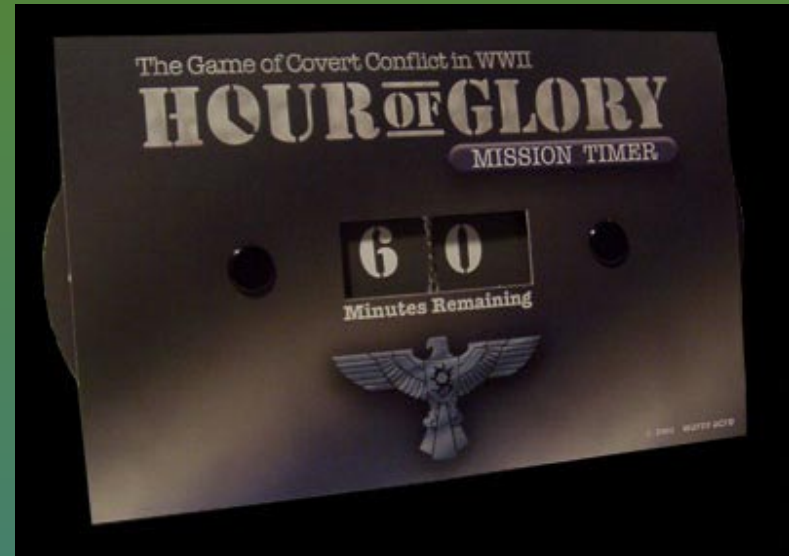
Various different scenarios are also available via Warm Acre's webzine 'Killing Time' along with advanced rules, so the grab the intelligence game is just the start. There is also a downloadable expansion for the game, *Bunkerstorm,* which allows two players to face off with a team of commandos storming the bunker complex, attempting to gain control as an excellent skirmish wargame rather than the more subtle, original, spy game

This is a thoroughly enjoyable game and is a great way to pass time with a few friends, and I look forward to my own next adventure.

Hour of Glory, and many other games can be purchased for download from Wargaming Online
http://www.wargamingonline.com

Alternatively, you can buy Hour of Glory direct from
http://www.warmacre.com

INVASION POINT: FLORIDA

USMC vs MEA Linked Scenarios: Part One

Matt Thomason
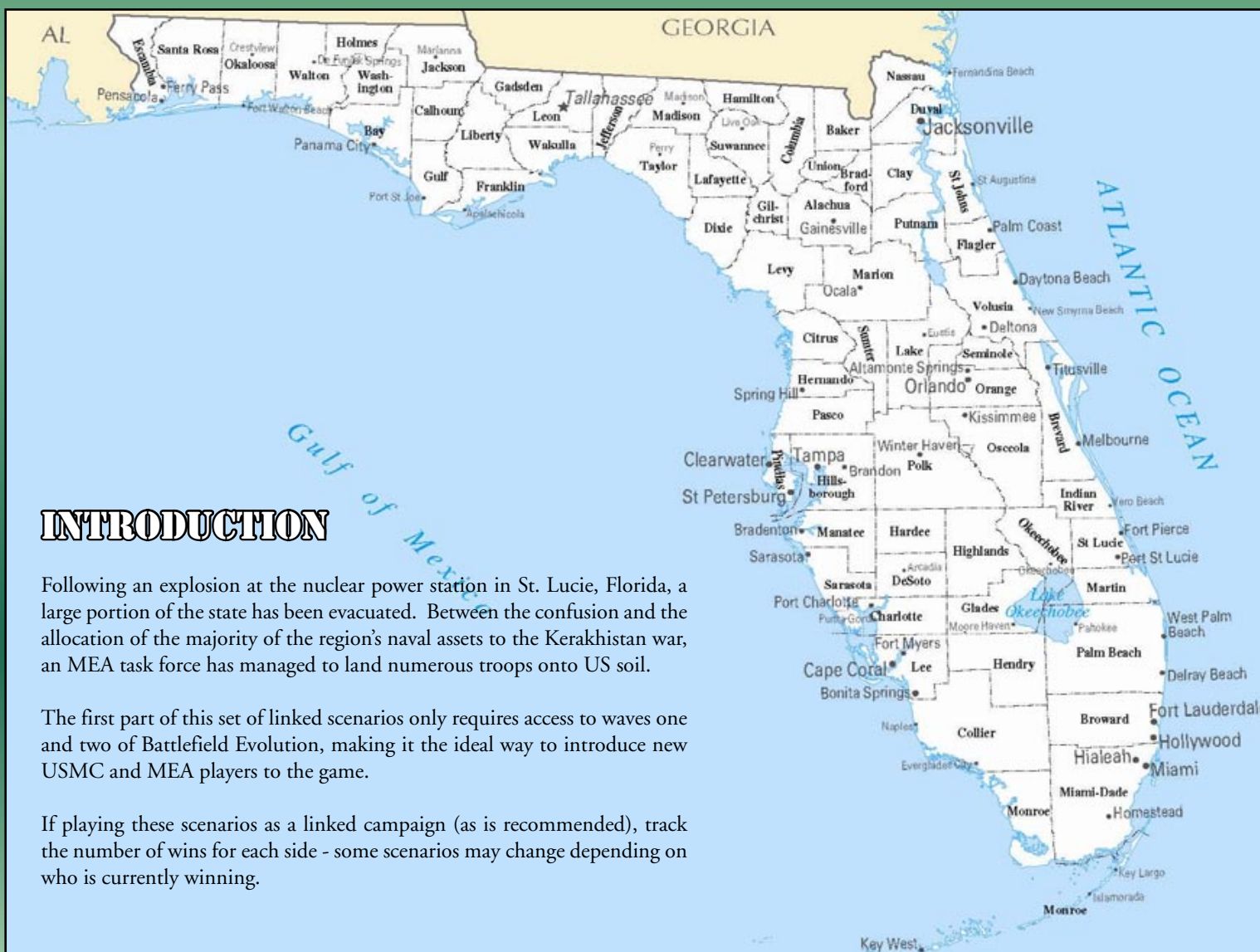
INTRODUCTION

Following an explosion at the nuclear power station in St. Lucie, Florida, a large portion of the state has been evacuated. Between the confusion and the allocation of the majority of the region's naval assets to the Kerakhistan war, an MEA task force has managed to land numerous troops onto US soil.

The first part of this set of linked scenarios only requires access to waves one and two of Battlefield Evolution, making it the ideal way to introduce new USMC and MEA players to the game.

If playing these scenarios as a linked campaign (as is recommended), track the number of wins for each side - some scenarios may change depending on who is currently winning.

SCENARIO ONE – OPERATION CARJACKER

MEA advance forces have made a landing near an abandoned town. USMC forces have moved to intercept.

USMC BRIEFING

Intel reports that an MEA advance force is moving towards the town on foot, most likely attempting to secure transportation.

Units
One USMC Infantry Squad (both teams)

MEA BRIEFING

As the advance scouting force, your initial objective is to secure transporation from a nearby abandoned town.

Units
Three MEA Infantry Squads
Three MEA Technicals
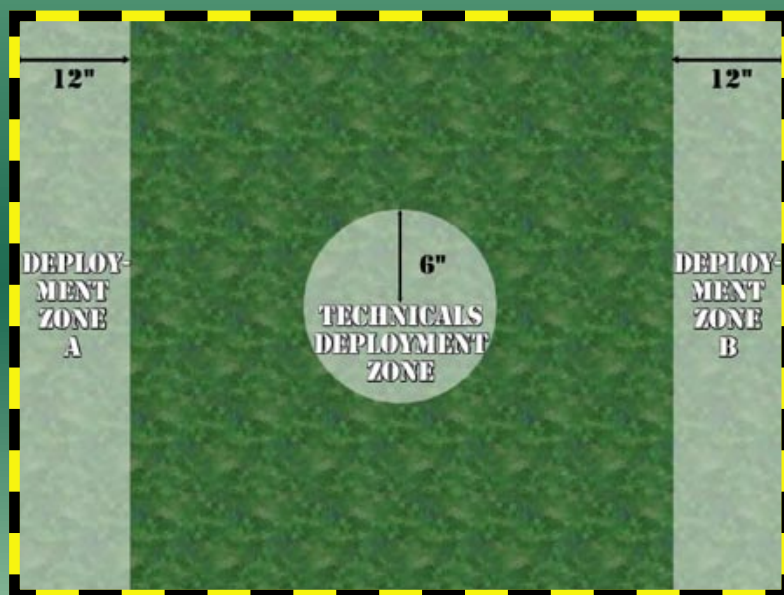
SETUP

The USMC player may set up the table as they see fit. The MEA player may then choose a 12" deployment zone on either short table edge to deploy from, with the USMC player deploying on the other. The Technicals are deployed in the centre of the table as per the diagram.

SPECIAL RULES

The Technicals are not under the control of the MEA player at the beginning of the game. To take control of a technical, the MEA player must board it with an infantry squad (as per the transport rules on the Technicals card). The technicals may not make use of their PKM for this scenario, as they represent unarmed civilian vehicles.

The MEA player wins if they can leave the table with at least two Technicals. The USMC player wins if they can prevent this.

SCENARIO LENGTH

The scenario plays until one side is dead, or two technicals have left the table.

POINTS MATCH

If playing with points, each player may spend up to 190 points on any squad units they wish. In addition, three MEA Technicals are placed for the "invading" player to capture (even if they are not actually MEA)

SCENARIO TWO – OPERATION HUNTSMAN

In a fast-paced chase across the countryside, USMC forces attempt to cut off the MEA advance.

USMC BRIEFING

MEA forces are known to be in the area and mobile. Seek and destroy.

Units
One USMC Infantry Squad (both teams)
Two USMC Shadow RST-Vs

MEA BRIEFING

USMC vehicles have been spotted nearby, and are closing on your position. Running is no longer an option - you must make a stand here and fight.

Units
Two MEA Infantry Squads
Two MEA Technicals

SETUP

The MEA player may set up the table as they see fit. The USMC player may then choose a 12" deployment zone on either long table edge to deploy from, with the MEA player deploying on the other.

SPECIAL RULES

Note that the previous restriction on Technical armament is now lifted, as MEA forces are assumed to have had time to mount weapons onto the stolen vehicles.

SCENARIO LENGTH

The scenario plays until one side defeats the other.

POINTS MATCH

If playing with points, each player may spend up to 260 points on any squad or transport units they wish, as long as they purchase at least one of each.
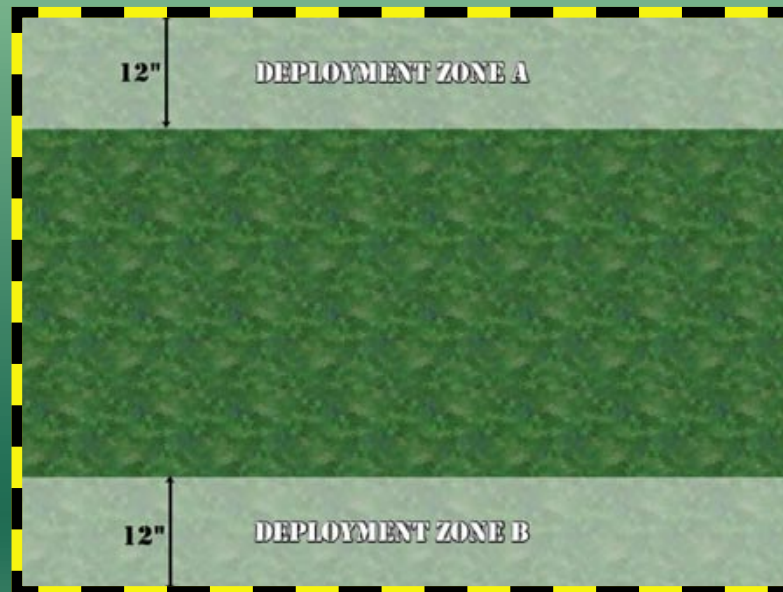
SCENARIO THREE – OPERATION ROADBLOCK

MEA forces attempt to run a USMC blockade, using any means necessary.

USMC BRIEFING

MEA mobile forces are on the move, and are attempting to use this highway to leave the area and rejoin the bulk of the invasion force. Your mission is simply to prevent this.

Units
One USMC Infantry Squad (both teams)
Two USMC Shadow RST-Vs
One USMC M1A2 Abrams
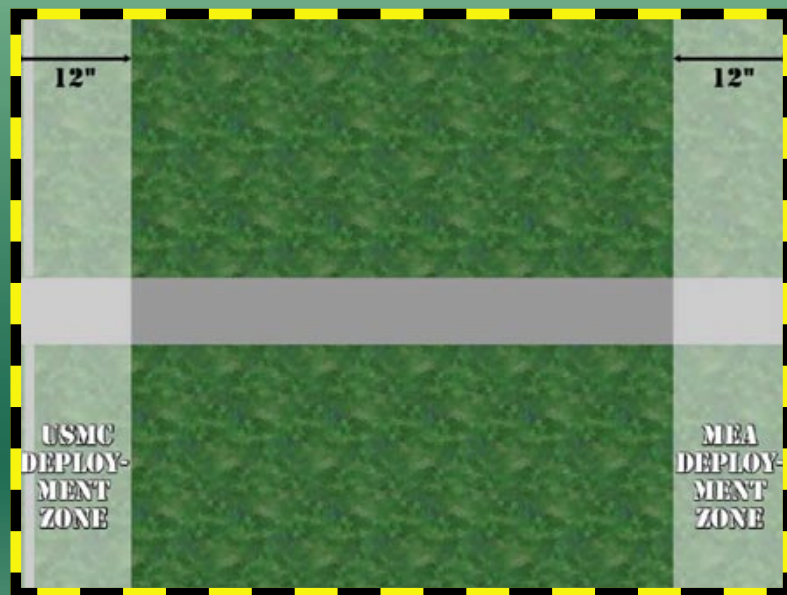
MEA BRIEFING

Communications are down, and you have vital information for your commanders.

Units
Two MEA Infantry Squads
Two MEA Fedayeen Squads
Three MEA Technicals

SETUP

The table is set up as per the diagram, with a 6" wide road running the length of the table. Walls, fences, or any other suitable obstructions are placed either side of the road on the USMC table edge.

SPECIAL RULES

MEA forces are attempting to leave via the USMC table edge. They may only do so by use of the road itself - they may not leave the table at any other point. To win, the MEA must exit at least one technical and six infantry models off the USMC table edge (the infantry models may be aboard technicals or on foot). Models may not move through other models.

SCENARIO LENGTH

The scenario plays until the MEA exit the USMC table edge, or are defeated.

POINTS MATCH

If playing with points, the "defending" player (USMC) may spend up to 750 points on any units they wish, while the "attacking" player may spend up to 450 points.

SCENARIO FOUR – OPERATION FOOTHOLD

An urban encounter between USMC and MEA infantry over a strategic location.

USMC BRIEFING

Intelligence reports that this small abandoned village is the current target for MEA forces attempting to use it as a staging post. You must hold it at all costs.

Units
One USMC Infantry Squad (plus a third team)
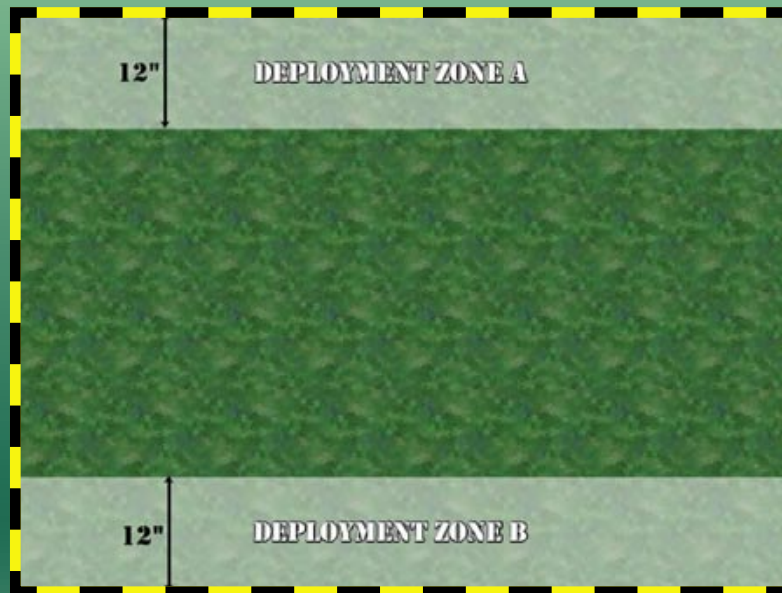
MEA BRIEFING

Communications are down, and you have vital information for your commanders.

Units
One MEA Infantry Squad (with extra RPG-29 gunner)
One MEA Fedayeen Squad (with extra Sniper)

SETUP

The table is set up by the USMC player using urban scenery, and places three strategic location markers (use counters, flags, or any other appropriate markers that come to hand). The MEA player may then choose a 12" deployment zone on either long table edge to deploy from, with the USMC player deploying on the other.

SPECIAL RULES

Every turn, each side scores one point for every strategic location they control. To control a strategic location, they must have at least one model within 2" of the marker, and have no enemy models within 4".

SCENARIO LENGTH

The scenario plays until one side has accumulated ten points, or has destroyed the enemy.

POINTS MATCH

If playing with points, each player may spend up to 250 points on squad units.

SCENARIO FIVE – OPERATION CUSTER

USMC forces attempt to hold out against overwhelming odds.

USMC BRIEFING

Additional waves of MEA forces have been reported heading towards your position. Your orders are to fight a delaying action, and tie up the enemy for as long as possible in the hope that reinforcements can arrive in time to prevent their advance.

Units
Two USMC Infantry Squads
One USMC M1A1 Abrams
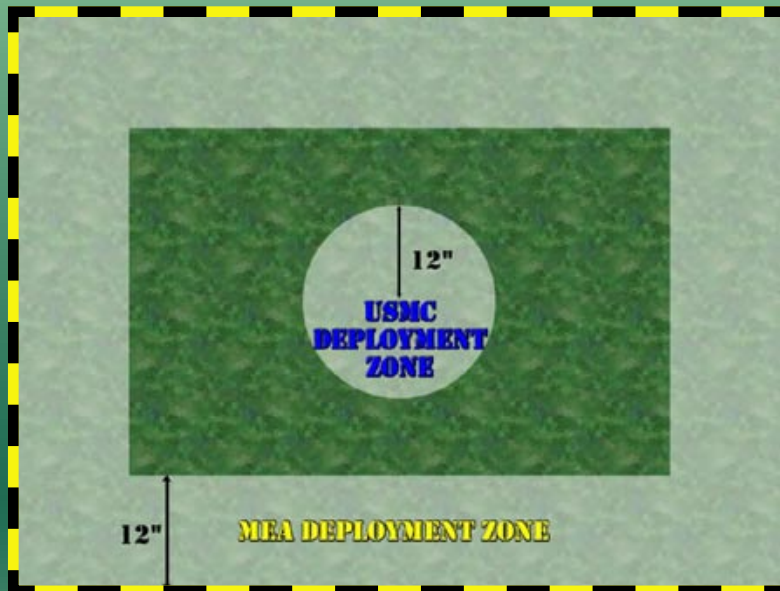
MEA BRIEFING

A small USMC force is all that stands between your glorious forces and the continental United States. It is not expected to put up too much resistance...

Units
Two MEA Infantry Squads
One MEA Fedayeen Squad
Three MEA Technicals

SETUP

Each player takes turns at placing an item of scenery, rolling a D6 every time - when one player scores a 6 they may no longer place any more scenery. The other player continues until they also score a 6.

The USMC player deploys in a 12" radius in the centre of the table, with the MEA player deploying in a 12" zone from any short table edge.

SPECIAL RULES

Whenever any MEA unit is completely destroyed, it is replaced by an identical unit in the next turn that appears in the MEA deployment zone. The USMC player is obviously doomed to destruction, but "wins" if they can hold out for at least seven turns. Standard shattering rules are not used in this scenario.

SCENARIO LENGTH

The scenario plays until the USMC forces are destroyed.

POINTS MATCH

If playing with points, the "defending" player (USMC) may spend up to 800 points on any units they wish, while the "attacking" player (MEA) may spend up to 425.

Write for the Mongoose

Want to write for your favourite gaming publisher? Want to get paid for it? Got a great idea for an article? If the answers to these questions are 'yes', then Signs & Portents Wargamer wants to hear from you.

Where to Start...

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

Things to Remember

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

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

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

Subject Matter

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

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

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

Editing

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

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

Little Details

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

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

Legal Requirements

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

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TOTAL WAR HAS ARRIVED

New Units for Battlefield Evolution

BATTLEFIELD EVOLUTION

Matthew Sprange

Since Battlefield Evolution first came out earlier this year, players have asked us to release unit cards and rules detailing forces we have not released models for. Seeing that there are plenty of in scale or nearly in scale models on the market for players interested in painting and converting their own forces, we will be releasing a steady stream of unit cards in *Signs & Portents* over the next few months, covering a wide range of units.

This month, we present some Air Units for which you will easily find models for (Battlefield Evolution is officially 1/65 scale, though you will find models from 1/48 to 1/72 scale can be used, especially for Air Units), along with the much awaited British Army Anti-Tank Section.

BRITISH ARMY APACHE LONGBOW — 400

With a reputation for annihilating entire squadrons of tanks, the Westland Apache Longbow is a fearsome sight on the battlefield.

Materiel: *Apache Longbow* w/Chain Gun, Brimstone Missiles, Rockets, and SRAAMs

Options: None

Statistics:

Size	Move	Close Combat	Target	Armour	Kill
5	V/STOL Loiter	3xD10	6+	3+	10+

Air

Weapons

Chain Gun
Range: 30" Damage: 4xD6+1

Hydra Rockets
Range: 30" Damage: D6

Brimstone Missiles
Range: 60" Damage: D10+6

P31 ASRAAM
Range: 50" Damage: D10+2

Special Rules

Chain Gun: This weapon causes a –2 penalty to Armour rolls.

Brimstone Missiles: The Apache carries 6 Brimstone missiles. If the Apache moved at V/STOL flight speed in both this turn and the last, without making any Shoot actions in the last turn, up to six Brimstone missiles may be used in one Shoot action, each with their own separate Fire Zone. Each Fire Zone can be attacked by a maximum of one Brimstone missile from the Apache Longbow. This weapon ignores Armour rolls.

Hydra Rockets: This weapon will automatically roll it's Damage Dice against every model within its Fire Zone - these models need not be in Line of Sight.

ASRAAM: The Apache carries 4 ASRAAMs. These are AA missiles and cause a –3 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot action.

Air Unit: The Apache is an Air Unit and uses the rules provided in the Battlefield Evolution main rulebook. It will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).

Countermeasures: If attacked by an AA missile, roll one D6. On a 5 or more, the countermeasures successfully decoy the missile, avoiding any damage.

Signs & Portents *WARGAMER*

ROYAL AIR FORCE TYPHOON II

300

A superior dogfighter, the Typhoon II remains an effective ground attack craft, able to carry a wide variety of ordnance.

Materiel

Typhoon II w/4 1,000 lb JDAM and 4 ASRAAM

Options

Two 1,000 lb. JDAMs may be exchanged for two Cluster Bomb JDAMs for no extra cost. Four 1,000 lb. JDAMs may be exchanged for four Cluster Bomb JDAMs for no extra cost

Statistics

Size	Move	Close Combat	Target	Armour	Kill
5	Cruise	4xD10	6+	5+	8+
	Burn				

Air

Weapons

Mauser BK-27 Cannon
Range: 30" Damage: 3xD6+2

P31 ASRAAM
Range: 72" Damage: D10+2

1,000 lb. JDAM
Range: - Damage: D10+5

Cluster Bomb JDAM
Range: - Damage: D6+1

Special Rules

Mauser BK-27: This weapon causes a –2 penalty to Armour rolls.

ASRAAM: The Typhoon II carries 4 ASRAAMs. These are AA missiles and cause a –3 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot action.

1,000 lb. JDAM: The Typhoon II carries four 1,000 lb. JDAM bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook. Up to two may be used in each Shoot (Bomb) action, and they may freely create separate Fire Zones. These Fire Zones will not be moved after they have been declared like other ordnance weapons. The JDAM will roll extra Damage Dice (but only D10) against every model within 3" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon ignores Armour rolls.

Cluster Bomb JDAM: Optional upgrade. The Typhoon II can carry up to four cluster bomb JDAMs, mounted in pairs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook. Up to two may be used in each Shoot (Bomb) action, and they may freely create separate Fire Zones. These Fire Zones will not be moved after they have been declared like other ordnance weapons. The JDAM will roll its Damage Dice against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight.

Air Unit: The Typhoon II is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).

Countermeasures: If attacked by an AA missile, roll one D6. On a 3 or more, the countermeasures successfully decoy the missile, avoiding any damage.

USAF F-117A NIGHTHAWK

395

Though normally deployed to attack strategic targets that fully utilise its stealth capabilities, the Nighthawk is still a valued asset during tactical strikes.

Materiel

F-117A w/2 JDAM

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
5	Cruise Burn	4xD10	6+	6+	8+

Air

Weapons

2,000 lb. JDAM
Range: - Damage: D10+7

Special Rules

JDAM: The F-117A carries two 2,000 lb. JDAM bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook. Their Fire Zones will not be moved after they have been declared like other ordnance weapons. The JDAM will roll extra Damage Dice (but only D10) against every model within 4" of the centre of the model its first Damage Dice is allocated to - these models need not be in Line of Sight. This weapon ignores Armour rolls.

Air Unit: The F-117A is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Countermeasures: If attacked by an AA missile, roll one D6. On a 2 or more, the countermeasures successfully decoy the missile, avoiding any damage.

USAF F-35B JSF

340

Replacing both the Hornet and the Harrier, the F-35B allows the USMC to operate without constant air cover from the Air Force.

Materiel

F-36B w/2 JDAM and 2 ASRAAM

Options

The 1,000 lb. JDAMs may be exchanged for Cluster Bomb JDAMs for no extra cost.

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	V/STOL	5xD10	6+	5+	9+
	Loiter				
	Cruise				

Air

Weapons

P31 ASRAAM
Range: 72" Damage: D10+2

1,000 lb. JDAM
Range: - Damage: D10+5

Cluster Bomb JDAM
Range: - Damage: D6+1

Special Rules

ASRAAM: The F-35B carries 4 ASRAAMs. These are AA missiles and cause a –3 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot action.

1,000 lb. JDAM: The F-35B carries two 1,000 lb. JDAM bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook, but may only be used if the F-35B is using the Cruise or Burn flight speeds. Up to two may be used in each Shoot (Bomb) action, and they may create separate Fire Zones. These Fire Zones will not be moved after they have been declared like other ordnance weapons. The JDAM will roll extra Damage Dice (but only D10) against every model within 3" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon ignores Armour rolls.

Cluster Bomb JDAM: Optional upgrade. The F-35 can carry two cluster bomb JDAMs, mounted in pairs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook. Up to two may be used in each Shoot (Bomb) action, and they may freely create separate Fire Zones. These Fire Zones will not be moved after they have been declared like other ordnance weapons. The JDAM will roll its Damage Dice against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight.

Air Unit: The F-35B is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).

Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.

Countermeasures: If attacked by an AA missile, roll one D6. On a 3 or more, the countermeasures successfully decoy the missile, avoiding any damage.

PLA J-12 MULTIROLE FIGHTER

300

The finest fast jet to have been produced in China thus far, the J-12 is a true multirole aircraft.

Materiel

J-12 w/23mm Cannon, 4 Vympel, 4 1,000 lb. Bombs

Options

Two 1,000 lb. bombs may be exchanged for two Cluster Bomb for no extra cost.
Four 1,000 lb. bombs may be exchanged for four Cluster Bomb for no extra cost.

Statistics

Size	Move	Close Combat	Target	Armour	Kill
6	Cruise Burn	5xD10	6+	5+	9+

Air

Weapons

23mm Cannon
Range: 30" Damage: 2xD6+1

Vympel R-73
Range: 72" Damage: D10+1

1,000 lb. Bomb
Range: - Damage: D10+5

Cluster Bomb
Range: - Damage: D6

Special Rules

23mm Cannon: Causes a –2 penalty on Armour rolls.

Vympel R-73: The J-12 carries four Vympel missiles. These are AA missiles and cause a –3 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot action.

1,000 lb. Bomb: The J-12 carries four 1,000 lb. bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook. Up to two may be dropped with every Shoot (Bomb) action. The 1,000 lb. bomb will roll extra Damage Dice (but only D10) against every model within 3" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon ignores Armour rolls.

Cluster Bomb: Optional upgrade. The J-12 can carry up to four cluster bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook. Up to two may be dropped with every Shoot (Bomb) action. The cluster bomb will roll Damage Dice against every model within 4" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight.

Air Unit: The J-12 is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).

Countermeasures: If attacked by an AA missile, roll one D6. On a 3 or more, the countermeasures successfully decoy the missile, avoiding any damage.

MEA
MIRSAD-1 TEAM

35

The MEA's first real foray into UAVs, the Mirsad-1 is uncomplicated but provides superb value for investment.

Materiel

Leader w/AK-103, Operator w/AK-103, Mirsad-1 w/Explosive Warhead

Options

None

Statistics

	Size	Move	Close Combat	Target	Armour	Kill
Soldiers	1	5"	D6	4+	-	6+
Mirsad-1	1	Loiter	1xD6	4+	-	6+

Support

Weapons

AK-103 Assault Rifle
Range: 20" Damage: D6

Explosive Warhead
Range: - Damage: D10+1

Special Rules

Air Unit: The Mirsad-1 is an Air Unit and uses the rules provided in the Battlefield Evolution main rulebook. It forms a separate unit to the unit leader and operator.

UAV: The leader and operator must perform two Ready actions every turn in order to effectively control the Mirsad-1. If they do not, the Mirsad-1 will do nothing but fly straight and level in the next Air Phases with a single Move (Fly) action.

Explosive Warhead: If the Mirsad-1 performs a Shoot (Bomb) action, it may use its explosive warhead. This weapon causes a –1 penalty to Armour rolls. In addition, it will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 3" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. 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.

Army List: Up to three Mirsad-1 Teams may be purchased for each Support slot.

BRITISH ARMY ANTI-ARMOUR INFANTRY SECTION

225

When enemy armour is expected in the combat zone, the Minimi is dropped in favour of the powerful MBT LAW.

Team 1: Corporal w/L85A2, 2 Riflemen w/L85A2, Gunner w/MBT LAW
Team 2: Lance Corporal w/L85A2, 2 Riflemen w/L85A2, Gunner w/MBT LAW

Drop Team 2 for -100 points

Size	Move	Close Combat	Target	Armour	Kill
1	4”	2xD6	4+	5+	6+

Squad

Weapons

L85A2 Assault Rifle
Range: 24” Damage: D6

AG36 Underslung Grenade Launcher
Range: 16” Damage: D6+1

MBT LAW
Range: 40” Damage: D10+4

Special Rules

FIST: Future Infantry Soldier Technology, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the L85A2 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”. Models will also ignore the effects of smoke (see main rulebook).

Fire Teams: Team 2 may be split off from the section to act as an independent unit, with the Lance Corporal acting as unit leader.

AG36 Underslung Grenade Launcher: One Rifleman in each team has an underslung grenade launcher attached to his L85A2. This weapon causes a –1 penalty to Armour rolls and will roll extra Damage Dice (but only D6) 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. It may only be fired once per turn, and never as a reaction.

MBT LAW: This weapon causes a –3 penalty to Armour rolls against the target in the centre of its fire zone, and will roll extra Damage Dice 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. If a model of Size 2 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.

Basic Tactical Manual
Raiders

Alan Oliver

It has to be said, the Raiders fleet is not like any other, and neither is the tactical advice for them. This article will cover the full Raider fleet, including those found in A sky full of stars and Armageddon, however the basic advice is just as true for the basic game fleet as it is for the expanded fleet.

Fleet Strengths

Now this is not a fleet for the faint hearted, as they are not the strongest fleet out there. It all comes down to the fact that A Call to Arms as a game is based upon a universe where not every political body was created equal. What makes the game so great is that some fleets are historically better than others. Obviously, there is a down side to this, which is that there will have to be a fleet that is the weakest fleet out there. Given that the Raiders fleet is based upon converted civilian ships and the occasional salvaged military hull with converted technology, it is unsurprising that they fill this role in the A Call to Arms universe.

The biggest strength of the raider fleet is their usefulness in campaign play. This is a fleet that really cries out for use in a campaign, where their characterful nature and the range of possible scenarios gives them a chance to do what they are supposed to be doing, which is attacking civilian ships. There is even a dedicated raider campaign written and ready to go in A Sky Full of Stars, which is designed around the weaknesses of the raider fleet. They get even better when used in a ref moderated campaign. The excitement of sending out a raider group to attack a convoy, not knowing if the enemy fleet will be turning up, in which case you'll be running for your lives, or just the convoy, can really make for some exciting games.

When it comes to the fleet themselves, they are not without some advantages, just not as many as a military fleet.

Your fighters are really cheap, really, really cheap. Given an equal size fleet, you'll outnumber Minbari Nials by six to one. Even against the cheapest other fighters out there you'll have a fifty percent numerical advantage.

The same goes for your ships, with the largest raider ship being only battle priority, you will probably be using a lot of smaller ships, giving you the numerical advantage.

Another advantage is that you can take allies. Admittedly this is only a single allocation point, and can only come from one of the four league of non-aligned worlds fleets, but it does allow you to pick any ship from those fleets at or below the priority level of the battle. It also opens up a nasty trick, rather than picking a battle of four points at raid, get your opponent to agree to a single point at war. Will give both sides the same number of ships, but allows you to take a larger proportion or even all of your fleet as allies, who have better ships than you do.

Some of these league ships are actually pretty good, and you should look at sneaking in as many of these ships as you can. Also note that there is nothing in the rules to prevent you using a ship of the same race your fighting, and the look on your opponents face when you put two of his own races ships down on the table should be worth a few giggles at least!

One last thing, you are well advised to try and fight in regions with plenty of stellar debris, planets, asteroid fields or anything else that you might be able to hide behind. A cluttered table is definitely useful to the raider fleet, and fits their background of hit-and-run guerilla tactics perfectly.

Fleet Weaknesses

How do I put this tactfully? Your ships are not the finest combat vessels to ever grace the space lanes. You are going to find yourself outclassed in many areas in most battles. But the cause is not completely hopeless.

Key to using the Raiders is understanding that their 'fleet' are based around converted civilian ships that are not as durable, fast or manoeuvrable as typical warships. If facing military ships of the same priority and number, you will be in a difficult situation. While no battle is ever un-winnable, Raiders will face a hard struggle if they have to take on warships on a regular basis.

The stand up fire fight is the worst situation for the raider fleet, which does unfortunately make them a weak choice to use in competitive games, and is probably going to make them a rarity on the tournament circuit. This style of play focuses on their weaknesses too much, and they will find it difficult to cope.

The Answer!

You may be wondering what you, as an aspiring raider captain can do about your slim chance of victory.

If you can't beat the military in a fair fight, don't take on the military at all. Your ships were never intended to take on military grade opposition beyond a few escorting fighters or a patrol boat or two. So don't do it. It's quite simple, if the enemy turn up in force, don't be there. Fire up the jump engines and get your butt out of there as quickly as you can, preferably before he even turns up. No raider captain can afford to get his ships shot up in a military scale engagement. Interstellar governments can afford the staggering cost of replacing warships without breaking sweat, raiders cannot. Even the loss of a few Delta Vs could be the different between profit and starvation. Never fight a battle you can't win. And never fight a battle that you do not have to fight.

In game terms this comes down to refusing to use the raiders fleet against anything other than civilian targets that it's supposed to be able to take on. If your opponent wants to use real military warships, simply put your figures back in the case, smile your most infuriating smile, and tell him that the raiders didn't turn up.

Another alternative, but one that requires you to do some work, is to generate a campaign that plays to the raiders strengths, and limits the number of actual warships that your opponent can use. A Sky Full of Stars has one such campaign in it.

Patrol Priority Options

You actually have a number of options here, although few are really outstanding. Three types of fighters, ranging from the old Delta V, through the kit-bashed Double V to the modern Delta V2. You also have a ship available, the raider modified freighter, although it only qualifies as a ship by the narrowest of margins.

The oldest and most common option are the cheap and nasty Delta V fighters, six of them for each point at patrol. Speed 8", which is barely sufficient to keep pace with civilian ships and certainly not enough to outrun military fighters. Dogfight value is actually almost respectable, as is the fighters dodge value. Hull is as weak as it gets, and the weapons are weak by nature. Overall it is too slow to get into position, will take more damage than it can dodge, and even if it makes it into position it lacks the firepower to actually hurt the target. Not the best option available, obviously.

The next generation of Delta are the Double V fighters, which are every bit as bad as you would expect from a fighter made by welding two Delta's together. Speed is no better than the standard Delta, hull is better, but the dodge is worse, giving it no better survivability. It does carry more than double the firepower of the old delta, but it's dogfight value is worse. These fighters might work in the assault role, with deltas providing superiority fighter cover. However it is not a good fighter - you can tell because of the price.

The most modern version is the Delta V2, introduced in 2260, which is a respectable if not good fighter. However it only comes in at a time when warships are becoming more powerful, and many races are fielding their more advanced fighter designs. Its good points are fifty percent more speed than the old deltas, better dogfight value than the delta, as good as a thunderbolt. Its hull is as good as the double V but retains the dodge of the original delta, making it significantly tougher to kill, needing twelve dice to kill, rather than the nine for the delta and six for the double Vs. Definitely the best option available to you.

Lastly there is the modified freighter. And it will be last, its so slow that it can't outrun a Dilgar assault ship! Good points, probably comes down to a good point, which is a high hull for a patrol ship. Damage and crew ratings are average for a patrol ship, but hasn't got any advanced defences. It does have weapons in all arcs although with not many dice or decent range. There is a use for this design, which is when seeking to bury the enemy under masses of ships, these are cheap and plentiful, and will be at least moderately difficult to kill, for their size at least.

Skirmish Priority Options?

Your only option here is the Strike Carrier, which is a ship that serves a specific purpose within the raider fleet, which is to get delta V fighters into combat and away from it. What it is not designed to do is fight enemy warships, or anything else for that matter. With only a moderate damage rating and a hull score that is laughable, it cannot take enemy fire at all. This means that it has to run away from the enemy, and how do you think it will do that, with a speed that is slower than pretty much any other skirmish military ship? So if you cannot fight and you cannot run, what can you do? You could hide, if you had stealth that is, but you don't. Of course, if there

are celestial bodies in the area, you might be able to hide behind them. If there's nowhere to hide either, then what else can you do? Simple, don't be there!

It can be upgraded with Delta V2 fighters, but that costs a point at patrol to do. However with a flight of four Delta V2 fighters it might be able to handle a skirmish priority ship from a real navy.

However in a campaign these ships become much more useful. As a carrier they get to replenish their fighters for free, and they provide the jump engines to get your raiders into position to attack the enemy you want to. Definitely a ship for the campaign rather than the pick up or tournament battle.

Raid Priority Options

Well, there's the battlewagon, and, the battlewagon. Hmmm, sensing a theme here.

Now the battlewagon is a reasonable ship, which puts it among the very best available to the raiders. It has a good hull rating, respectable damage and even interceptors for multi layered defence. This makes it fairly tough as raid priority ships go. It carries four flights of fighters, which if they were anything other than Delta V's would be respectable and it has sufficient particle beams in all arcs to chop enemy fighters apart, except for the tough ones like Thunderbolts which might be more troublesome.

However they are still pathetically slow and have the turning circle of a heavily pregnant water buffalo. Weaponry is also somewhat lacking, good anti fighter weapons, a single half way decent main weapon, although boresight and a forward battery of pulse cannon that while lacking in power, do throw out plenty of dice, but that's about it. You are going to have to fight hard and make sure you get the most out of your weapons, while your defences keep you alive to do so.

Battle Priority Options

Although not seen till the later period, you do have an option at this priority, the Nova Dreadnought. This is actually more powerful than the original EA Nova dreadnought, although at the cost of even slower speed than the already sluggish original. Broadside firepower is unchanged, but the forward and aft batteries have been brought up to the same standard. In addition a basic combat laser has been added forward, which while not massively damaging nor with great armour penetration, is still a beam weapon. It also has an expanded flight deck, which holds a total of thirty six fighters, although they are only Deltas unless you spend additional points to upgrade them to V2s. The biggest problem with this ship is the speed, at only the speed of civilian ships it will not be able to reach the engagement, which is a serious problem as it lacks long range firepower. It will have to Max Chat towards the enemy for the first few turns in order to get close enough to fire it's main batteries.

There is also the Raiders base at battle priority, but bases are not always available to be taken in general scenarios, and if part of a campaign and the fighting is taking place at your base, your already in serious trouble, as if he doesn't get you this time, he'll get you next time.

War Priority Options

Forget it. You are not a military power, you do not get to play at this priority level. However if the battle is set at this level, you will be able to field larger and more powerful ships than you can normally get your grubby fingers on through taking league allies.

Armageddon Priority Options

It does not exist, it is only a rumour. Don't believe what players of other races tell you about an Armageddon priority, it doesn't exist.

Enemies of the Raiders

Lets face it, that's everybody!

This is obviously aimed at those stand up fights that the raiders do not want to be involved in anyway. Most of these fights will be very difficult, and the tactics offered here are long shots at best. All I can do is wish you good luck.

The Centauri Republic

To start with, I suggest the following; Booze. Most Centauri drink heavily, this probably applies to the players as well, so get them drunk. If possible you want to aim for too drunk to make rational tactical decisions, but not so drunk that they drop figures on the floor, breaking them. If getting them rat-arsed doesn't work, you'll need to find something else.

Firstly avoid the strike carrier except at patrol or skirmish priority, it will be battle laser bait with its weak hull. Sentri are not assault fighters so load up with double V for anti ship assault. Will die against the massed particle beams, but have a chance to do some damage first. Keep the fleet slow and together for mutual protection against the lighter ship wolf packs, don't let stragglers get picked off.

The Earth Alliance – Early Years

These are the oldest and weakest earth alliance fleet although you don't have access to your larger fleets either, both the battlewagon and nova dreadnought designs come along later. That means you have strike, no wait, they come later too, OK, so you have fighters and converted freighters. Suddenly the early years fleet is much more intimidating.

This means you can't win a fair fight. Instead you'll have to bluff! If they are currently busy fighting the Dilgar, then when they turn up to blow you away, point out that there's a Dilgar fleet in the next system laying waste to the civilian population, and with luck the earthers will head off and kill them instead.

If fighting during the Minbari war, puff your chest out as tell them you have letters of mark from the Minbari, and if they so much as fart in your general direction a fleet of Sharlin warcruisers will emerge from hyperspace and vaporise their entire fleet in approximately three seconds. They won't believe you, but can't afford to take the chance and will slink away with their tails between their legs.

If neither works all you can do is swamp them with fighters and freighters, and the double V may be your best bet for ship assaults, using the cheaper Vs to screen them from the starfuries. The freighters will soak up a degree of firepower, but that's about the best they can manage.

The Earth Alliance – The Third Age

You have your full fleet available, however they now have Armageddon priority ships, two priority levels above your best ships, if the priority level gets high you could be in trouble.

Your best bet is to incite civil war within their fleet, leading the Clarkest and Sheridan elements within the fleet to start shooting at each other instead of firing at you. Ask which fleet he's using, then replace your raiders with an earthforce fleet from the opposing faction, hopefully including a shadow omega if he is using a 'good guys' fleet. Just make sure you included a couple of raider ships to still count as a raider fleet. When he protests that this isn't a raider fleet, just say that the raiders were bribed by the opposition to set him up for a sound spanking. It might not be a fair fight, but it certainly fits with the series.

The alternative is bribery, the human race is notoriously corrupt and greedy, players using the EA fleet are likely to be too, so try bribery. Lay on excellent munchies, crack open a few beers, even offering cold hard cash, whatever it takes to get him in a good mood.

If these don't work and you actually have to fight them, it's going to get messy. Split your points down and get plenty of converted freighters to move first. Use them as initiative sinks to stop him targeting anything worthwhile with his bore sight beams. Strike carriers of little use against them, so go with battle wagons and converted Nova for doing the damage. Fighter attacks will be suicide, he's got anti fighter firepower. His fighters are dangerous, yours are likely to be kept busy just dogfighting his starfuries and thunderbolts.

The Earth Alliance – Crusade Era

These are the vengeance driven humans seeking the deaths of anything to do with the Drakh, and their ships are faster, harder, and more dangerous than anything you can even imagine having access to.

Now the easiest way to win here, is to point into the distance and say "The Drakh went that way!" The humans will disappear over the horizon bent on vengeance on the evil Drakh, and you can slink away with the booty. Of course, if this doesn't work, your going to have to fight them.

If you have to fight, well, the odds aren't good (so make sure your backers bet heavily on the earthforce fleet to recover some of the costs when you get blown away. The Centauri are normally good for bets like this.). However the Crusade era fleet is so powerful that you can use it against him, at least a little. The smallest of his modern ships is the Chronos attack frigate, the same priority as your battlewagon. This means that you'll be able to outnumber his ships by a significant margin. Either that or he'll be stuck with one or two war or Armageddon ships that only get to vaporise the ships you chose to put in front of them.

The League of Non Allied Worlds

Some of their fighters are as bad as yours, and some of their ships are not that much better than yours, however they have a much wider variety of them, and their ships go all the way up to Armageddon priority. This might be the closest you come to a fair fight, but can still be tough going.

First thing, find out which race he's going to be using and take some of them as allies, if nothing else it will confuse and annoy him, and if it actually puts him off his game, then so much the better. You could remind him of the latest rules correction on the Forum about league fleets having to roll each turn to see if the different races turn on each other, which is of course increased if there are Drazi present. Of course, no such rule exists, however unless he's got a laptop with him that has mobile internet access he'll not be able to prove that.

If neither of these have worked and you actually have to fight them, then try the following. Get your fighters in on his Drazi, outside of the forward arc they have no fighter defence, so the humble Delta V may actually do something, and Double V and V2 fighters should do some damage. Use your battle wagons to target the Vree saucers, if they get close they will sweep up your Delta's like fallen leaves, but they are fragile and have more trouble against tough ships. Your unlikely to face many of the big Brakiri ships so

they'll be less of a factor, and the Abbai will pay you to go away once the other more violent races are gone.

Ship choices are battle wagons and raider nova for ship to ship combat, converted freighters as damage sponges and initiative sinks, and lots of fighters to kill league fighters and Drazi ships. Once again, leave the strike carriers behind.

The Minbari

This is a mis-match, the bone-heads being the most advanced race out there outside of the ancients and first ones. You are definitely outclassed here, however the Armageddon changes to stealth make the Minbari fleet in particular more fragile. You've got to get in close, use delta V rather than the more expensive fighters, outnumbering a nial six to one in a dogfight will actually give you the advantage.

As for how to defeat them, you could try telling the Minbari player that his ships have to spend the first three turns doing nothing while they perform the ritual required before slaying a criminal, which is long and involved. The ritual is required to purify the Minbari soul before it commits such an act of brutality as to slay an enemy as helpless as a raider. Of course this ritual doesn't exist, however it's worth a shot.

If the above trick doesn't work, you'll need something else. Firstly there's two priority levels to fight at, firstly patrol. If you can engage a Minbari fleet without ships, take massed numbers of Delta V fighters and try mass dogfights to outnumber and kill the Nials. Secondly at Raid your ships almost have a chance of surviving due to very tough construction, at least by raider standards. If the big Minbari ships turn up, then all you can really do is scatter and run, and hope that some of your fleet makes it back to base.

At skirmish and raid the match up isn't so good. The Minbari don't have a great ship at skirmish, but you have the worst ship in the raider fleet. At Battle you have a half way decent ship but the Minbari start getting really dangerous ships, so neither priority works well for you.

The ISA

For starters the ISA fleet is built on ships that combine Minbari and Vorlon technology, which is going to make them a lot more advanced than yours. Secondly they have ships all the way up to Armageddon, which you don't. Thirdly they use Nials, Starfuries, Thunderbolts and whitestar fighters, probably the best four fighter designs out there, you have Delta Vs and their variants. While the V2 is reasonable, it won't take a Nial or whitestar in a dogfight.

What is worse is that the ISA are the most logical enemy for raiders to come up against, as their job is to patrol the borders between races and prevent your business activities from taking place. It's almost like they have something personal against you.

As for what you can do about it, there's only one tactic that will get you anywhere. Tell them you have dubious pictures of Commander Ivanova for sale. White stars are crewed by rangers, and we all know that rangers are irresistibly drawn to commander Ivanova. Tell them that these are all on one ship, which is rapidly heading for the edge of the map in the opposite direction to the rest of your fleet. Yeah, OK, it's a long shot.

If that does not work, try getting in close to the white stars with your ships, as you mount large numbers of particle beams in all directions, you'll actually be able to chip away at the white stars with massed anti fighter batteries. Remember, anti fighter works against the dodge of the white star, not just fighters.

Apart from critical hits, you can figure that any weapon will do one point of damage to a whitestar, doesn't matter if it's an anti fighter particle beam

or the main heavy laser of a warship, they are still likely to do one point of damage, two if it's a double damage laser. So think in terms of the most volleys you can get into a specific ship and move accordingly. Your not going to be able to keep pace with the white stars anyway, but lots of ships can force him to move early enough to give you a shot at him.

Shadows and Vorlons

Now this has got to be the biggest miss match in the history of wargaming. Taking on either of the mightiest fleets of the first ones with a bunch of converted civilian freighters has got to be the stupidest thing that any ship commander in the history of the universe has ever done!

If, by some horrendous sequence of events you find yourself in this situation you have just one thing on your side, numbers. The only option you have it to mass the cheapest units you have, Delta V fighters and strike carriers in so vast amounts that the ancient is literally buried under them. To make this work best, take your time. Take hours moving all your ships and fighters so that the ancient player gets so bored he falls asleep, then you can make a few strategic changes to the board, like removing his Vorlon heavy cruiser or Shadow ship from the middle of it.

If you don't think that you can get away with that, then the more subtle version is to just play slow and careful and hope that the ancient's boredom and frustration will make him loose concentration. Maintaining concentration is one of the three keys to victory in any wargame. If you can swamp the enemy so much that he looses concentration, it might even the odds up just a little.

Of course, your still going to get your buns blown off, nothing you do is going to prevent that, but it might allow you to salvage some pride from the situation. Watch for Vorlon ships performing special actions, if he does, swamp him with fighters immediately. His anti fighter energy field only works while he's not performing a special action, so take advantage of this and punish the Vorlon.

The Dilgar Imperium

Like the Earther early fleet, the time period limits your ship choices rather radically. You've basically got delta V fighters, double V fighters and converted freighters. Nothing above patrol priority and only one ship design, this isn't going to be easy, even by raider standards. About the only thing going for you is that the Dilgar don't mount much in the way of anti fighter weapons. Of course if playing non-historical games that obviously changes things.

Unless you can persuade them that there's a juicy inhabitable planet in the next system that would be far more useful to them you are probably going to die. This is yet another fight that you can't win, at least historically.

In a non-historical match up things are a little better. His ships are faster than yours and pack a lot more firepower, however they are relatively fragile and don't have significant anti-fighter weapons, so you might be able to do some damage.

The Drakh

The equivalent of the Minbari for the shadows, their ships are much more advanced than your humble vessels. This will be one of the harder fights that you will face, and your probably going to loose.

You could try telling them that there are no humans among your crew, or that your Clarke loyalists on the run from the Interstellar Alliance, there is a slim chance that this might work and they won't kill you.

In Conclusion

If your using this fleet in a stand up tournament style fight, you are in trouble. OK, that's an understatement. This fleet is not supposed to be able to take on the mightiest fleets in the galaxy, but to steal freighters and pick off the occasional little warship.

If you are using this fleet for anything else, then good luck, you will need it.

OK, as hopefully most of you have realised, this article is supposed to be a joke, light entertainment and not in any way to be taken seriously. However there are two serious points to this article.

The first is to drive home the point that the Raiders fleet is not intended as a general purpose fleet, but is there for published and home grown scenarios. The Raiders cannot compete with the military might of even the smaller major powers, nor should they be able to. There are a few things that you might be able to do along the way to even things up a little, however basically it won't help you.

If you have to fight them, normally I'd say that they are vulnerable to fighters, however the gravitic energy grid means that you need fighters that do significant damage. The Double V with a 4 AD has a chance to get through, but they are weak. The V2 with 3AD can also get through, or at least has a chance.

For ships, the Nova packs enough firepower to get through the gravitic energy grids, which should help, however it's hull five against the neutron cannon of the Drakh will be very fragile. The battle wagon has the good hull value, but the weapons are that much weaker. The strike carrier is likely to die very quickly under the guns of the heavy raiders, let alone the capital ships.

The second it to describe some of the different ways people do cheat at wargames, just to raise general awareness of these different techniques. I have seen all of the techniques described in the article used at one gaming table or another, other than actual physical violence. I've had to personally throw a player out of a gaming group for using the 'shout and snatch' technique far too often.

Cheating in a wargame is something that may tempt us all at one time or another, when the dice are misbehaving and a critical battle hangs in the balance. We are only human after all. But at the end of the day, this is just a game, something we do for entertainment, and the results do not matter as much as how much fun you've had playing the game.

And as a final word, to all those of you out there who still use a raider fleet, I've got to admire your style!

Coastal Forces Revisited

David Manley

Priority Level: The PL cost given is how many sections are available for each Patrol point. For example Patrol/2 means one patrol point will buy 2 sections.

Detailed MTB Table

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

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

Notes

*** S Boats may carry rockets in scenarios set in 1945 only.*

*** G5 can only carry DC if torpedoes are removed.*
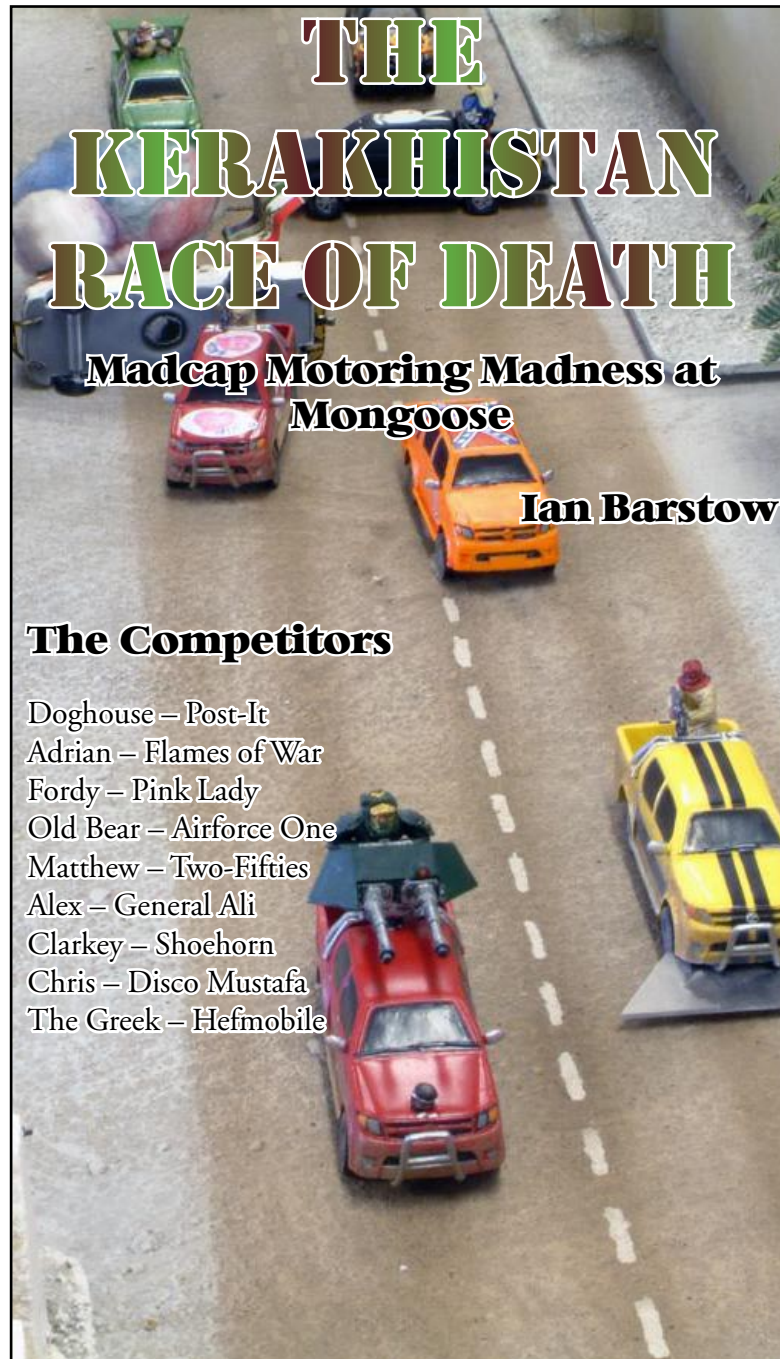
THE KERAKHISTAN RACE OF DEATH

Madcap Motoring Madness at Mongoose

Ian Barstow

The Competitors

Doghouse – Post-It
Adrian – Flames of War
Fordy – Pink Lady
Old Bear – Airforce One
Matthew – Two-Fifties
Alex – General Ali
Clarkey – Shoehorn
Chris – Disco Mustafa
The Greek – Hefmobile

"And there goes Yabouthi…" Murray Walker, Kerakhistan Death Race, 2007

The date: June 15th 2007
The place: Mongoose Studios
The Event: Kerakhistan Race of Death
The Aim: Winning

That was pretty much the brief for a daft idea I had a couple of weeks ago, when I was thinking up novel ideas to put on at Mongoose Hall '07, our first Open Day away from the comfort blanket that is the Studio. I was talking with Adrian Walters about doing some conversions on Technicals and suddenly, looking at the Kerakhistan gaming table I visualised a street circuit.

A few minutes later I was circulating emails explaining my zany ideas and within the day another eight volunteers had signed up to join me in the Studio test race.

After that, it was a matter of finding time to pimp up my own Technical. The question was, what to do? I looked at the ideas that some of the other guys were coming up with, and then I remembered my old friend and beloved leader of Kerakhistan, Sheikh Yabouthi. Obviously the thing to do would be to build his own personal technical.

Adrian suggested theming it on a stretch limo, and to that idea I added the bonnet flags (well known mark of the diplomatic vehicle) and then thought what the Sheikh would do is ride in the back, in the style of the Pope, but surrounded by his supporters. The result is what you see in the photograph, with a converted Fedayeen executioner and the Technical gunner turned into a standard bearer.

There was a fast and messy paintjob. While that was drying, I selected a couple of guys from our grab-box of loose BFE minis - a Fedayeen rifleman (the guy poking his gun out) and a standing rifleman from the MEA squad set. I removed the non-Fed guy's rifle since I originally wanted him to carry a flag, but changed my mind later on. I filled in the gap in his chest with glue (yes, I am a half-arsed modeller) and repainted him to cover it up. He also needed to have his legs amputated at the knees to get him at the right level for his head to be poking out like that, but the model I'd picked up had already lost both feet (possibly in an encounter with Clarkey's Technical earlier) so it wasn't a great loss.

The big custom bit was the boombox in the back. It was very easy. I made two separate little boxes out of card, then cut holes in each where the speaker material was going to go. The speaker material was made out of an old threadbare sock, glued over these holes on the inside. I painted some card black and glued it in 'behind' the sock - this stage was necessary as otherwise the speakers would simply not look solid or dark enough. Spray the little boxes black (remembering to Blu-tack them to your spraying surface or they'll go flying), paint the frames of the speakers in silver, job done. The disco ball came from a shop, although I had to paint the actual metal frame in fake metal colour to stop it looking freakily out of place. I also had to add a card 'floor' to the pickup bed to avoid the speakers disappearing into the gap between the wheel arches, but that worked just fine. Thick paint filled in any gaps, but it was easy enough to get a snug fit.

As for the others, here are a few hints about what each of them did.

Chris Longhurst

The first thing I did was dismantle the model completely. I had no idea what I was going to do at that stage, but I wanted to see what I was working with. The guy came off the back, the wheels were pulled off (although my final design meant this stage was unnecessary), the bull bars and roll cage removed, and the top was levered off the bottom. I knew I wanted a boombox in the back so that meant I was going to have to replace my machine gun with some other sort of firepower – blokes peering out of a sunroof. Of course, the Technical model doesn't have a sunroof, but it's pretty easy to add one even with the limited tools I have. I drilled a hole at each corner, then used a craft knife to cut out the rectangle of plastic and a file to smooth the edges off. I made the spoiler out of the roll bar turned upside down with some card cut to the right shape stuck on top. I used glue to fix it in place because it was a very last-minute addition to the model but in retrospect I should have taken the extra time to pin it.

NICK ROBINSON

After thinking of several possibilities due to time constraints/not having the right bits (the steam powered version with a top hat wearing George Stevenson Junior never had much hope of seeing the light of day, whilst the Mr Hankey Special was disregarded in a rare moment of good taste and judgement) I decided to go for a Playboy-themed vehicle.

First of all I removed the gunner (not really fitting in with the theme) and bullbars, undercoating the entire model black. I then repainted the wheels and put on some minor details like the number plate at the front. The logo on the roof was painted on and then I had to find the crew figure for the back of the vehicle. Fortunately I have a stupidly large pile of unpainted miniatures at home, several of which could easily look the part. I plumped for the 'cowgirl' miniature, first of all she was more in scale than the other minis and secondly I liked her best. Any resemblance to any character from perhaps the best movie ever made is entirely coincidental. Honest.

On painting and gluing the young lady to the vehicle I decided to use a matt varnish finish, which looked great. I then thought I needed to add a bit more and grabbed a ball of milliput and glued it to the rear, covering it with PVA glue and fine sand – this would become a bunny tail and finish off the model nicely once painted.

Now, having recovered from my foolish fit of good taste, I am working on a couple of other conversions, for the fun of it. Hidey Ho everybody!

ADRIAN WALTERS

I wanted a kind of retro/blingy/bad taste look to the Technical, reflecting the personality of its driver; the son of Sheik Yabouthi, Oopi. So something that looked like a bad taste casualty from the 70's, complete with a tuned engine and concealed machine guns.

First off I removed the roll bars, bull bars and any moulding lines from the model.
The model was then given a spray of gloss black paint. The flames were painted with some reference form the internet (search Google images: "custom flames" gets loads of hits!). Give the flames a white undercoat then render the colours over the top.

All the fittings i.e. door handles etc are painted in gold. I then painted the windows in a smoky metallic colour and repainted the lights in their original colours and the walls of the tyres white, painting the outer tyres in matt black.

The concealed machine guns were cut from whole Technical PKMs and fitted in the James Bond style, drilled into the bodywork.

A coat of gloss varnish protected the Technical from the worst excesses of human contact.

ALEX FENNELL

Alex went off mumbling about orange and came back 24 hours later with the General Ali, driven by Bo and Luke Hussein, just two Kerakhistani country boys meaning no harm. Nice paint job, I thought. Anybody not quite getting the link should be made aware of the TV series (and now the movie) titled 'The Dukes of Hazzard'. Enough said.

IAN BELCHER

Doghouse decided that as he wasn't any great shakes at conversions that he would go minimalist, and taking a post-it note from his desk proceeded to do what you see in the picture.

MATTHEW SPRANGE

Matthew decided, as is his want, that 'big is best', so he put the biggest guns on he could – from the Starship Troopers Reliant set, complete with a Mobile Infantry crewman. I should point out that this is technically in breach of the game rules, as only contemporary models in the correct scale are allowed. He is, however, the boss…

RICHARD FORD

One step up from Doghouse, Fordy, in his last ever gaming report, decided to combine the game with his favourite hobby – food. Consuming four apples he then used the stickers to decorate his vehicle.

MATT CLARKE

Please, don't ask. Our regular student helper (work experience really doesn't cover it as he knows more about mail order than most of us) didn't quite understand the concept and actually turned his into a weapon. Last time I saw something like this Tom Selleck was using it in a prison drama. It's basically the blade of a Stanley knife fixed to the front. KIDS! DON'T TRY THIS AT HOME!

Needless to say, nobody was going to volunteer to move Clarkey's car for him.

OK, enough of the background, what you really want to know is what happened in the race. Here now are the rules of the race, and those that you will see in use at Mongoose Hall '07.

Kerakhistan Race of Death Basic Rules

Equipment

All vehicles, regardless of ridiculous modifications are considered to be fitted with the standard equipment shown on the Technicals unit card.

The Starting Grid

All cars roll d100, with the highest score starting at the front to the grid and others staggered behind in descending dice roll order.

Starting

In the first turn ALL vehicles must use their first action to move forwards or be considered stalled and subject to elimination, which can be unpleasant in Kerakhistan.

Other Activities

Following the start each vehicle has the usual two actions, during which any of the usual actions may take place, including moving, shooting and ramming. Movement is only allowed in a forwards direction (although not necessarily straight ahead) at up to full speed or reverse at a maximum of half speed. However two consecutive TURNS with a reverse move makes a car subject to elimination. Movement order is carried out in position order each turn, so can vary with overtaking or death. That sort of thing.

Damage

For non Kill damage the usual system is replaced by the following chart. Each time a Technical suffers a hit roll 2d6 and consult the chart. A Kill is still a Kill, with Killed vehicles following result 12 on the *Race of Death Chart.*

The Race of Death Chart (2d6)

2 – Blow out! The damaged vehicle is out of control and will broadside in the middle of the road and remain stationary for d3 rounds while the crew change the tyre.

3- Windscreen Shattered. Lose 1" movement permanently as the wind of the desert chucks muck up into the vehicle.

4 – Spin-out! Vehicle immediately spins in the road and ends up pointing back in the opposite direction.

5 – Tyre Hit. Vehicle immediately skids d3 inches in a random direction.

6 – Chasing Shot. With bullets spraying up around it, the vehicle must make its next action as a move directly forward at maximum speed. Any collisions equate to a ram.

7 – Bum Deal. Total rubbish that only scratches the paintwork. Try harder you infidel!

8 – Glancing Blow. Lose 1 inch of movement each move next turn.

9 – Not Bad. Lose 2 inches of movement each move next turn

10 – Good Hit. Lose 3 inches of movement each move next turn.

11 – Weapons Trashed! From now on your vehicle is unarmed. Time to actually race!

12 – Gordon Bennett! Driver killed! Roll a d12 for clockface and travel in a straight line until you hit something. Then treat as a ram in which you blow up and anything else appropriate takes damage as usual.

Ramming

Note that ALL vehicles involved in a ram take damage.

Wrecks

All wrecks remain in place on the course and are subject to being rammed if you are daft enough to not drive around them.

Reactions

The Reaction rules are not used.

Winning

This is a three lap event, with the winner being the first to cross the finishing line or being the only survivor in the race.

The Race

Following the rules our first act was to roll for grid position on the track, with the final running order as follows:

The Grid

Shoehorn

Two-Fifties

Airforce One

Hefmobile

General Ali

Disco Mustafa

Pink Lady

Flames of War

Post-It

Move 1

As can be seen, Matthew secured poll position with Clarkey right behind, while at the back of the field the polar opposites of Flames of War and Post-It brought up the rear. As the starting RPG was fired into a nearby building, Two-Fifties got a flying start, using both actions to tear off down the home straight, followed directly by Shoehorn. My Airforce One took a move forward and then poured a hail of fire back into the Hefmobile, reducing its move by one inch for the next two actions. It turned out that the Hefmobile didn't need all its movement as on its second action Nick the Greek rammed me. I waited nervously as the Greek warmed up his d10. The result wasn't a good one, and I lost 2 inches next turn.

As General Ali and Pink Lady accelerated past me Flames of War opened up on the Hefmobile, slewing it into Airforce One a second time, forcing another collision. This time Nick rolled a natural 10 – a Kill result. Sheikh Yabouthi was out of the race on move 1! My last act was to career into Pink Lady, inflicting no damage though. How humiliating!

This looks dangerously like actual racing.

Move 2

With carnage all over the road at the back, the front runners decided to take off at high speed to put some distance between themselves and the troublemakers behind. The only major activity was Flames of War shooting up the Hefmobile (everybody's favourite target), reducing its move by 3 inches next turn.

Move 3

I'd put in the rule about both vehicles taking ram damage especially to put people off doing too much ramming. Turns out that had little effect. Two-Fifty hammered off down the back straight with Shoehorn and General Ali in pursuit. Fordy had pulled Pink Lady alongside Alex the previous turn and he took the opportunity to ram General Ali, reducing Alex's next turn by 2 inches but destroying his own vehicle in the process! Thus ended his last participation in a Mongoose Towers game.

Back in the home straight The Hefmobile travelled on at its temporarily reduced speed, while Disco Mustafa, Post-It and Flames of War all moved and fired through the middle of town into Two-Fifty on the other straight. Chris and Doghouse stripped a total of 3 inches from Matthew's next move while Adrian shattered his windscreen, reducing Two-Fifties' move permanently by one inch. Clearly being at the front makes for an instant lack of popularity.
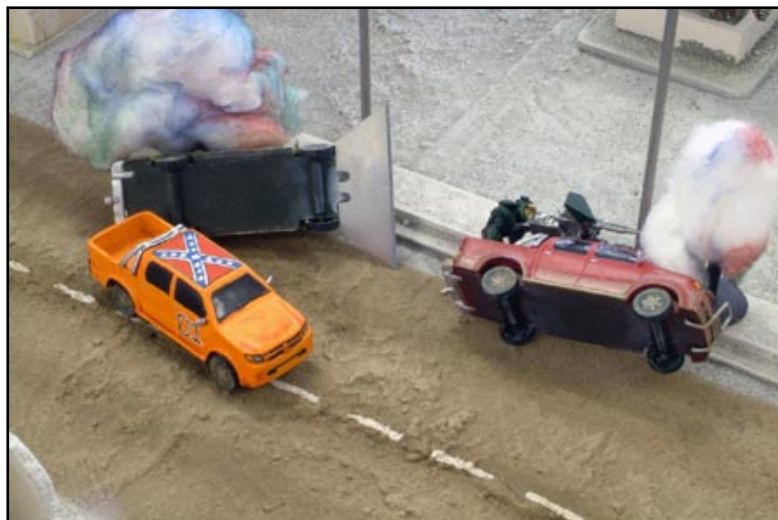

First out! A tragedy for the whole country and me in particular.

Move 4

Three moves into the race, the order had changed a little:

1. Two-Fifties (Matthew)
2. Shoehorn (Clarkey)
3. General Ali (Alex)
4. Disco Mustafa (Chris)
5. Post-It (Doghouse)
6. Flames of War (Adrian)
7. Hefmobile (Nick the Greek)

With Shoehorn trying to pull alongside two-Fifties, Matthew took the opportunity to sideswipe Clarkey, destroying the world's most dangerous conversion (we made Clarkey turn it over himself, obviously). The rest of the turn consisted of masses of gunfire and very little moving, with the main damage coming from Alex and Adrian fring into Matthew, first reducing his speed before Adrian racked up another kill, rolling a pair of sixes on the damage chart to blow up Two-Fifties. The back straight was beginning to look even messier than the home straight!

Disco Mustafa Goes Airborne!

Move 5

In a total reversal of Move 4 everybody put the pedal to the metal and actually did some racing, rearranging field positions with General Ali now in front followed by Disco Mustafa and Post-It, with Flames of War and the Hefmobile crawling along some way behind.

Move 6

Trying to slow down his pursuers, Alex in General Ali moved and then fired into Post-It, missing. Not so Disco Mustafa – Chris suddenly rammed his Technical into reverse and backed into Post-It, causing absolute carnage as both vehicles were written off, adding to the confusion on the back straight and leaving General Ali looking in a very strong position, well into his second lap.

Put your hand down on this table and you may not get it back again

The Good Ole Boys Get Theirs...

Move 7

General Ali took the opportunity to spray bullets at the Hefmobile before tearing off up the home straight, getting fire back in return, the net result being both vehicles losing 3 inches of sped next turn. Flames of War also fired at the Hefmobile, knocking off another inch for next turn. At this stage Alex was way ahead, with Nick in the Hefmobile in second, mainly due to Adrian sending most of his time shooting up anything moving. Unless something radical happened General Ali looked to have an unassailable position.

Move 8

General Ali again used both actions to turn into the back straight, threatening to lap Flames of War being as Adrian was still intent on destroying the Hefmobile by weight of fire, taking a total of 5 inches per action of the Greek's next move.

Move 9

Very much more of the same as the Hefmobile crawls around the table looking like Swiss cheese while General Ali prepares to lap Flames of War.

Move 10

Seeing Alex bearing down on him, Adrian used both actions to spray bullets at the leader only to completely miss, leaving the Hefmobile untouched for probably the first full move in the whole race!

Move 11

Preparing to lap Adrian, Alex suddenly had a rush f blood to the head and decided the best way to get past was through Flames of War! The dice were rolled for the impact and incredibly both vehicles rolled 10's – they destroyed each the presenting us with the most unlikely of winners – the persistent back-marker, the Hefmobile!

Conclusion

Total madness, basically. The whole race took about an hour to play and provided so many amusing moments right from the word go. I had a feeling it might not go the distance but the number of vehicles wrecked by collisions surprised me, although looking at the players it really should not have. Matthew set off like a steam train and had he not attracted the ire of all the tail-enders might have romped home, but so much firing was bound to take its toll. After that Alex seemed to be dominating, but there was a palpable sense of expectancy as he began his risky lapping manoeuvre. Everybody had a different plan and I'm sure that at Mongoose Hall '07 so will you if you get the chance to take part in the Kerakhistan Race of Death!
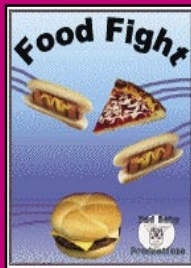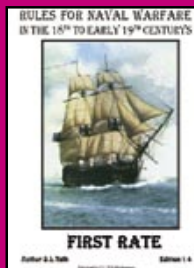

The winner!

Science Fiction

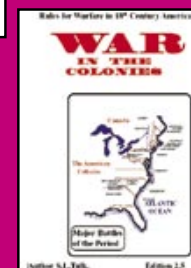|	
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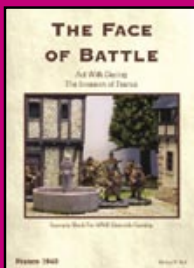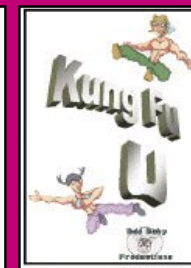
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Extinction Protocol

Technomage Death

A Call to Arms Battle Report

Nick Robinson and Chris Longhurst

Narn: bald. Technomages: bald. Coincidence? I think not! - Nick the Greek

Narn Set-up (Nick)

Facing a technomage ship it is pretty much a foregone conclusion that I will be setting up first and moving first every turn. Unsurprisingly it was the case that I got to set up first. Since Chris had to get close to the planet in order to win my entire fleet would await his arrival, and be set up as close to the world as possible. The Ka'toc would be on one flank whilst the Sho'Kar would be flanked by both of the Sho'Kos cutters.

Technomage Set - up (Chris)

Deployment is pretty straightforward when you only have one ship. I was pretty confident that I would win the initiative every turn with my ridiculous modifier, so I had a certain leeway with my deployment in that I could wait and see what Nick's plan was every turn. I deployed my single ship way off to the left of my deployment zone with the idea that I could get a couple of turns of shooting in with my superior range, stealth and beam-reflecting powers before I had to start hanging around the planet.

Narn Turn One

With the unexpected set up away from the planet by Chris and the not unexpected reality of having to move a couple of my ships first I decided to continue to protect the planet, with the fleet splitting around either side of it. This way when Chris eventually decided to come closer I would be able to use at least two of my ships to face him. Nothing is in range of the pinnace so no shooting this turn.

Technomage Turn One

The plan went smoothly. As expected, the Narn took up orbit around the planet - I don't know why, since there was clearly Nothing Of Interest on it. Nope. No ancient sites of power here. I picked on one of the Sho'Koses, confident that my super AP triple damage zap gun would cripple or blow up the weedy little patrol boat. Unfortunately, the zippy little thing dodged both my shots. Curses

Narn Turn Two

Blast it! I forgot the Technomage weapon outranges my ships. Fortunately my Sho'Kos was crewed by ace Narn pilot, G'dan G'dare, who managed to dodge both hits. This calls for a complete change of tactics, no more slyly hanging around the planet, time for the good old Narn charge! Utterly predictable, utterly Narn. The Sho'Kar is within firing range this time but fails to overcome the stealth abilities of Chris's ship.

Technomage Turn Two

So, what's a lone Technomage to do when faced with a stream of Narn ships? Simple: you head right for them and keep shooting at the baldy git who dodged your attacks previously. I could waffle on about 'maintenance of aim' and other such tactical terminology, but really I'd just set my heart on spreading the fool who had defied my firepower over a few square miles of vacuum.

Needless to say, he dodged both shots *again*.
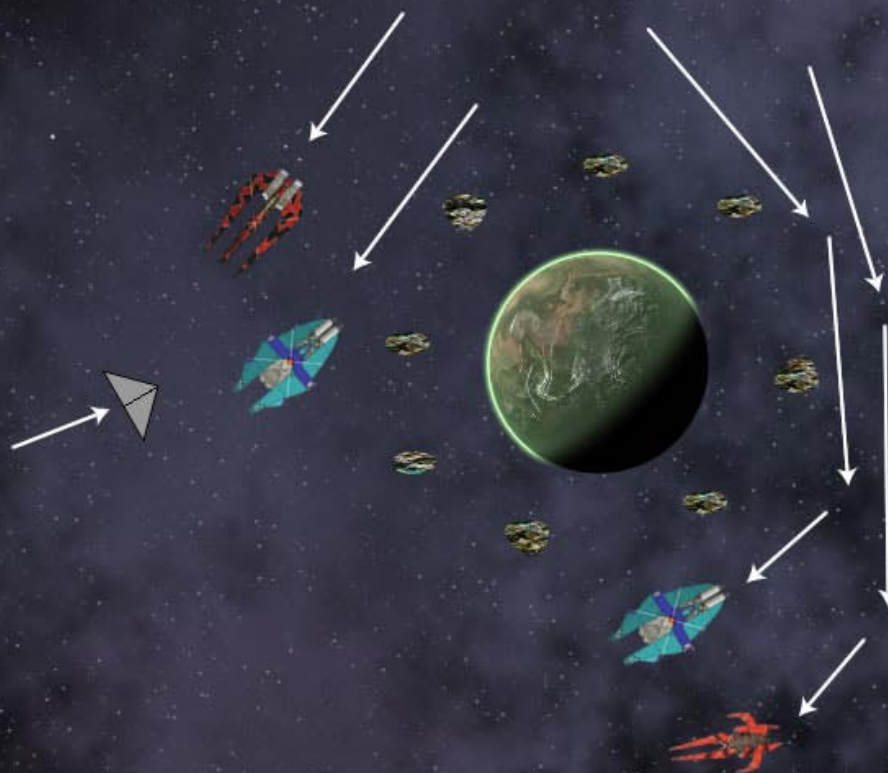
Narn Turn Three

Once again my first Sho'Kos is saved by the elite piloting skills of G'dan G'dare, and the game is certainly afoot. I would like to say that at this point Chris was extremely complimentary as to the skill of my pilot and of the dice rolling skills on display. I would like to say that and I am sure Chris would have been complimentary but he was too busy at the time doing Victor Meldrew impersonations.

Once again I lose initiative and have to move first, and again I move my two Sho'Kos forward towards the enemy, indeed G'dan G'dare deliberately overshoots the pinnace so that if Chris decides to retreat at least one of my ships will be in position to fire. And then Chris gets very sneaky, going All Ahead Full he sweeps past my second Sho'Kos and closes right in on the planet. My Sho'Kar successfully

comes about, leaving the pinnace within its sights, whilst the Ka'toc moves into position to be able to move around the planet and into position next turn, whatever Chris does.

In the firing phase the Sho'Kar locks onto the technomage and fires, scoring a trio of hits, which I then equate to a couple of criticals. With three damage the technomage looked in real trouble, first off I managed to roll up an entirely useless crew critical. This helped Chris recover from his earlier condition only to explode into more Victorisms once I rolled the second critical – a vital systems reactor implosion. Suddenly an average

damage roll would leave Chris defeated, and a decisive victory would be mine. At which point I stunningly achieved snake eyes. Marvellous.

Technomage Turn Three

Well, with G'dan G'dare behind me I would have to postpone blowing him up for now. Instead, I took advantage of my speed and the All Power To Engines special order to scoot right past the main body of the Narn fleet - it would take forever for the Sho'Koses to get their weapons in line again, and maybe I could shoot up the Sho'Kar a bit in the meantime. Unfortunately, the Sho'Kar shot me instead. I thought it was all over when Nick rolled the reactor explosion, especially given his absurd luck dodging my shooting so far. Fortunately for me, the reactor critical barely scratched my lovely black spaceship. Clearly this particular pinnace was using some kind of non-explosive Techno-Magical custard reactor or something.
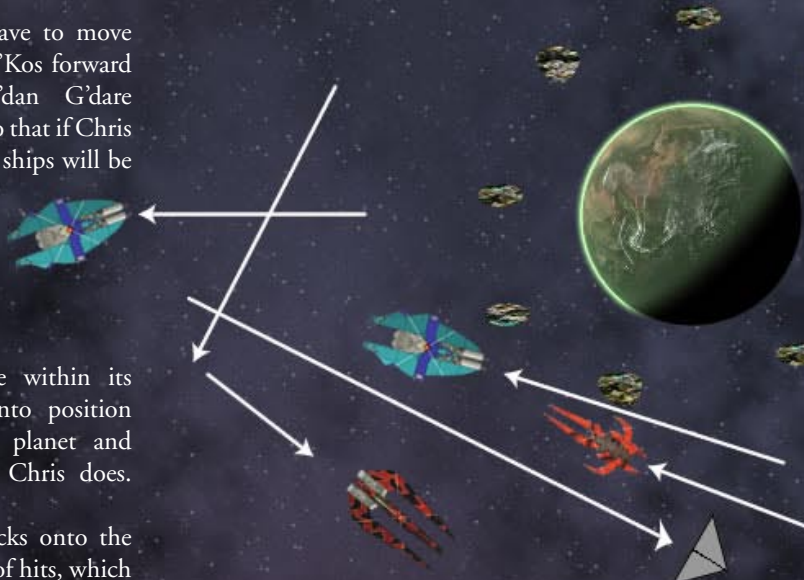
Technomage Turn Four

Time to make use of the Techno-Mage pinnace's special ability to heal itself! Time to roll a 1! I got the strong impression that a cloud of doom was hanging over my head as I turned the ship around. Since my plan to inflict a little harm on the Narn before dancing around the planet had come to exactly nothing, I hastily came up with a new one: stick close to the planet and use it as cover from the Narn ships. With any luck I could still complete my objective and flee.
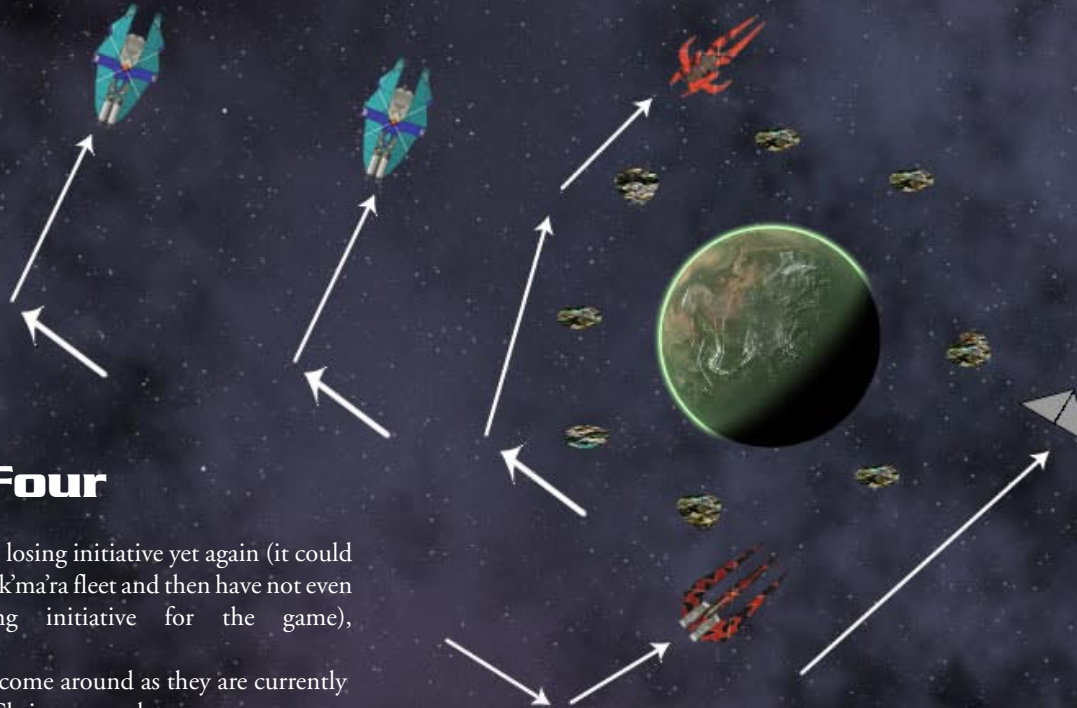
Narn Turn Four

Now I had to finish Chris off, losing initiative yet again (it could be worse, I could have had a pak'ma'ra fleet and then have not even have a hope of winning initiative for the game),

Well the two Sho'kos need to come around as they are currently totally out of position. After Chris managed to potter away a little only the Sho'Kar had any chance of targeting him, and promptly failed to overcome the stealth ability. The Ka'toc made its way merrily around the planet, setting itself up for the next turn.

Narn Turn Five

Rolling a double six and still managing to lose initiative the two Sho'Kos ships continue to move bake into the area of conflict. Chris then uses his multiply and teleport ability to place his ships right beside the planet. Neither the Ka'toc nor the Sho'Kar are able to do anything about this.

Technomage Turn Five

Time for a bit of cunning. I used the pinnace's ability to teleport and decoy itself at the same time to both keep away from the dangerous-looking Ka'Toc (it's the forward prongs that make it look so menacing, I tell you) and set myself up for being shot less next turn.
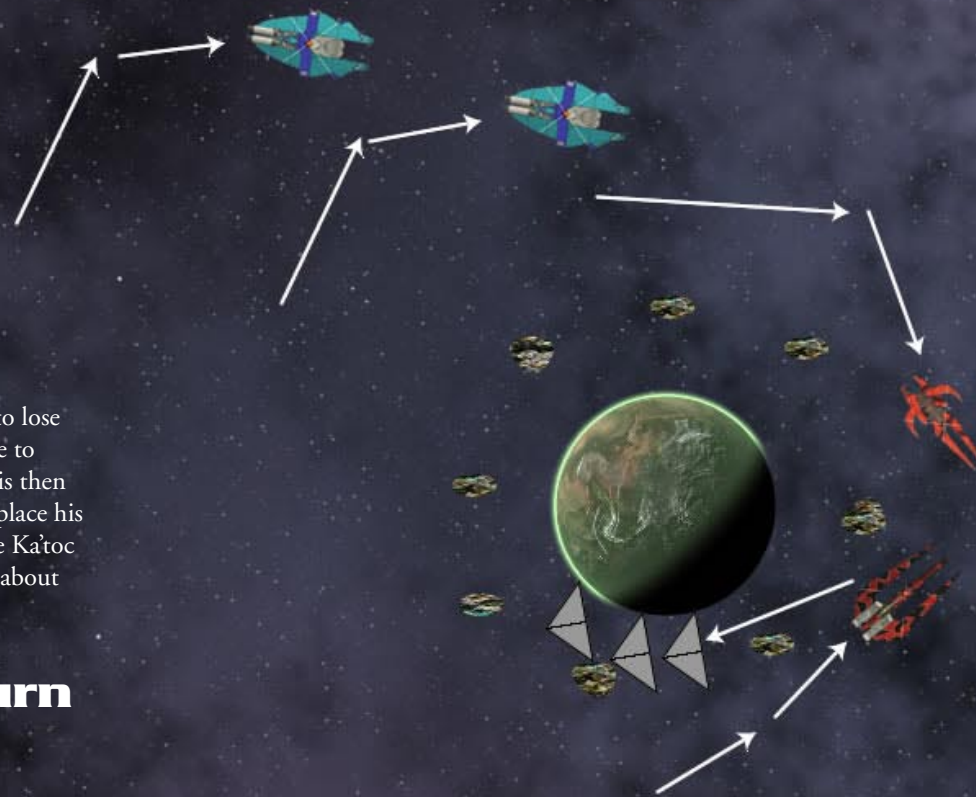
Narn Turn Six

As the two cutters sweep in (after losing initiative yet again) the technomage ships move away from the planet in an attempt to avoid the converging Narn squadron. The Ka'toc and Sho'Kar pick their targets from amongst the decoys and then promptly fail to lock onto a single one of them.

Technomage Turn Six

My squadron starts to split up. Conveniently, having marked the bottom of the genuine pinnace's base, I had totally forgotten which one was the real one. I was quite pleased by this since it meant I wouldn't be giving anything away to Nick as I manouevred.

Narn Turn Seven

Going first once more G'dan G'dare and his fellow Sho'Kos pilot manoeuvred their ships to get in amongst the action. After the Technomage had moved (losing the decoys as he used the Come About special order to line up my Sho'Kos only the Sho'Kar was able to get in close enough to engage. At which point the Technomage fired at the second Sho'Kos. Unlike the first Sho'Kos, piloted by the elite pilot of all the Narn Regime, this ship had G'billy G'bunter in charge, and was unable to dodge out of the way of the awesome technomage firepower. One Fuel Systems Ruptured result on the critical hit (along with the triple damage) and G'billy would go to the great tuck shop in the sky.

In retaliation the Sho'Kar managed to fail to lock on to the pinnace and its high stealth score.

Technomage Turn Seven

Right. Time to spring a surprise attack on the bald orange ones. I waited for Nick to move his decoy ships – the eminently expendable and so far untouchable Sho'Koses – then used a Come About to line up the nearest one for my guns. When I used the special action my decoys vanished, but it was worth it to get that pesky Sho'Kos in my sights. No dodges from this one – one critical hit and bits of red camouflaged spaceship were plinking gently off my pinnace's front armour. Ha. Score one for the mysterious men in black.

I was mildly worried when the Sho'Kar turned out to be pointing my way, but the crew of the scout were too busy playing video games to lock onto my shimmery black spaceship.
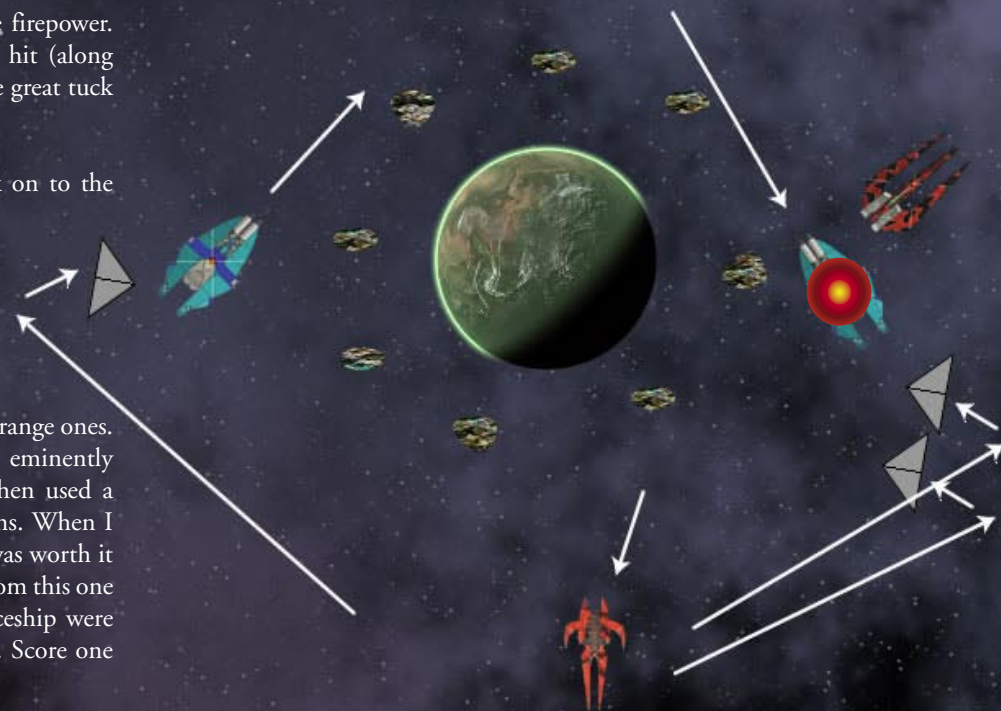
Narn Turn Eight

With only three ships left things are going to get very interesting. Losing Initiative is becoming second nature, and with only three ships (all now facing the wrong way) it is a lot harder to try and cover Chris's ship. With no ship in a position to get into a firing position Chris was able to target the Ka'Toc. Although he only got a single hit, the fact that he managed to disable my engines with the subsequent critical has well and truly put Chris in the driving seat. Things look bleak for the Narn.

Technomage Turn Eight

Excellent. With one fewer ship Nick would have a much harder time keeping my pinnace pinned down. He made a critical mistake when he moved his Ka'Toc first, giving me a chance to slip in behind it. I took the shot because I had it, and was leaping about the room with joy when I whacked his engines! Nick's best ship was disabled and pointing in totally the wrong direction. The cloud of doom parted to reveal visions of me idly sailing about and picking off Nick's less shooty vessels. Victory had fallen into my grasp.

Narn Turn Nine

With defeat staring me firmly in the face I now, finally, manage to win initiative. Still needed to roll a ten to do it, mind you.

Chris tried to get away by teleporting as far away from the Sho'Kar as possible. However he failed to create any decoys this time. G'dan G'dare continued to display his amazing piloting skills by successfully completing a Come About special action and lining up the Technomage with all his weapon systems.

Getting to fire first G'dan managed to overcome the stealth and scored a grand total of six hits, two of which were turned into criticals, the others all scoring damage. Both engine criticals caused extra damage and the pinnace disintegrated in a field of debris.

Technomage Turn Nine

In a surprise twist I lost initiative. I decided to play defensive and minimise exposure to Nick's ships. I used the Techno-Mage teleport again, but this time I failed the crew check to create any decoys. There was no way for the Sho'Kar to line up a shot, the Ka'Toc was pointing the wrong way, and G'dan G'dare… made his Come About roll (on yet another fluke 6) and shot me. Great muffins from Heaven, he shot me.

And that was that. All a bit sudden, really. Blasted ace patrol boat pilots…

THE MONGOOSE INFANTRY

Ian Barstow, MI Coordinator

This month we have two important subjects to cover. The first is the impending change over to an on-line database which starts on July 1st. This will mean a major and long-needed overhaul to the way the MI operates. From now on you will be inputting data on demos and conventions straight into the system, meaning you will instantly get an update of your status and I will be able to see just who is doing what and how often they are doing it. This will replace the current DRF system, making the process more efficient and streamlined.

If you are wondering how this system will be safeguarded from abuse I will be contacting stores at random (you will have to put in store details for every new store or convention you attend) to make sure MI have attended when they say they have. The whole system relies on you guys inputting data fully and properly. It isn't either rocket science nor overly long, so the payback should far exceed the effort.

You will all have received full details of how this works by the time you read this, but if for some reason you have not, email me at the usual address ibarstow@mongoosepublishing.com and I will sort you out.

The main thing taking up my time though currently is setting up Mongoose Hall '07, our first out-of-Studio open day, at the Croft Sports Centre, Swindon. The chances are you have already seen this in the News section of our web site. If not, then click here. We will have every new Mongoose product available and some advanced releases not yet available anywhere else, so you'll be the first gamers anywhere to get these!

In addition we will have a selection of local gaming traders making an appearance, including Spot-On Games with their fine selection of painted and unpainted second-hand miniatures for a whole range of games, and Swin City, whose range of comics and other items can be seen at their web site, http://www.swincitycomics.co.uk

As you can see we are pulling out all the stops for Mongoose Hall '07, so come along, play in one of our great participation games like the Kerakhistan Race of Death and King of the Jump Gate, enter one of the tournaments, pick up the latest products at the sales booth or just hang out with the Studio staff, all of whom will be in attendance.

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