Signs & Portents
WARGAMER

48

True Blues

The Fleet Landing Party for Starship Troopers

Gaim and the Single Admiral

Because we know how much you'll love them...

Death in the Cursed Earth

Campaign Rules for GOMC-1!

Plus. . . ACTA tactical update, Battlefield Evolution Glossary,
More New BF Evo unit cards and much, much more!

Well, if I write about what a hectic month it's been you're all going to think we just like writing that in editorials… but in this business it really is pretty much par for the course.

Aside from my own fairly major personal entanglement with an insurance company and related issues this month, which shall not be mentioned within these pages again, on the more important side of things ACTA 2nd Edition is hot off the presses and winding its way towards your hands – you may even have your copy by the time the words I'm typing have made their way through any number of computers used in the S&P publishing process and through connections of varying bandwidth until they find themselves on your screen. The mighty Mongoose manufacturing machine is working full tilt as this is a very, very big thing for us.

If that wasn't enough, the first wave of new Fleet box sets are being joined by the Gaim (who feature in this month's exciting battle report) and the Psi Corps.

Of course just because ACTA2e is such a big thing, it doesn't mean everything else is slowing down to make time to get everything done – oh no, it's in addition to all the usual monthly Mongoose releases, and there's barely enough hours in the day to keep up with it all. That said, I'm going to take a diversion from wargaming talk for a second, as I'm personally very excited about the current ongoing Lone Wolf releases – the Lone Wolf gamebooks were an important part of my introduction into roleplaying all those years ago, and to see Mongoose picking them up and revitalising the whole property over the past couple of years (starting of course with the Lone Wolf RPG rulebook and related supplements) brought a much-needed warm glow to my heart. Of course, combined with Matthew's rules for Lone Wolf Evolution a few issues back, the re-release of the Lone Wolf miniatures line has given wargamers something to think about too.

Oh, and before I forget - Ian's off to GenCon UK just as this issue hits the virtual shelves, so if you get the chance don't forget to pop in and say hi!

Matt

Signs & Portents Wargamer

Contents

Escalating Total War

More new unit cards for your *Battlefield Evolution* games.

USMC LAV-AD 150

The Air Defence variant of the aging LAV, this vehicle can still provide umbrella coverage for USMC convoys.

LAV-AD w/Stinger Missiles, 20mm Chain Gun

None

Size	Move	Close Combat	Target	Armour	Kill
3	9"	4xD10	7+	4+	9+

Armour

BATTLEFIELD EVOLUTION

22

Terror at Bestine

Ian and Matthew put the new Gaim fleet through its paces in this month's Battle Report

28

BABYLON 5

Extinction Protocol

39

[TO TELL THE TRUTH, I NEVER WAS MUCH OF A *TECHNICIAN*. THAT WAS MORE *BOWDEN'S* LINE OF COUNTRY.]

[THEY DIDN'T FIND ONE SINGLE *ATOM* OF HER, BY THE WAY – HER *OR* THE LT.]

[NOTHING TO CHALLENGE *YOUR* VERSION OF THE STORY.]

Invasion Point: Florida

The concluding part of our linked MEA vs USMC scenarios for *Battlefield Evolution*.

50

BATTLEFIELD EVOLUTION

EYE ON MONGOOSE

This Month's Releases and Gaming News

BABYLON 5 A Call to Arms

Gaim Fleet Box Set

A complete 5 point Battle level fleet!
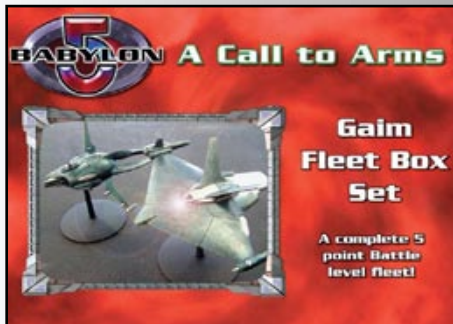
Gaim Fleet Box Set

In order to protect the number of Queens flying through the galaxy, the Gaim designed high-science versions of their oldest weaponry to fit to the newest vessels of their fleet. Continuing to use older particle-throwing scatterguns as defence turrets, they modified the firing capacity on larger models to emit laser energy at a similar rate. This new gatling laser vomits a stream of staccato fire faster than the eye can track, almost making it seem like a single constant beam of coherent light. In a similar vein, the old and unreliable packet torpedoes were filled with positively-charged reactive masses instead of the formerly negative ones. Instead of detonating in shards of destructive energy, the bomb fills an area of space with electron-stripping photons at significant ranges – almost assuredly eliminating small craft and fighters. The most interesting and powerful aspect of the Gaim fleets on the move is the use of manned-missiles. Drone pilots are easy to hatch and created to be disposable, so whether they are trying to bring bio-plasma emitters to bear on a target or setting their reactor to overload before burying themselves in the enemy's hull, they are nothing more than another asset to be spent at the Queens' whim.

This massive box set contains everything you need to start your Gaim domination of the galaxy! It contains;

1 Shrutaa Queen Battleship
1 Shaakak Queen Cruiser
3 Skrunnka Assault Ships
4 Sataaka Gunships
8 Flights of Klikkita Light Fighters
8 Flights of Klikkitak Suicide Fighters

Also Available:
Individual blister packs for the above Gaim ships

Psi Corps Fleet Box Set

Though in possession of powerful ships, the Psi Corps avoids open confrontation at all costs, preferring to strike from the shadows where the odds turn very much in its favour. However, they do possess military-grade vessels and crew, and limited strikes may be authorised in situations of extreme need.

The Psi Corps was smashed soon after the creation of the ISA, as corruption had riddled its ranks and many members were implicated in both the rise of the Shadows and the tyrannical rein of President Clark which culminated in a civil war. Many high-ranking Psi Corps officials promptly disappeared and it soon became clear that while the Corps had been squeezed out of public life, rogue elements within EarthGov were continuing to support its principles. With its fleet still intact and hidden bases scattered across known space, the remnants of what had been Psi Corps began to gather its strength once more with a series of new and terrifying projects aimed at combining retrieved Shadow technology with humans in order to make the Earth Alliance into a huge empire that no alien race could withstand.

This box set contains an entire 5 point Battle level fleet for the Psi Corps;

1 Psi Corps Mothership
2 Psi Corps Fighter Carriers
1 Shadow Omega
1 Hunter Experimental Warship
2 Chronos Advanced Frigates
12 Flights of Starfuries (Black Omega)

Also Available:
Individual blister packs for the above Psi Corps ships

ConQuest VEGAS

On April 18th-20th 2008 (the weekend before the GAMA Trade Show), ConQuest VEGAS will play host to what could potentially be the largest A Call to Arms Tournament in the US.

Check out http://www.conquestvegas.com for more details on this event, or call 805 218-9590

Convention and Events Diary

15th/16th September
Confess 2007
The Southern Hotel, Sligo, Ireland
http://www.flatearthsoc.com

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

29th September
CONcrete Cow '07½
Old Bath House, Wolverton. Milton Keynes,
UK
http://www.mk-rpg.org.uk

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

13th October
Mongoose ACTA Tournament
Croft Sports Centre
Swindon
www.mongoosepublishing.com

18th-21st October
Spiel 2007
Messe Essen, Essen, Germany
http://www.merz-verlag.com/spiel/e000.php4

20th-21st October
Firnace 2007
The Garrison Hotel, Sheffield, UK
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
Leeds
http://www.leedswargamesclub.org.uk/index_
files/FIASCO.htm

3rd November
Crisis
Antwerp
Belgium
http://www.tsoa.be/

17th/18th November
Warfare
Rivermead Leisure Centre
Reading
http://www.readingwargames.co.uk/warfare.asp

24th November
Mongoose Victory at Sea Tournament
Mongoose Studio
Swindon
www.mongoosepublishing.com

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

Time Machine Tournament Report

Alexander Fennell

August 11th saw the Time Machine in Manchester, CT, play host to its first Battlefield Evolution tournament. The game has been played at the club held there for the past few months and it was decided back in July that a tournament would be a great way to get a group of players together and find out who the best Battlefield Evolution player in the club was. At least until the next tournament, at any rate…

The tournament was comprised of three standard games plus a special event held between games 2 and 3. The standard games all of the advanced rules found in the hardback book and used three slightly modified scenarios from the book. Each player could bring a 2,000 point force and in addition to the current range of miniatures everyone had access to the unit cards for the next wave of releases and the cards from Signs & Portents #46.

I brought along an EFTF army to act as a reserve in the event we had an odd-number of players which consisted of the following:

1 x British Army Command Section with one use of heavy artillery
2 x British Army Infantry Section with Warrior APC
1 x British Army Infantry Section with Future Lynx
1 x SAS Patrol
1 x Challenger 2 MBT
1 x Typhoon II

The other seven players were Chris (USMC 'Shadow' Army), Kermit (Government MEA force), Bob (PLA featuring a J-12), Tim (PLA), Rich (USMC Armored force with an F117 and a Super Cobra), Carl (PLA) and Josh (USMC).

Each game was scored using victory points which were then turned into tournament points with a number of bonus tournament points available if a player met certain criteria during the game. Victory points were kept track of as these would be used in the event of a tie at the end of the day.

Game 1 was a straightforward Engagement mission (page 51 of the Advanced Rulebook) lasting for 6 turns, unless one force was shattered by the other. Randomly determining the draw resulted in Kermit's MEA versus my British Force, two PLA versus PLA and USMC versus USMC match ups and Tim's PLA facing the horror that was Rich's 3-Tank army.

In my game Kermit elected to move first and rushed almost all of his technicals forward presenting my Warriors and Challengers with multiple targets, which they proceeded to take advantage of with only a minor damage being inflicted in return (I lost one Warrior to a Fedayeen squad). I was feeling pretty good about this game, especially

Rich advances his armoured company against the PLA.

Carl makes the opening moves against Bob. Bob's J-12 can be seen hovering just off the table.

jet which had proven much more resilient than my own, "built-in-the-spirit-of-international-cooperation-by the-lowest-bidder" piece of junk.

The next mission was Seize and Secure (page 59) scheduled for 6 turns and I was drawn against Tim's PLA force, who had been savaged by Rich in the previous round. Tim was using a lot of WZ-551s supported by a lone Type 99 tank, a lot of Norinco Fast Attack Vehicles and two EQ-2050s.

Losing the dice roll for set up (this would be a recurring theme for me during the tournament) I took advantage of what cover I could find while Tim rushed towards the ruined building at the centre of the board. His anti-tank fire was not very accurate and my vehicles were able to advance on the position, destroying his transports as they went. The only small glitch by the end my second turn were the two anti-aircraft vehicles I had failed to scratch. Never mind, I thought, I'll drop a couple of bombs on them with the Typhoon II and mop up the survivors with the Lynx. It goes without saying that my Typhoon II rolled a 1 for its countermeasures save against an anti-

as I had two air units to come on in the air phase and aside from a single Tunguska (which was going to get two bombs dropped on it) Kermit had little that would trouble the aircraft. Suffice to say, the air phase in turn 2 and Kermit's turn 3 were a complete disaster for me! The Typhoon II screamed onto the battlefield and was promptly shot down by the Tunguska, failing its 3+ countermeasures save against one of the two anti-aircraft missiles fired at it. To make matters worse the plane smashed into a group of infantry, killing a couple of MEA but wiping out all but 2 of the dismounted British who had been taking cover in a wood. The Lynx made a more cautious approach to the battle and lined up the Zulfiqar only to be shot down by the tanks AA machine gun! The air phase of turn 2 was over and I'd lost 635 points and had not even fired a shot. This calamity was compounded by some very accurate MEA shooting in the third turn which saw my army reach its shatter point.

The other games finished in due course and to my chagrin I was in last place, on a mighty six tournament points. Kermit and Rich were tied for first place and I was less than thrilled to discover Rich's love for his

Fratricide! Chris and Josh play out an all USMC battle.

aircraft missile and 300 points of state-of-the-art fighter smashed into the ground. Marvelous. The Lynx moved onto the board and killed the last of Tim's transport vehicles and I was all set to perform an awesome looking infantry drop on the objective when I found out the hard way that the 23mm cannon on the Norinco is an AA weapon, and a pretty good one at that. Scratch one helicopter and Infantry squad…

Fortunately the PLA were not able to capitalize and the British advanced onto the objective, holding it until the end of the game and picking up a lot of victory points by virtue of holding the objective with a lot of units.

Before moving on to the final round we had time for a special mission where the seven other players each had a non-armoured vehicle and had to rescue an SAS trooper from the middle of the board, all the while making sure no-one else rescued him first. The smart money was on one of the Shadows winning this, since they were packing the most devastating weaponry. As it turned out, Bob's Norinco swooped in and won the event, escaping off the board edge with Kermit's technical in futile pursuit.

Chris wasn't kidding when he told everyone he'd be taking a lot of Shadows!

Kermit considers how his MEA can tackle the USMC armoured company.

In the final round Tim and Carl had an all PLA battle, Bob took on Rich (with the prospect of a J-12 / F117 dogfight), Josh's USMC and Kermit's MEA squared off and I took on Chris's Shadow-mounted infantry force. The final mission was a six-turn Towering Inferno (page 61) variant with half of the units starting on the board and the rest appearing one number earlier than normal on the dice roll.

With only half his force on the table at the start, Chris spread his infantry out as much as his Land Warrior equipment allowed and advanced on a broad front, with the Shadows hopping between hiding places as they waited for my tank to emerge. Neither of us had particularly lucky reserve rolls and I had to wait until turn 5 for my SAS and Lynx to arrive! The Helicopter performed as well as I had come to expect by now, crashing in flames into the centre of the battlefield. My Typhoon II actually defied the odds and survived this game and did a reasonable amount of damage with its ordnance before flying off the board at the end of turn 5. It clearly helped that Chris didn't have any AA weapons! Although I ended up losing all of my armoured vehicles I had destroyed in turn an impressive number

My Tornado makes a bombing run on Chris's infantry while my Challenger 2 burns.

The winners with their medals

of Shadows and had killed a good number of Chris's infantry, while my own infantry losses had mostly been confined to the poor souls in the Lynx.

Totaling up the victory points put the score at a draw with Chris picking up a single bonus tournament point thanks to destroying my tank. The other results came in and it was apparent things were going to be really close…

The final points for the day stood as follows:

1st place – Josh with 43 points (5,247 victory points)
2nd place – Chris with 43 points (3,768 victory points)
3rd place – Kermit with 42 points
4th place – Rich with 39 points
5th place – Me with 38 points
6th place – Tim with 23 points
7th place – Bob with 21 points (Medal of Valour for winning the special event)
8th place – Carl with 18 points (Purple Heart recipient)

Overall it was a great event with some really good games played in a very friendly spirit. Plenty of scores were settled and plenty more grudges came into being which will be dealt with at the next tournament. As for me, next time I'm leaving the aircraft in the hangars…

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

Tactical Manual: Update

Part One

Alan Oliver

A look at A Call To Arms 2nd Edition and what the tactical implications of the changes will be. Later parts will deal with the scenarios and the revised fleet lists.

Firstly don't be put off by the thought that you will have to learn the game from scratch. The new rules are an evolution of the previous rules rather than a complete re-write. I will look at the rules that have changed the tactics on the battlefield.

Initiative Phase

Relatively unchanged, however there are now admirals out there that can increase initiative bonuses as well as ships with the command trait. This means that fleet selection will have more impact on the initiative than it did previously. Even the low initiative fleets can now get a respectable bonus through command ships and specialised Admirals, however this will even out as the higher initiative races can also take admirals and command ships. In terms of initiative bonus Admirals will rarely be cost effective, however if used by the enemy you may be forced into using them anyway just to maintain parity.

Movement Phase

The basic rules are unchanged, however certain ship traits have altered things a little. Lumbering ships turn so slowly that their location after moving can be accurately predicted, while agile ships are wild cards that have flexibility almost rivalling super manoeuvrable ships.

It's worth noting that super manoeuvrable ships now loose this ability if they become crippled. They are still more manoeuvrable than other crippled ships, but at least will face the same problems as the rest of us.

Attack Phase

It is more difficult to blow a ship up in place to use it as a bomb to clear away fighters or damage other ships. Previously you only needed nine damage over it's total hits to ensure a satisfying bang, now you need almost double that to ensure it goes up there and then. And if you don't quite manage that, then there's a good chance it will run adrift, possibly into the middle of your own fleet before it explodes. But at least the explosions do more damage now. It is still possible to blow up a small enemy ship to kill fighters around it, however it takes more firepower than before and can turn round and bite you.

The Critical tables have changed, and there are no longer any soft options that will just do damage and crew hits but leave your ship in fighting trim. When you take a critical hit now, you know it is going to hurt. This makes precise weapons even more desirable, as any critical hit they produce will impar the enemy ship. Given the increased

value of beam weapons as well, any race with precise beam weapons is one to avoid picking fights with.

Special Actions

A number of special actions either become automatic or now require crew checks to perform. All hands on deck for example is now automatic, which would make it an obvious choice for almost all ships every turn, however it also now limits you to only one weapon system. Look out for ships that will only be in position to fire one weapon anyway, as this is an ideal opportunity to get some repairs done.

Now that all stop and pivot allows you to fire one weapon system it is an effective tactic, especially with ships with a single long ranged and powerful weapon, to sit motionless and just rotate to keep the enemy in arc continually.

One big change is Concentrate all fire, now requiring a crew check to perform. However it no longer prevents you from turning during your movement, allowing more ships to try and take advantage of it. However before all you bore sight beam races start cheering, it now has no effect on beams anyway. Races that don't use beams for their main weapons will be getting good advantage from this order, and those with their firepower in a single arc the most. This makes the Vree the heaviest users of this special action.

A new order is intensify defensive fire, which sacrifices some anti ship firepower for increased defences against fighters and improved interceptors. There is one drawback on this, which is that the special action will have to be declared before enemy fighters move, and fighters will be very unwilling to get close to a ship performing this. Escorts will, I suspect, make the most use of this as they can provide their anti-fighter cover to other ships nearby.

Run silent is now significantly easier to achieve, and especially so if dust clouds or asteroid fields are in use. Even so it is still a specialist action for unusual circumstances.

Boarding actions through Launch breaching pods and Shuttles action is now more easily achievable. The target ship can be moving, as long as it moves half or less it's original speed, then it qualifies as a target. That this action is now easier will make the races with excessive troops a little more potent, and those with minimal troops a little more vulnerable.

Special Traits

A number of these have changed, either a little or greatly, and there are new traits added to the mix.

Anti-fighter and advanced anti-fighter. These traits allow ships so equipped to shoot down fighters before they fire, again making massed fighter attacks more difficult. On fleets with few ships so equipped, then fighter attacks will still work, you will just have to avoid those with this trait. On fleets where all ships carry this trait fighter attacks are once again suicidal. Fleet selection should reflect this, fighting against a race with powerful fighters you should seek to have as many ships with anti-fighter as possible. If facing a fleet that makes extensive use of anti-fighter systems you should select ships with few fighters or use superiority fighters against your enemies fighters rather than attacking their ships.

Advanced jump engines now do not deviate at all, but jump bombing is a much more difficult proposition than it was. For a start only ships with advanced jump engines can attempt this. Secondly you must have a ship with the scout trait on the table already to attempt this, see scouts. Thirdly it requires a crew check at difficulty Nine to successfully target the shock wave. Lastly the range of the shock wave has been reduced to the point where it is likely to only hit a single ship. Advanced jump engines still allow the ship using them to act normally on their turn of arrival, removing the need for a scout to be already there for your ships to fire as they enter real-space.

Two new traits that contrast each other are Agile and Lumbering. Both reflect manoeuvrability of the ship beyond simply the number of turns. Tactically it means that Agile ships will be much more difficult to predict where they will be once they have moved where lumbering ships cannot move after they have turned, so have to finish their move somewhere along a line directly ahead of their current position.

The main tactical drawback with lumbering ships is that it is difficult to achieve any form of surprise with them. Before movement begins your opponent will know roughly where they will be after they move. However this means that you can use them as initiative sinks, moving them early in the turn as this doesn't give up any tactical options. There are exceptions to this, those lumbering ships with boresight weapons obviously have to wait until they can get a worthwhile target in their sights.

Agile ships should be kept till late in the movement phase to take advantage of their agility to put them in places where they will either not take enemy fire or do the most damage to the enemy. When agile ships are being used as initiative sinks, they should seek to move to places that the enemy is trying to keep clear of enemy ships, just to complicate his plans while you initiative sink his options.

Another completely new trait is the Escort, which can 'lend' it's anti-fighter trait to other ships in the fleet. This ship will be spending most of it's time performing intensify defensive fire special action unless forced into a different one as it doubles it's effectiveness as an escort.

Fleet Carrier remains mostly unchanged, however they now start with half of their fighter compliment deployed at the start of the battle. For large carriers like the Poseidon this is a definite advantage. As always, fleet carriers have to walk the fine line between being close enough to the action to bring their fighters back readily, and far enough out of the heat of battle not to get destroyed.

Self repair now gives a bonus to damage control, which combined with all hands on deck special actions will enable a ship to perform large amounts of repairs. Those fleets with extensive self repair capabilities will be able to pull out from an engagement and get their ships back into fighting trim to a degree. Crew casualties will remain a problem for them however, and just ask any ISA player how quickly this can wreck your fleet.

Shields are similar to interceptors in that they are automatic and can be whittled down by secondary weapons to allow the main weapons to hit for full effect. Unlike interceptors they do not come back completely fresh each turn, but take longer to rebuild to full capacity. Shields also protect against beam weapons which interceptors do not, therefore when firing on a shielded ship you will want to use other weapons to take down the shields before the beams fire if you can.

Stealth has taken another knock, in that once a ship has been successfully locked on to by one enemy ship, it can provide target details to the other ships of it's fleet, further reducing the target ships stealth. However this bonus is lost as soon as the ship is destroyed. This makes the first ship to gain lock on to a stealth ship a very high priority target, so make sure it's a durable ship if you can. However it is not all bad news for ships using stealth, as fighters can no longer perform the scanners to full special action to counter stealth.

Scouts

Scouts have grown in importance with the new rules. For a start they allow one side an advantage in deployment and initiative at the start of the battle, as they did in the previous edition of the game

The range of scouts to negate stealth and redirect fire has been increased from 24" to 36", which enables them to stay out of the heart of battle and as most scouts themselves have stealth they can remain at a range where stealth is most effective. Also the crew check for redirecting fire has dropped from nine to eight. However the redirected fire only now affects one weapon per ship rather than all fire on the target, and cannot affect beam weapons, making it less useful.

It doesn't stop there with scouts. As has been already mentioned having a functional scout on the table is a requisite for using jump point shock waves as a direct attack. For any fleet with advanced jump engines having a scout in the initial deployment is going to be desirable in any battle.

Of much wider use to fleets without advanced jump engines is that ships entering real space through a jump point can fire normally as long as there is a scout already in real space. This allows massed fleet attacks from hyperspace as long as you have the scout in place ahead of time.

The presence of a scout on the table at the start means different things to different fleets. If the fleet has advanced jump engines then it means jump point shock wave attacks are likely. If they have only normal jump engines, then their reserves will be entering within weapons range as a surprise attack of some sort.

If a fleet has access to a scout then they should always be taken if possible. Between deployment advantage, actions during combat and the benefits they bring to reserves in hyperspace, they cannot be ignored. Races with low priority scouts have an advantage in that they can buy more and make wider use of them. As always remember that not all scouts are created equal, some races have scouts that are also effective warships, while others do not. Some are cheap enough to buy in bulk, others are too expensive to risk more than one in a battle. If your scouts are more expensive than your opponents, then his scouts will in all likelihood outnumber yours, so you will loose the initiative advantage anyway. In which case don't take more than one, unless you will need to be busting stealth on multiple ships or redirecting a lot of fire. Use the spare slot for another line warship instead.

Weapon Traits

One trait in particular has changed radically and that will be discussed at the end of this section. As for the rest, there are few changes or new traits.

Accurate replaces the old anti fighter trait on weapons, allowing the weapon to negate the targets dodge. The difference between accurate weapons and the anti-fighter trait is that accurate weapons fire after fighters, where the anti-fighter defences fire before fighters.

Energy mines are unchanged from the Armageddon update in the previous edition. They are capable of doing serious damage but cannot cause critical hits.

Mini beams still ignore interceptors, but now treat all targets as hull four. This means that they are more effective against high hull ships than they used to be, but less effective against lower hull ships. If fighting against a race that uses beams and mini beams exclusively on their fleet there is no longer any need to take high hull ships at all, as all your ships will be effectively hull four anyway. They are not innately accurate either, so the presence of massed ranks of mini-beams is not a death sentence for fighters any more.

One shot weapons should always be saved for the best firing opportunity and if possible fired with a re-roll either from a scout or Concentrating all fire. However if you hold them back for the best shoot too much you might never fire them, in which case they were redundant. The alternative is that they can be used in a mass volley in the opening stages of the battle, assuming there are enough of them to produce an impressive massed volley.

Orbital bombs are weapons specifically for planetary assaults, so likely to only be found on assault ships. If engaged in a full scale planetary assault, you should make use of any ships in your fleet with orbital bombs, however they may not be that common a weapon.

Quad damage is going to hurt, but is likely to only be found on the largest ships of the oldest races, the sort of ships that you expect to be killed by anyway so will not change tactics that much.

Beams

If you thought beams were powerful before, you ain't seen nuthin yet!

They ignore the targets hull and treat all targets as hull four. Instead of the hull rising with each re-roll, it now stays at four and can keep going for as long as you make the rolls. There are a number of effects from all this.

Firstly beams are now much less predictable than they were. Previously you knew from the number of hits on the first roll roughly how many hits you would do in total, as they would taper off quickly as the hull value increased. Now however they can keep rolling indefinitely, to produce a massive volley, or a good start roll can evaporate on the second role. Alternatively at a straight 50/50 shot, you can easily miss on your first shot and have to sit there as your mighty beam weapon does nothing.

This greater degree of luck with beam weapons makes the game more difficult to plan for as you simply don't know what your weapons will do and what the enemy will kill, but does make the battles themselves more exciting. Small ships with

weaker beams are now more dangerous, as they have the chance to get really lucky and kill things that in the past they were unlikely to touch.

There is no way to give a beam weapon a re-roll unless there is a twin linked beam weapon lurking out there somewhere, so if you miss the first roll that's it. Those of us who always roll badly at a critical time will probably hate beams weapons in the end.

Secondly all beams are now equal in terms of armour penetration. In the previous edition some races had notably weaker beams weapons, for example the Brakiri graviton beams and the Vorlon discharge guns, which lacked the penetration to hurt high hull ships. Obviously this will put a smile on the faces of many Brakiri and Vorlon players, and makes the Brakiri a more scary fleet to face.

Thirdly beams are now at least as effective if not more so against high hull ships, but are less effective against low hull ships. Hull four ships are no longer beam bait and therefore become more worthwhile choices against beam heavy fleets. In fact against a fleet that is all beam weapons your hull scores will not matter at all, allowing you to take ships with the 'weakness' of hull four without that weakness coming into effect.

Fourthly beams still ignore interceptors, but are affected by shields, Gravitic Energy Grids and stealth. This affects ship choices as certain ships rely upon interceptors and high hull to protect otherwise fragile ships. These are now incredibly vulnerable to beams.

Tactically this means that beams are best used on the high hull ships while low hull ships are engaged with other weapons that can take advantage of the weaker hull. As beams are definitely the most potent weapons out there you will have to take them into consideration when planning your fleet. Those fleets with bore-sight beams cannot afford to have their beams doing nothing, so may have to take non beam ships to use as initiative sinks. These ships must still be able to fire on the enemy otherwise they are wasted points, so long range or wide arc ships are ideal. A classic example are missile ships, typically with long range across the forward arc, they can move early and still be assured of a target.

Hyperspace

Ships are generally under less limitations when they enter real space now than they were before. Assorted changes mean that it will become more common for one ship to generate the jump point and other ships to make use of it, rather than each ship generating it's own jump point as tended to be the case in the past.

A major change is that a ship that generates a jump point to enter real space will not be able to generate another jump point during the game, as they now take too long to recharge the jump engines. This means that you can no longer keep ships in hyperspace for repeated jump bombing as each ship will only get one shot during the game, and the shock waves are less powerful anyway. It also means that if you use every ship with jump engines to open jump points into real space you will not be able to retreat into hyperspace.

Another change that encourages sharing jump points is that ships that use a jump point created by another ship are not under the penalties for generating the jump point. This means that they will be able to move freely on the turn that they enter real space. They can also attack normally if there is already a scout on the table, as mentioned previously.

All this makes reserves in hyperspace more functional for all fleets now, rather than being a speciality of those fleets with advanced jump engines. Those fleets with advanced jump engines are able to operate normally on entering real space anyway, so can use multiple jump points more freely but must still ensure that they have enough ships surviving with charged jump engines to retreat if necessary.

Because reserves in hyperspace will be sharing jump points they will have to enter the table in groups rather than lone ships scattered around the table. Whether these ships will remain together to operate as small fleet elements or then break up will be down to the admiral in charge, however there is something to be said for strength in numbers.

Fighters

Fighters no longer have crew quality scores at all, which is a slight change from Armageddon. Under the Armageddon rules all fighters had an effective crew quality of four, but this was modified by the special rules of some races. Dogfights are now based entirely on the dogfight rating, although still modified by fleet carriers and additional fighters in support.

Fighters still get to fire before ships can fire at them with normal weapons, however some ships now have the anti-fighter trait which can shred fighters before they get the chance to fire. Depending on how widespread the anti-fighter trait is within the enemy fleet fighters may be still usable as expendable but effective ordinance or restricted to an anti-fighter role themselves. However the anti-fighter trait is a single pool of dice, and on ships without a heavy dice pool this can be overwhelmed. High hull fighters will be able to survive greater amounts of anti-fighter firepower.

If the fleet does have anti-fighter trait on all ships, fighter attacks should be concentrated against single ships rather than spread across many ships. You reduce his pre-emptive fire which means more of your fighters will survive to fire themselves.

Some fighters will have the anti-fighter trait themselves, and these get to use it against fighters that engage them in dogfights, making them significantly more dangerous to other fighters.

Fighters supporting ships can be used as high risk interceptors. For ships that already have a high number of interceptors this is not a good trade off, as the risk of loosing a fighter is greater than the benefits provided. Any ship with three or more interceptors already has enough interceptors. Ships with lower interceptors would be more worth protecting, but this shouldn't become a standard practice for all ships, but only used to protect important ships.

The use of fighters as interceptors will depend on the race, the fighters of some races are of little use to attack enemy ships, therefore keeping them in support of your ships to protect against enemy fighters and use them as interceptors if not engaged by enemy fighters. It will also depend on the weapons of your enemies, if they are using beams extensively then it will not protect your ships anyway.

One last change is that fighters now launch in the end phase. Tactically this change has little effect, except that they will not be caught by exploding ships on the turn that they launch, unless it's the carrier itself exploding of course. It also makes the traditional Narn tactic of using energy mines on the carrier each turn to kill it's fighters as they launch a non-starter. There will be better uses for energy mines though anyway, like killing ships.

Stellar Debris

A few significant changes here, mainly around asteroids and dust clouds. Firstly ships within either form of stellar debris can now be targeted by ships outside the area of the debris, and return fire on them. This means that you can no longer dive into an asteroid field to escape fire completely. Instead you will have to hide on the other side of the asteroid field if you want to avoid contact with the enemy.

There is now a bonus to stealth for being in either asteroids or dust which is especially useful for ships that already have stealth. The Minbari for example will become a nightmare to engage within an asteroid heavy environment as many of their ships will be operating at a stealth of 7+, maybe even 8+, forcing you to engage them up close and personal. The bonus to stealth from dust clouds is less than that of asteroids, but they do no damage and only reduce crew quality a little.

Even those ships without their own stealth systems may want to dive into the asteroids occasionally, as they gain minimal stealth for being there. Stopping a third of your enemies fire with this limited stealth, or even one sixth if they are within eight inches may be the difference between success or failure. To do this without wrecking your ship will normally involve slow movement into the asteroids to keep damage to a minimum if the dice roll is against you. Some ships are naturally suited to this sort of move. Agile ships with the dodge trait are one obvious example, but massive ships with advanced defences and slow speed can also take advantage of this.

When planning to take cover in asteroids, and if you have the time, move up to the field on one turn without entering it, then enter it on the second turn at slow speed, thereby minimising the damage that you will take if things go wrong.

Damage from asteroids can now be dodged by those ships with the appropriate trait. This will make whitestars particularly effective, as they will have good crews to avoid impacts, and even if this fails will be able to dodge the damage much of the time.

Fighters are also now slightly better at flying through asteroids, starting at a base of six now instead of five in Armageddon. This means that they can fly safely through the lower half of the density range and have a 50:50 chance at even

the highest asteroid density. This makes fighter ambush from the other side of asteroid fields a practical option, and fighters with stealth can sit inside asteroids and still be relatively safe from normal weapons fire.

Planets themselves have not significantly changed in the new edition of the rules however their effects with other traits open up new possibilities. They remain a valuable tool on the battlefield for several reasons. Firstly they block line of fire, which means that they can be used to mask the approach of ships, allowing you to get into range against an enemy that has the range advantage. Secondly orbiting a planet, which in itself hasn't changed, becomes more valuable with lumbering ships that are unlikely to be able to change course anywhere near as much as they can if they orbit, especially as you can 'Max Chat' around a planet for extra movement. Lastly the sling shot, which also hasn't changed, gives lumbering ships a chance to make a second turn during their move, something that they cannot otherwise get. Obviously this is useful for all ships, but lumbering ships will find it especially so

Admirals

Although a few admirals had already been detailed in various products, they were specific individuals rather than options that could be tailored to your fleet. Now with the new edition you can create an admiral with abilities that tie in specifically with how you fight your engagements, for the cost of increasing the priority level of your largest ship by one level.

The cost of admirals varies, effectively doubling the cost of your largest ship. This will have less of an impact if you are downshifting all of your points to get more smaller ships as the admiral costs a smaller percentage of your overall fleet. The exception to this is if the admiral is placed on an Armageddon priority ship, where they will only cost 1 point at battle priority. This makes admirals on war priority ships the most expensive and therefore least useful admirals around, so something to be avoided if possible.

The cost effectiveness of admirals is somewhat marginal. You will have to look carefully at the abilities you are getting and decide if they are worth the expense you are paying for them. In most cases another ship of the size of your largest is going to have a much greater effect on the battle than any admiral can hope to have, which is going to make their use rare at best.

All admirals give a bonus of +1 to initiative rolls, however this basic bonus doesn't stack with the command bonus found on many of the largest ships, which means it will only rarely be a factor.

Each admiral has three of the following traits, selected by the owning player obviously.

Analytical Mastermind provides a bonus against enemy stealth ships. Obviously this trait will be of use against any fleet that has stealth on all it's ships, but watch out for using the admiral's ship first to gain lock on, hoping to pass on that benefit to the other ships of your fleet. If the enemy stealth fleet are able to destroy the admiral's ship, they not only remove the bonus against their stealth but kill your admiral as well.

Defensive skill is one of those traits where the benefits are obvious, adding anti-fighter 1 to the ship or increasing it's anti-fighter trait if already present. Considering the cost of an admiral, this is not worth the cost of the admiral, I wouldn't recommend it even against fleets with dangerous fighters.

Engineering Genius means that your ship never drops below half base speed, which will be of particular use on a ship that needs to maintain manoeuvrability, either to maintain a dodge defence or to get bore-sight weapons to target the enemy. However ships with a speed of eight inches or more will only drop below half speed if the ship is crippled, at which point the ship probably has no more than a turn or two of life left, in which case this ability is going to have little impact on the game.

Inspirational leader is little more than a bonus to crew quality, and as such the benefits are obvious. Just as obviously, this is not as much benefit to the rest of the fleet as another large ship.

Inspired commander increases the initiative bonus of the admiral to +2, and more importantly allows it to stack with the command X trait found on ships. This is one of the most useful admiral traits available and is likely to be taken regularly, if for no other reason than it forces the enemy to either loose out on initiative or take an admiral themselves to counter this. This negates the value of this trait however relative choices of other traits will be telling.

Instil Fervour is one of the less useful admiral traits, as forced surrenders are rare. Consider taking this if the scenario or campaign rules make forcing surrender an attractive option. One advantage is that the trait applies across the entire fleet.

Legendary Tactician is similar to the legendary captains found on many crew duties tables, allowing two non conflicting special actions to be performed. Unlike legendary captains however admirals can do this every turn rather than once a battle. Definitely a useful trait, although the list of complimentary special actions is limited.

Linked targeting allows weapons to fire round corners, which is a very interesting ability for a ship, however it will actually prove useful very rarely, and other traits will generally be more useful, and another warship will be more useful still.

Lucky which gives you a number of re-rolls based on the priority of the battle. This is a useful trait, but doesn't offer much in the way of tactical options.

Master of Deception would be a very useful trait if you could use it every turn, as you could control where damage was striking your fleet. As it is you only get to do this once per battle, which limits it to saving a vital ship from an attack that you expect to be lethal. As a one shot deal it's a little underpowered.

Meticulous planner doubles your fleet initiative bonus for deciding deployment and initiative on the first turn. This is one of the best admiral traits available as it can almost ensure control over deployment. This in turn puts you in the driving seat for the start of the game. The only note of caution is that it doubles the initiative bonus, which if you don't have any, will still be nothing. It should probably be avoided by races with a negative fleet initiative modifier as it would actually make them worse. When combined with Inspired commander and a command ship, this can make some fleets unstoppable in deployment, Imagine a fleet with a +14 initiative bonus for deployment and the first turn.

Operational control will be useful if you favour large fleets of smaller ships operating in squadrons, it increases the range squadrons operate at to 9". However be aware that a squadron of four ships each 9" from the next will cover a line 27" long,

and could easily find half the squadron out of range. This might be useful for races that rely upon large numbers of smaller ships operating in packs, Drazi and Centauri come to mind.

Revered leader grants each ship in the fleet one re-roll on failed crew quality checks during the game. This admiral trait will be mildly useful most of the time, ensuring an better degree of control over the fleet. However if your plan relies upon the entire fleet conducting a special action at the same time then this trait can be invaluable. One example would be if you were planning a massed jump point shock wave attack, this would make those difficulty nine crew checks that much easier.

The master plan doesn't make your ship or fleet any better at all, but does give you more victory points at the end of the battle. However if you've lost most of your fleet because the enemy were tougher than you, the extra victory points will not help much. This is an admiral trait I would recommend for those players who go for the paper victory rather than military supremacy.

Top gun gives a +1 to dogfight rating for fighters based on that ship. This is only a mildly useful trait unless the admiral is based upon a major carrier, something like a Poseidon, in which case it is more useful. Combined with fleet carrier it would be especially effective.

Example admiral; Inspired commander, Meticulous planner and legendary tactician. This gives me a healthy bonus to initiative, complete domination over deployment and the ability to use two special actions a turn with the command ship. Another example; probably good minbari option is Inspired commander, Meticulous planner and top gun. Placed on a carrier with command trait, this would both dominate deployment and make your fighters significantly better. There are many

other combinations that will work well, and these will depend on what fleet you are using and who you are fighting, however the above combination will probably serve well as an off the shelf admiral for general use.

The big advantage with these admirals is that you can pick and choose which traits you have to suit your own style of play, a massive advantage over pre-generated or randomly rolled admirals. The cost of admirals is so high that I wouldn't take them often and I would structure my fleet in order to minimize the cost of them. I would not take a single heavy unit as the core of the fleet, but making use of a large number of equal priority ships, probably lower than the priority of the battle to minimize cost.
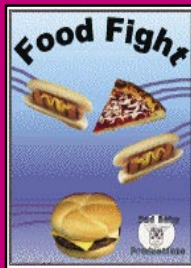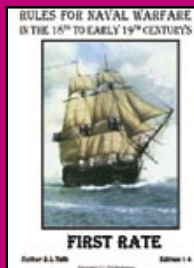
Conclusions

The basic rules have not changed that greatly, so neither will the tactics that work. What has changed a little is that there are fewer reliable super weapons available, as individual beams are too random to rely on. Instead concentrated fire from more than one ship onto the target will be advisable, to make a solid hit that much more likely. This in turn will make lone gunman actions by single ships less likely as with a bad dice roll they can do little, instead groups of ships operating together will become the normal operating procedure.

Science Fiction

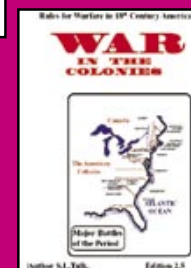|	
Aeronef	$9.26
Aeronef Captain's Handbook	$9.26
ASTRAL CONFLICT Spaceship Wargaming	$1.00
Babylon 5: A Call to Arms Counter Sheets (Revised)	$4.95
Babylon 5: A Call to Arms Rules Supplement 1	$4.95
Babylon 5: A Call to Arms Rules Supplement 2	$4.95
Babylon 5: A Call to Arms Rules Supplement 3	$4.95
Babylon 5: Armageddon	$17.47
Babylon 5: Sky Full of Stars	$17.49
Babylon 5: The Dilgar Imperium	$6.97
Babylon 5: The Drakh	$6.97
Campaign Moderator's Companion	$9.95
Capital ships (Astral Conflict Supplement 2)	$1.00
Defiance: Vital Ground	$15.95
For A Fistful of Fusion (Astral Conflict Supplement 1)	$1.00
Iron Stars Rulebook	$9.95
Iron Stars: Southern Front	$9.95
Starmada X	$8.95
Starmada X: Brigade	$10.95
Starship Troopers: Mobile Infantry Army Book	$13.97
Starship Troopers: Skinnies Army Book	$13.97
Starship Troopers: The Arachnids Army Book	$13.97
Starship Troopers: The Klendathu Invasion	$10.97
The Escalation Wars: Empire Rising	$14.00
The Menangerie	$10.00
VBAM: Jovian Chronicles	$13.50
Victory By Any Means Campaign Guide	$15.00

Ancients

Phalanx	$3.00
Salamis ad Actium	$10.00

Eighteenth Century

War In the Colonies	$12.00

Napoleonic

First Rate	$24.00
Grand Fleet Actions in the Age of Sail	$8.50
L'Empereur	$16.00

Free!

Air War C21 Lite	Free!
Killing Time I	Free!
Signs and Portents Roleplayer	Free!
Soccer Ruleset	Free!

World War I

Aces at Dawn	$8.95
Biplane Barmy	$6.45
Fire When Ready	$10.00
Grant Fleets	$10.95
Jutland	$8.50
Perfidious Albion	$10.00
Stations Manned and Ready	$10.00
Stringbags	$10.00
Tsushima	$8.50

American Civil War

Blue Steel, Grey Thunder	$8.50
Iron and Fire	$10.00

World War II

Angels 15	$10.00
Spitting Fire	$8.95
The Face of Battle	$10.95
Victory at Sea	$20.97
Victory at Sea Counter Sheets	$13.97

Generic

3D Gothic Courtyard	$3.00
Castle Walls	$2.00
Castle Gateway	$2.00
Clash of Steel Miniatures Rules Version 1.1	$3.95
Divine Word	$5.00
Food Fight	$5.00
King of the Hood Card Game	$2.00
Kung Fu U	$5.00
Norman Keep	$2.00
Roar of the Crowd	Free!
Temple of Athena at Delphi	$3.00
Treasury	$2.00
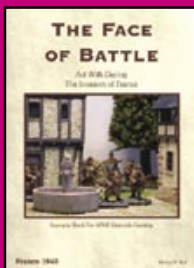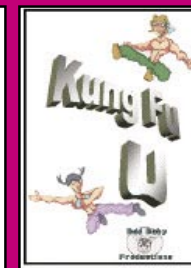
Modern

Blazing Jets	$7.95
Bulldogs Away!	$10.00
Fox Two Reheat	$10.00
Marines vs Zombies	$3.95
The Hill Battles Khe Sanh 1967	$10.00

Sports

The Grid	$19.95

Fantasy

Ares Expanded Rulebook	$9.95
Clash of Steel the Card Game (Fantasy Edition 1.0)	$2.00
Clash of Steel the Card Game Expansion 1: Humans	$1.00
Disposable Heroes Fantasy Collection (Static Edition)	$9.99
For The Masses	$4.95
Raze the Castle	$1.00

Join the group of companies on wargamingonline.com

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

Write for the Mongoose

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

Where to Start...

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

Things to Remember

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

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

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

Subject Matter

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

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

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

Editing

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

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

Little Details

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

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

Legal Requirements

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

Who do I write to?

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

ESCALATING TOTAL WAR

New Units for Battlefield Evolution

Matthew Sprange

Last month, we presented some Air Units for you to start experimenting with, along with a British Army Anti-Tank Section. We continue this month with some more units for which you should be able to find some models for, so long as you are prepared to do a little building and painting!

As total war begins to envelope the globe, with hot spots erupting on an almost weekly basis, the sleeping giant is stirring once again. The United States of America cannot permit the rising superpowers to achieve dominance in strategic areas, and the USMC has been given the tools to ensure it can get the job done.

USMC LAV-AD — 150

The Air Defence variant of the aging LAV, this vehicle can still provide umbrella coverage for USMC convoys.

Materiel

LAV-AD w/Stinger Missiles, 20mm Chain Gun

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	9"	4xD10	7+	4+	9+

Armour

Weapons

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

FIM-92E Stinger
Range: 72" Damage: D10

Special Rules

20mm Chain Gun: This weapon causes a –2 penalty on Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only.

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

FIM-92E Stinger: The LAV-AD carries eight Stinger missiles. They are AA missiles and cause a –1 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot action. If the target has the Countermeasures special rule, you may force your opponent to re-roll the dice.

Armoured: The LAV-AD will ignore all terrain 1" high or less for the purposes of movement. It is also immune to Suppression but only has an Armour score of 5+ to the Side or Rear facings. The LAV-AD may never make any reactions except against Air Units.

Tough: The LAV-AD will ignore the first two failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Modelling Note: A tip to the wise – try to get hold of a model with a removable turret, as it is very likely we will come back to the LAV for other variants. The LAV is an older vehicle in the world of Battlefield Evolution (remember, 15-odd years ahead in the future), but it will be present in enough numbers to make it a suitable backbone for the USMC.

USMC MV-22 OSPREY — 120

Faster and longer ranged than the equivalent helicopter, the Osprey heralds a new age of air transportation for the USMC.

Materiel

MV-22 w/MG

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
7	V/STOL	7xD10	5+	4+	8+
	Loiter				
	Cruise				

Transport

Weapons

MG
Range: 20" Damage: 3xD6

P31 ASRAAM
Range: 72" Damage: D10+2

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

Cluster Bomb JDAM
Range: - Damage: D6+1

Special Rules

MG: This weapon causes a –1 penalty to Armour rolls. It may only be used when the MV-22 is using V/STOL or Loiter flight speeds.

Air Unit: The MV-22 is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first five failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Transport: The MV-22 may transport up to twenty-four Size 1 models. Size 2 models may be carried, but they will each take up the space of four Size 1 models. Rules for Air Units transporting other units can be found in the Battlefield Evolution 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 5 or more, the countermeasures successfully decoy the missile, avoiding any damage.

Modelling Note: You will probably want to stick to a 1/72 scale model of this one!
Either way, the Osprey will be an imposing model on the table. . .

USMC SCOUT/SNIPER TEAM — 50

The basic M-40A3 is used for precision sniping, while the distinctly un-stealthy M109 is capable of destroying light vehicles.

Materiel

Rifleman w/ SCAR-L, Sniper w/ M-40A3

Options

Any Sniper may replace his M-40A3 with an M109 for no extra cost.

Statistics

Size	Move	Close Combat	Target	Armour	Kill
1	5"	2xD6	4+	6+	7+

Support

Weapons

FN SCAR-L Assault Rifle
Range: 24" Damage: D6

M-40A3 Sniper Rifle
Range: 50" Damage: D6

Barrett M109 Sniper Rifle
Range: 60" Damage: D6

Special Rules

Land Warrior: This equipment, 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 SCAR-L will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

Elite Training: All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

Stealthy: If this unit is within Cover and did not make any shooting attacks with the M109 or SCAR-L in the last turn, units beyond 20" may not draw Line of Sight to it.

Infiltrate: So long as your army sets up second and this unit starts the game out of Line of Sight to the enemy, it may be deployed up to 12" further away from the table edge.

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

M-40A3: The M-40A3 gains a +2 bonus to its Damage Dice, against Size 1 targets only. It may only fire once each turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone, rather than allocate normally.

M109: Optional upgrade. The M109 gains a +3 bonus to its Damage Dice against all models of Size 2 or smaller. It may only fire once each turn and never as a reaction. If a Ready action is taken before it shoots, you may opt to roll its Damage Dice against any model in the Fire Zone, rather than allocate normally.

Army List: Up to three Scout/Sniper Teams may be purchased for each Support slot.

Modelling Note: The USMC Force Recon team, with a little judicious weapon-changing, will give you perfect models for your Scout/Snipers.

USMC EXPEDITIONARY FIGHTING VEHICLE

200

Built to encompass the USMC's ever-changing role, the EFV can transport two fire teams in safety while engaging other AFVs.

Materiel

EFV w/Mk44 and MG

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
3	8"	4xD10	8+	3+	11+

Transport

Weapons

Mk44 40mm High Velocity Cannon
Range: 50" Damage: 2xD10

7.62mm MG
Range: 30" Damage: 3xD6

Special Rules

7.62mm MG: This weapon causes a –1 penalty to Armour rolls and may be used as an AA weapon. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only.

Mk44: This weapon causes a –3 penalty to Armour rolls.

Armoured: The EFV will ignore all terrain 1" high or less for the purposes of movement. It is also immune to Suppression but only has an Armour score of 4+ to the Side or Rear facings. The EFV may never make any reactions. It will also ignore the effects of smoke (see main rulebook).

Tough: The EFV will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Transport: The EFV may carry up to nine Size 1 models. Models may mount the EFV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the EFV, than both the models and the EFV may only take a single action in that turn. If the EFV is destroyed, every model on board will immediately suffer a D6-1 Damage Dice.

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

USMC HMMWV

30

Though officially replaced by the Shadow and ULTRA AP in frontline positions, the HMMWV is still present in a great many configurations and variations.

Materiel

HMMWV w/M2

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	9"	2xD10	5+	4+	8+

Transport

Weapons

M2 .50 MG
Range: 36" Damage: 2xD6+1

Special Rules

M2 .50 MG: This weapon causes a –1 penalty to Armour rolls, and it may be used as an AA weapon. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only.

Transport: The HMMWV may carry up to six Size 1 models. Models may mount the HMMWV simply by moving on to it, and may leave with a Move action in the same way. If models either enter or leave the HMMWV, than both the models and the HMMWV may only take a single action in that turn. If the HMMWV is destroyed, every model on board will immediately suffer a D6 Damage Dice.

Tough: The HMMWV will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. The HMMWV is immune to Suppression. It will also ignore the effects of smoke (see main rulebook).

Army List: Up to two HMMWVs may be purchased for each Transport slot.

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

Terror at Bestine

A Call to Arms Second Edition Battle Report

Matthew Sprange and Ian Barstow

With the new Gaim fleet arriving in the office, we could not wait to give them a full work out, so the wet turbot was promptly hefted, and the challenge made – Ian would take the Gaim and lead them in an ambush against an Early Years Earth Alliance fleet led by Matthew.

The Earth Alliance made many friends within the League after the Dilgar War, but rivalries among the member states remained. When these rivalries erupted into border skirmishes and wider conflicts, the Earth Alliance often found itself caught in the middle.

In this battle, the Earth Alliance is delivering trade goods to the Descari as part of a new treaty (the Descari just cannot get enough Levi jeans and Abba recordings, groovers that they are). The Gaim Intelligence has attempted to monopolise all trade to the Descari for a decade, and desperation has led them to sink this new treaty by directly attacking these upstarts from Earth.

This will be a Convoy Duty mission at Raid level, with 5 Fleet Allocation Points for Earth and 3 for the Gaim.

The Earth Alliance

Matthew: Having playtested the Gaim thoroughly, I know what to expect (fighters, lots of them, plus some tough hunter-killer ships to back them up), but two things will be worrisome. First, things are always a little different when playing with the 'proper' miniatures and second, Ian has a habit of pulling something strange out of the bag. It usually harms him more than the enemy, but it gives pause for thought nonetheless. I figured he would try to hit my civilian ships hard, and then retreat before I can manage a proper response.

To tackle or, at least, neutralise the waves of expected fighters, I picked two Artemis escort frigates. They will remain in close formation with the civilians and while they will provide a nice target for photon bombs, those are infinitely preferable to the suicide Klikkitaks. Their ability to share Anti-Fighter defences with the civilians would hopefully keep the Gaim at bay.

Next up will be my heavy hitters – two Early Years Nova dreadnoughts. Solid and unrelenting, they will hammer anything that gets too close and I'll be positioning them so anything that wants the civilian ships will have to get through these two beauties first.

I then considered an Orestes to round things off, or an Avenger to give me some fighter support. However, the Orestes is a little slow for convoys – the civilian ships would not exactly be stomping away from it, but the big battleship would find it hard to react if Ian darted towards my fleet from an unexpected quarter. The Avenger would be a nice choice, but I didn't think I would be able to defeat a Gaim fleet in a straight fighter battle, so I decided to rely on Anti-Fighter defences and concentrate on hammering any Gaim ship that so much as sniffed in my direction.

To this end, I went ahead with a Hyperion command cruiser. It has strong Anti-Fighter defences, a powerful laser cannon and, most importantly, its bonus to my Initiative would at least keep me in the game as far as Ian's fleet was concerned (with their own +3 bonus).

Finally, I rounded things off with two Olympus gunships. These would rove round the battlefield, answering any thrust Ian made towards my civilians, and generally acting as hunter-killers with their laser cannon.

The Civilians
Under normal circumstances, I would take six Corporate Freighters in the fleet. However, variety is the spice, so they tell me, so I decided to tinker with things.

The first thing I did was swap two of the freighters out for a Space Liner. It is an impressive model, and its extra damage should soak up a few hits from the Gaim. Besides, I hear Descari is lovely this time of year, and no doubt there will be plenty of tourists from the Earth Alliance willing to make the trip.

We also had the new Patrol Boat model in the office, and this seemed like a good time to try it out – besides, it is almost a mini-warship in its own right, and so should give Ian a shock!

The Earth Alliance Expeditionary Force

EAS Leto, Nova-class dreadnought (A)
EAS Kalypso, Nova-class dreadnought (B)
EAS Dione, Artemis-class escort frigate (C)
EAS Hera, Artemis-class escort frigate (D)
The Vanguard's Pride, Patrol Boat (E)
EAS Thetis, Olympus-class gunship (F)
EAS Axios, Olympus-class gunship (G)
EAS Venus, Hyperion-class command cruiser (H)
The Mauritania, Space Liner (I)
The Star Voyager, Corporate Freighter (J)
The Space Witch, Corporate Freighter (K)

The Gaim Intelligence

Ian: The Gaim. Always me with the new fleet, isn't it? Anybody would think I had a reputation for trying out off-the-wall tactics. Still, last time out I sorted Alex with the pak'ma'ra, so why not duff over the other main man with the Gaim?

I'd had more involvement on the ship designs for second edition than anything else, and I was particularly pleased that the Gaim, designed by the multi-talented Mike Wikan – and approved by the less-talented me – Looked so damned good. For my money this is the best looking fleet in the game, which makes me very proud.

So, feeling aesthetically satisfied, I wet about the business of picking a whole 3 points at Raid level. My first assessment was this isn't going to get me too much, especially with the selection criteria imposed on the Gaim. Primarily this involved the compulsory selection of a Queen ship to command the fleet. I already had the beginnings of a plan in mind, based upon lessons learned playing Nick the Greek in Victory at Sea. I was going to design a small, powerful force designed to emphasise the Gaim's strengths while avoiding the main pitfall of playing a new fleet for the first time – over-elaboration.

There were really two serious options for the Queen, ship, namely either the Shaakak or Shuuka Queen Light Cruisers. Both have their value but for my purposes I wanted to put out the maximum number of Klikkita Light Fighters, so I picked the Shaakak, which fields a very useful 12 flights.

Right, having picked my compulsory Queen I looked no further than the Stuteeka War Carrier.

This carries a massive 24 flights and as a Fleet Carrier has the chance to recover lost ones. Packed with high technology it's the perfect fighter carrier.

Already two points used up, and I needed decoys. Looking through the list the stealthy Stak-class Scouts attracted my attention. Not particularly well armed, but fast enough to get in amongst the enemy and at Patrol level, I could get four for my remaining point. What's more, even the Staks have a flight of Klikkita fighters each, adding to the numbers at my disposal.

So far I had maintained my own selection criteria. I had selected a minimal number of vessels to ensure I didn't over-complicate things (nothing worse than being unfamiliar with ships and then forgetting that vital special rule that can be the difference between victory and defeat) and I was working towards the plan developing in my mind. What? The plan? Oh yes, you'll want to know. Well, with the Gaim the strength is in the fighters – not something that you can say about most fleets! That's because they effectively have Kamikazes! The Klikkita can be transformed in any end phase into the potentially devastating Klikkitak Crewed Missile.

I had looked at the fleet list before and thought to myself, that the Gaim could be worked like a late World War Two Japanese fleet: primarily carriers deploying an unstoppable mass of fighters to throw at the enemy and literally crash them out of the battle. My plan was to concentrate my forces at the rear of Matthew's formation where I reasoned he would be weakest, smashing into the slow-moving transports (the fact that they move in the End Phase means that they are the equivalent of a move behind) and then getting the hell out of Dodge before Matthew could pour his superior firepower into me.

If the Gaim have a weakness, it's in regular damage dealing. Their primary weapon system is the Photon Bomb, generally turret-mounted and with a decent range, they are energy mines, which means hitting anything within three inches of the set target point, ignoring Dodge and Interceptor traits at the heavy price of no critical hits. This can make them relatively ineffective with average-to-poor dice rolls, but I reasoned that Matthew would pack his ships fairly tightly, giving me multiple targets and making up for the inability to cause those much-loved crits! If things went right the mass of Photon Bombs would reduce several ships to cripples allowing the fighters to pick on weak and juicy targets.

The Gaim

Shaakak Queen Light Cruiser (1)
Stuteeka War Carrier (2)
Stak Scout #1 (3)
Stak Scout #2 (4)
Stak Scout #3 (5)
Stak Scout #4 (6)

Deployment

Asteroid Field

Nebula

Turns One and Two

Matthew: The convoy trundled along, the freighters and *Mauritania* accelerating to flank speed as they neared the asteroid field and nebula – this was known Raiders territory and the *Venus* had passed orders for all craft to retain maximum manoeuvrability. Still, no sign of any trouble. . .

Ian: What Matthew said, really! I wanted to put enough space at the rear of the enemy fleet to arrive close to a back corner and rush in before he could react.

The *Thetis* and *Axios* both managed to Come About, getting boresights on two of the Staks, though they fail to penetrate the Stealth. The *Kalypso* has no such problems and its hail of plasma fire cripples one and reduces another to just 2 points of Damage.

My civilian ships then all but disappeared under photon bomb fire from the entire Gaim fleet. The Staks attacks were largely ineffectual, but the carrier and Queen both gave a real pounding. The Mauritania weathered this well, but the freighters did not do as well, and *Vanguard's Pride* looked decidedly creaky!

In the End Phase, the civilian ships scattered as best they could (as I learned not to clump them together. . .) while the Gaim launched a veritable wave of fighters.

Ian: I decided I daren't wait any longer and despite losing the initiative risked coming on. I was relying on the Staks' stealthiness to keep them hidden but Matthew rolled well enough to spot One and Two, and both suffered heavily. I targeted a single point just behind the space liner that allowed me to hit all three transports plus the annoying placed Patrol Boat. With decent dice rolls I should be able to cripple all but the liner.

The flaw in my plan rapidly became apparent. I am to dice rolling what Dick Van Dyke is to cockney accents (watch Mary Poppins, if you don't know what I mean). Each of the enemy ships had 18 AD worth of Photon Bombs go of around them, yet at the end of all that mostly we were able to remark on my ability to roll 1's. If rolling 1's was the objective of wargaming I'd be world champion. Sadly, it isn't, and I'm not. Still, nothing had been destroyed and I had 13 flights of fighters in the air.

Turn Three

Matthew: Energy spike! The full spectrum sensors on the *Venus* picked up a twitter from the rear quarter (I gained the Initiative this turn), and started to relay orders as a Gaim fleet appeared.

As Ian started moving his Stak scouts onto the table, my fleet moved to respond. I wanted to present a united front so my larger fleet could cover the escaping civilians – with any luck, Ian would dash his ships against my heavyweights.

Turn Four

Matthew: Now the battle really began to hot up. The *Thetis* and *Axios* both managed to boresight the Queen with their laser cannon, which tore it apart in a spectacular set of critical hits. Without the Queen, the Gaim would start to become directionless.

The Gaim fighters swept in to engage ship and Starfury alike, and the anti-fighter weaponry on the *Hera* began to chatter as they closed in, taking out three flights. The dogfights saw losses on both sides, with it ending up fairly even – however, I was all too aware the Gaim had way more fighters than me, as well as a Fleet Carrier able to recycle battered flights.

A burst of gatling laser fire from Stak #2 proved to be too much for the *Space Witch* to bear, and its thin hull folded under the punishment, to Ian's elation. One transport down already!

The two Novas proved to be well on form, with both highlighting the Staks for the rest of the fleet. The *Leto* took care of one, while split fire from the *Kalypso* accounted for two more (finishing off the scouts that had suffered in Turn Three).
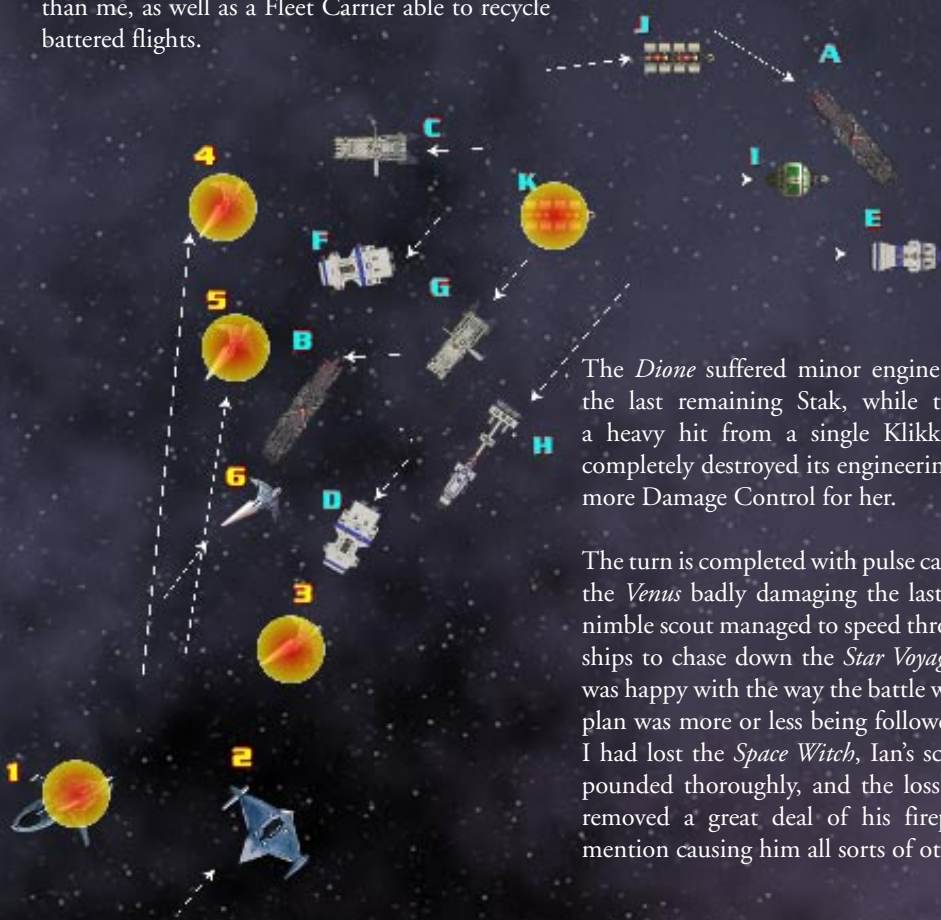
The *Dione* suffered minor engine damage from the last remaining Stak, while the *Hera* took a heavy hit from a single Klikkita flight that completely destroyed its engineering section – no more Damage Control for her.

The turn is completed with pulse cannon fire from the *Venus* badly damaging the last Stak, but the nimble scout managed to speed through the Earth ships to chase down the *Star Voyager*. Overall, I was happy with the way the battle was going. The plan was more or less being followed and though I had lost the *Space Witch*, Ian's scouts had been pounded thoroughly, and the loss of his Queen removed a great deal of his firepower, not to mention causing him all sorts of other problems.

Ian: I comfortably won the initiative this turn, and pushed my Staks in close to make use of their gatling lasers while they were hurriedly reloading their photon bombs. The Shaakak and Stuteeka stayed back, intending nothing more than launching more bombs and fighters while my first wave of Klikkitas surged forward at full speed, hungrily eyeing the enemy. I was particularly intent on getting at the transports, of course, plus the Novas, being as they have no anti-aircraft defences. Matthew had left *Kalypso* moderately exposed and I was hoping he would not notice till it was too late!

The firing started well with Stak #2 destroying one of the freighters with a concentrated burst of gatling fire. Other than that though, the photon bombs again under-performed, despite both the big ships again targeting the same point, this time just in front of the liner, netting the fleeing Patrol Boat and the distant Nova as well.

In return Matthew's crews suddenly woke up, and before Staks #1, #2 and #3 were destroyed came the calamity of losing my Queen ship to a freakish set of laser cannon hits from the two Olympus's weapon systems. After all my atrocious dice luck it took quite an effort not to go in the corner and use rude words. Such a sudden and unexpected loss put a massive dent in my combat ability. As well as the loss of a valuable fighter carrier, I faced an immediate -4 penalty to Crew Quality and -3 to Initiative!

Even the sight of one of my suicide fighters steaming in to inflict a nasty critical on the *Hera* couldn't disguise the painful fact that I had suffered 66% losses in a single turn. Still, I now had nearly 20 fighter flights in the air and with the *Kalypso* straying perilously close I converted them all to Klikkitaks and prepared for a ride to death or glory! Actually, I'm not sure if these are concepts particularly relative to the Gaim, but you get my drift.

Turn Five

Matthew: At the end of the last turn, Ian converted all his fighters to Klikkitak suicide craft – and he had about twenty of them! Most massed around the *Kalypso* when Ian realised the Nova does not come with anti-fighter defences as standard and I, Muppet that I was, had sent the two Artemis escort frigates to the other side of the battle. I could do nothing as wave after wave crashed into the *Kalypso* but the criticals I was fearing never came. Though the Nova had suffered badly (over a third of its Damage gone from that one attack alone), it was still in the fight!

More Klikkitaks targeted the *Venus*, no doubt as Ian wanted to give my flagship a good drubbing, but its anti-fighter defences were top of the line. They destroyed two flights, while the remainder caused only minor damage.

Then I managed to do one of those things that comes along only in maybe one battle in ten, I managed to get a triple boresight on Ian's carrier with the *Thetis*, *Axios* and *Venus*! As I rolled the dice, Ian kissed goodbye to his ship but even that amount of firepower was not enough. Though the carrier sported huge yawning holes in its hull, it was still functioning and launching fighters!

Ian: My fighters swarmed around the *Kalypso* and the *Venus* while the last surviving Stak pursued the fleeing freighter towards the asteroid field, The Stuteeka ordered All Stop! In an effort to maintain distance from the enemy fighters, although Matthew had other things planned for them as they tried to tie down as many of my Klikkitaks as possible. Even after that seven flights homed in on the *Kalypso* and five more on the *Venus*. This would be the crucial moment. If I could inflict enough criticals on these two both would be out of the battle and open a hole in the Earth Alliance formation.

I started with another fairly average round of photon bomb hits on the approaching trio of ships led by the *Thetis*, and shortly later I was being comforted by various sympathetic members of staff, even the mathematically challenged ones who knew that there should have been at least a few crits in amongst my damage rolls. I'm still not sure how the *Kalypso* survived, but she did, and at that moment I knew the Gaim was up (see what I did there?)

Turn Six

Matthew: By this time, I think Ian realised there were limits even to this. The carrier opened a jump point and prepared to leave, even as yet more Klikkitaks threw themselves into the *Kalypso*. Once again, the vital critical hits Ian was looking for eluded him, and the dreadnought took the damage in its stride. The Triple Beam Team of the gunships and the *Venus* targeted the carrier one more time, this time completely tearing it apart. The resulting fireball (-21 points of Damage!) wiped out the fighters dogfighting nearby, and both Olympus gunships took damage in the back blast too.

With the last Stak chasing the Star Voyager into the asteroid field, we decided to close a veil on the battle. . .

Ian: Yes indeed, a jump point was opened and we prepared to flee, taking the news back to the Intelligence that things don't always go the way you plan, but before I had the chance Matthew turned a set of dice rolls on me that were hard to believe. He managed no less than 11 consecutive top-halves on his beam damage rolls, and my carrier simply disintegrated. Another wave of suicide fighters failed to finish off the *Kalypso* and the Stak couldn't eliminate the freighter. All in all I've had better days.

The Result
Matthew: 32
Ian: 2

And Descari Gets Its Delivery

Matthew: I lost a freighter, which always hurts, but the good people on the *Mauritania* managed to see their loved ones once more, and at least one cargo ship made it. I made a couple of mistakes during the battle – letting the Artemis *escort* frigates wander off and do their own thing springs to mind – but on the whole, things went as planned.

It is sometimes said that battles are not won but lost, and I think that certainly applies to Ian's Gaim here. First, we should talk about his luck – in this battle, it was absolutely appalling. Take a look at his suicide fighter attacks, for example. With that many dice, he just needs a 3 on each to hit the Nova, and a 5 to cause a critical. Not one. Not a sausage. His luck earlier in the battle in scoring hits with photon bombs was similarly bad, and he should certainly have destroyed at least one, perhaps two, more civilian ships with those attacks alone. If he had managed to do that earlier in the battle, he might have weighed up the Victory Points earned, then decided to withdraw before my big guns got into range.

The other problem was in the use of the Gaim ships – this was the first time Ian had used the fleet, and they are not like those of other races. In his place, I might have been tempted to move the carrier on to the table early on, perhaps near the nebula or asteroids, and just let it launch fighters until they were all ready for suicide runs. The Staks were interesting, but though their Stealth did help, they are not frontline attack craft – Ian used them as a Centauri might use Vorchans, and

they are just not as durable. Letting the Queen get that close to hunter-killer Olympus gunhips is something else I think Ian will not do again. If the Queen had appeared at the far end of the table with the carrier, they could have lobbed photon bombs into my fleet for several turns while the fighters were made ready, and I did not have many fast ships to counter such a move. I would certainly have lost my gunships and perhaps the Hyperion if I had tried. Then all he would have had to do is leave. . .

It is worth reiterating that almost every one of my ships was down below 50% damage and that with a few lucky breaks with criticals the end result could have been a lot different.

As for the Ship of the Match? Well, I was duly impressed with the Olympus gunships, as they pack a lot of punch for something their size. However, I feel they were lucky in being ignored, as they cannot stand a great deal of punishment. The award therefore goes to the *EAS Kalypso*, which mauled the Stak scouts when they first appeared, then weathered countless suicide attacks, thereby saving the rest of the fleet!

Lacking Intelligence

Ian: OK, let's forget luck. Take it out of the equation completely. Matthew has referred to it and without it you lose. Simple as that. It doesn't make the Gaim bad, in fact, far from it.
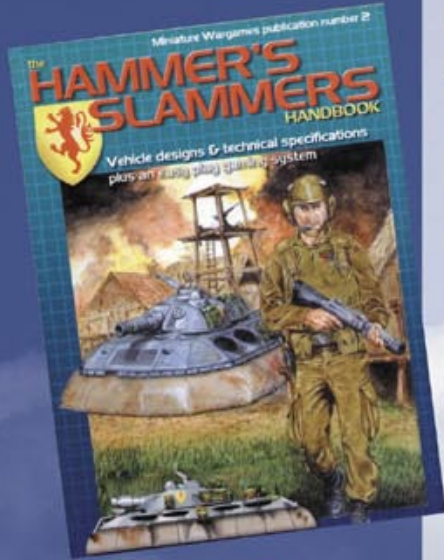
I talked with some of the Studio team after the battle about what I should have done and we all came to the same conclusion that Matthew

alluded to above. The correct tactic for Gaim is undoubtedly to make use of the devastating potential of the suicide fighter attacks and to do so in force. I believe that I did accurately assess the strengths of the Gaim before the battle and, although not the best plan, my tactics were in the right direction, using photon bombs to soften up the way for the Klikkitaks.

What I should have done though is get everything launched before ordering the attack. No other fleet can cope with the sheer weight of fighters the Gaim can throw out without seriously weakening their own force selection to do so. Furthermore, fight the Gaim just once and you'll get paranoid about staying too close together, spreading out your ships and making them even easier prey for the Klikkitaks. If I had positioned my fleet right away concealed behind the asteroid field Matthew would have been faced with the unpalatable choice of rushing through tidal wave of fighters or deploying for battle ahead of his convoy in the face of concentrated photon bomb fire. Using this tactic I would have replaced the Staks with either two Sataaka gunships or a second Stuteeka. The temptation to have 60 flights in the air backed up by 10 breaching pods might have been too much!

What I like about the Gaim is they really are different. The trick with a new fleet is to make it *different*. Nobody wants a duplicate of what they already have, and new players like as much variety to choose from as possible. Not only do the Gaim models look unique and stunning, they very much have their own style, their own strengths and weaknesses for you to develop – go on, give them a go!

Extinction Protocol

DEATH IN THE CURSED EARTH

TAKE YOUR GAMES OUTSIDE THE MEGA-CITY : PART FOUR

Gary Berner

Cursed Earth Campaigns

By putting together all of the rules from the previous parts of this article, you should already be able to play a "Cursed Earth" variant of the *Gangs of Mega-City One* game. This month, we look at some variant campaign rules for your game.

Scenarios

The following scenarios from the *Gangs of Mega-City One* rulebook are valid in Cursed Earth games:

Turf War
Hostage Rescue
Turf Grab
Raid
Demolition

Next month's article will add new Cursed Earth-specific scenarios to the list.

Calling The Judges

You may still attempt to call in the Judges in a Cursed Earth game - however, the Judges will only respond if your opponent's reputation is at least 30 - anything less is not worth the bother of sending a patrol out into the Cursed Earth for.

In addition, the number of Justice Points available to the Judge Patrol is reduced by 10 - representing the lack of resources available in the Mega-City - the Judges are needed on the streets first, not out in the Cursed Earth, after all.

On the other hand, Judges assigned to Cursed Earth patrols tend to be a hardier bunch - every member of the Patrol has their hits increased by one.

The patrol may also include heavier vehicles than usual - see the vehicle design rules in a future part of this series for more details on this.

Making Purchases

Expensive items are not so easy to come by in the Cursed Earth - gangs wanting to buy any item of equipment worth more than 2,000 credits must visit the Mega-City... this comes with its own hazards.

Getting into the city itself requires either an "arrangement fee" of 1,000 credits, or an attempt at breaching the Cursed Earth Wall - luckily, over the years various wars and other disasters have created plenty of opportunities for getting into the city without having to use the official gates...

Once in the city, the gang may make as many purchases as they wish before leaving (leaving is assumed to be a lot easier than entering, and does not require any special rules).

A gang that wishes to make an attempt to breach the wall for their "shopping trip" may play the following special scenario rather than paying a fee to a third party to arrange entry, with another player taking the part of the Judges. Any number of gang members may be committed to the attempt, but the Judges always have 30 Justice

Points to spend. Therefore, larger and more heavily-armed gangs will find it much easier to breach the city defences. Note that reputation is gained in this fight in the same way as detailed on page 89 of the main rulebook.

Breaching the Wall

Set-Up

The Justice Department player sets all of their models up first, no more than 12" from one long table edge. The gang player then places their models, no more than 12" from the opposite table edge.

The gang player goes first.

Victory Conditions

The fight continues until all gang members or judges ahve been remvoed from the table, either through injury, failure of Will to Fight checks, or exiting the table voluntarily.

If at least one gang member exits on the Judges' side of the table, the scenario is considered a win for the gang - otherwise it is considered a win for the Judges.

Special Rules

Gang members may voluntarily exit off any table edge during the fight. If at least one Gang member exits off the Judges' side of the table, the gang may make purchases of items within the Mega-City. Judges may not voluntarily leave the table.
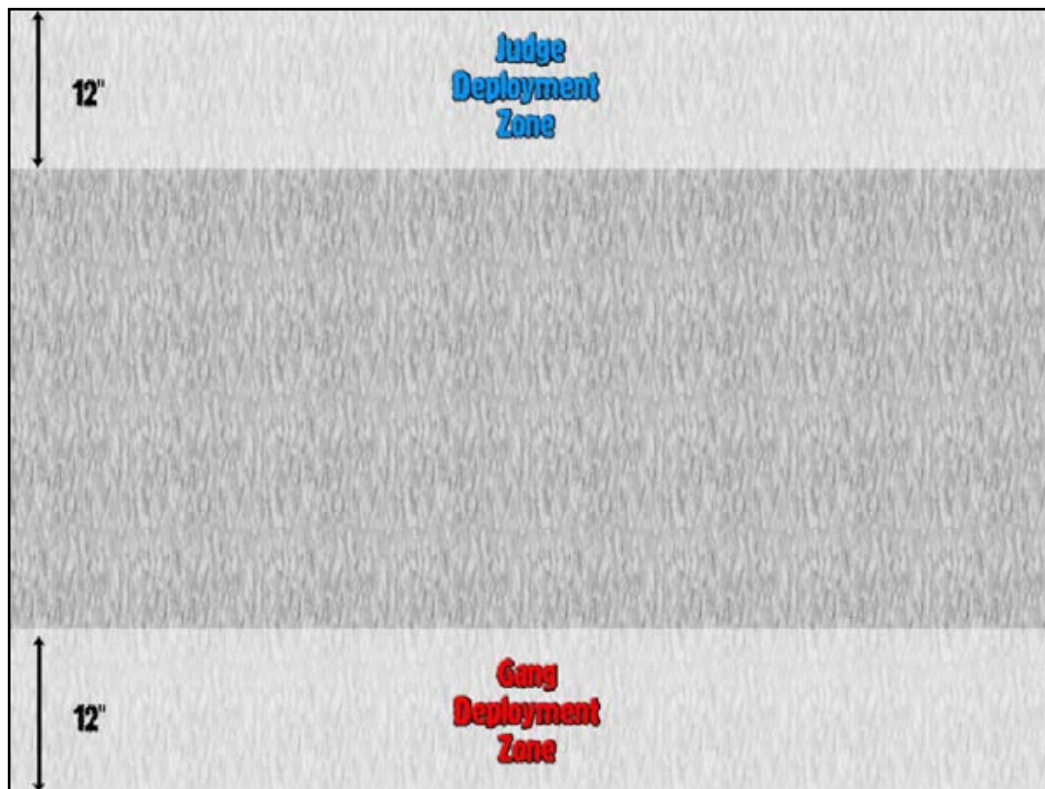
WHAT DOES IT ALL MEAN?

A Battlefield Evolution Glossary

Matt Thomason

Something that sets Battlefield Evolution aside from many of the mass-produced Wargames you might be used to playing is that it is based mostly on real world units.

Admittedly there is some extrapolation in order that the armies of the future can be fielded, but pretty much every item of technology featured in the game is either real or under development at this moment in time, and has its basis in fact rather than fiction.

This does, however, mean there can be an awful lot of confusing military terminology and abbreviations flying around. While not knowing what it actually means at the end of the day doesn't really affect how well you can play the game, it is sometimes nice to know exactly what that three-letter acronym actually stands for, so now you can be sure whether you're shooting at the enemy with a machine gun, a rocket launcher, or a super soaker.

AA - Anti-Aircraft

AAM - Air to Air Missile

ASM - Air to Surface Missile

AG36 - Underslung Grenade Launcher used in conjunction with the L85A2 (although originally designed for the G36 assault rifle).

AK-103 - Assault Rifle (variant of AK-47)

APC - Armoured Personnel Carrier

AT-14 - Anti-tank guided missile system using laser guidance technology.

CHOBHAM - Composite armour system consisting of ceramic blocks set in resin between layers of conventional armour.

CKEM - Compact Kinetic Energy Missile

EFTF - European Federation Task Force

FIST - Future Integrated Soldier Technology

GPMG - General Purpose Machine Gun

IFV - Infantry Fighting Vehicle (differs to an APC in that the vehicle is armed and capable of providing fire support alongside the infantry that it transports)

L55 - Main gun on the Challenger II

L85A2 - Assault Rifle in use by British forces. Also known as the SA80

LAW - Lightweight Anti-tank Weapon

LSW - Light Support Weapon

M109 - Sniper Rifle in service with US forces.

M16A4 - Assault Rifle in use by US forces.

M2 MG - Machine gun in use by US forces , typically mounted on vehicles. Note there is also an M2 tank and an M2 APC, to add to the confusion.

M203 - Underslung grenade launcher attachment used in conjunction with the M16A4 and M416.

M249 - Support weapon in use by US forces.

M256 - Main gun on the M1A2 Abrams

M320 - Underslung grenade launcher attachment used in conjunction with the SCAR-L.

MBT - Main Battle Tank

MEA - Middle-Eastern Alliance

MG - Machine Gun

Mk46 Mod 1- Lighter variant of the M249

PF-89 - Light anti-tank weapon in service with the PLA.

PKM - General purpose machine gun originating from Russia, in service with the PLA.

PLA - (Chinese) People's Liberation Army

QBB-95 - Light machine gun in use by the PLA

QBZ-95 - Assault Rifle in service with the PLA.

RPG-29 - Rocket-propelled grenade launcher of Russian origin in service with the MEA.

RST-V - Reconnaissance Survellance Targetting Vehicle

SA-19 - Surface to Air Missile System

SAM - Surface to Air Missile

SAW - Squad Automatic Weapon

SCAR-L - (SOF Combat Assault Rifle) - Belgian/US assault rifle in service with US special forces.

SVU - Bullpup variant of the SVD Sniper Rifle.

USMC - United States Marine Corps

WZ-551 - APC in service with the PLA (officially designated as the Type 92 within the PLA itself).

INVASION POINT: FLORIDA

USMC vs MEA Linked Scenarios: Part Three

Matt Thomason

BATTLEFIELD EVOLUTION
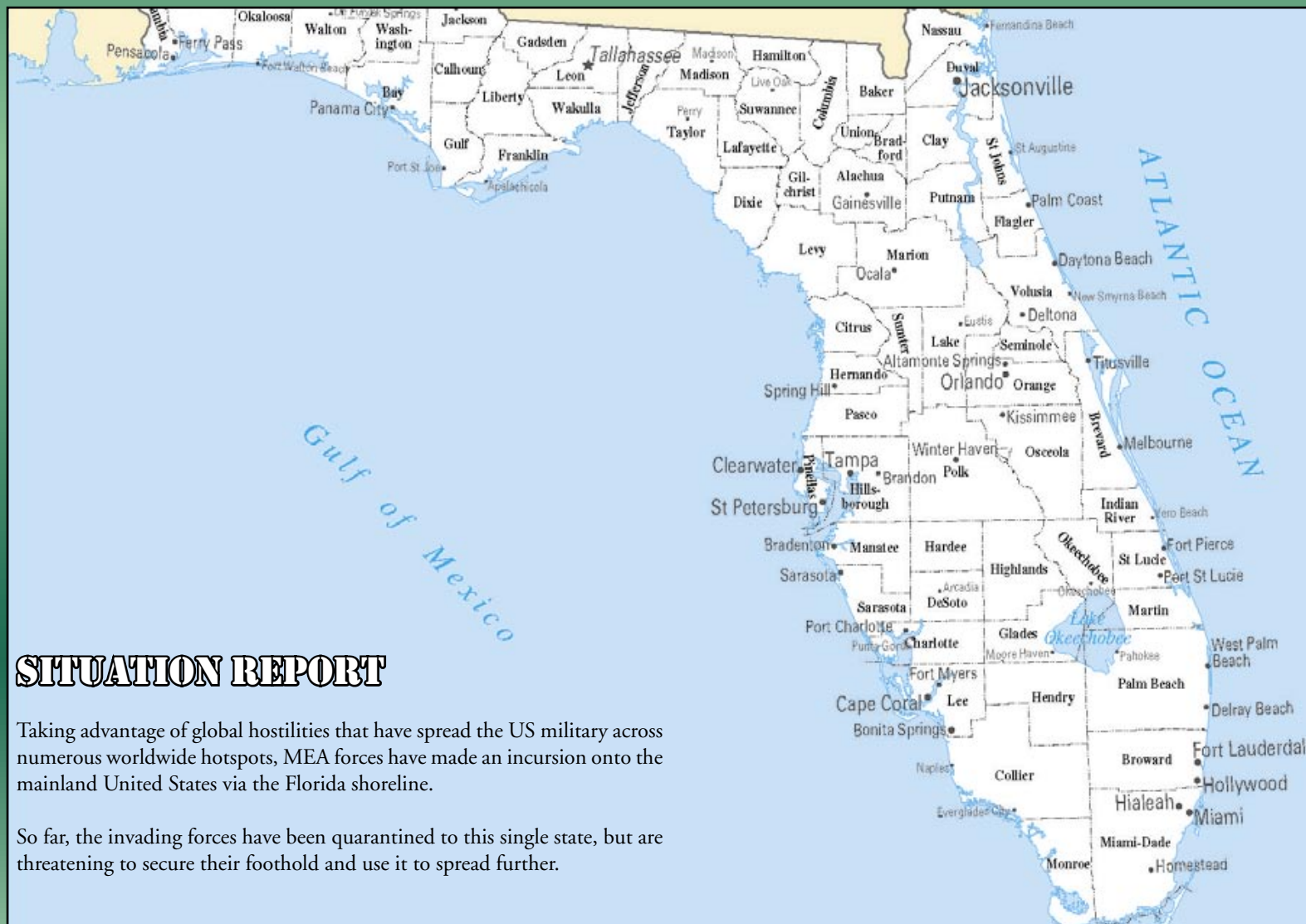
SITUATION REPORT

Taking advantage of global hostilities that have spread the US military across numerous worldwide hotspots, MEA forces have made an incursion onto the mainland United States via the Florida shoreline.

So far, the invading forces have been quarantined to this single state, but are threatening to secure their foothold and use it to spread further.

SCENARIO ELEVEN – OPERATION ZERG RUSH

The USMC attempt to storm an MEA position before reinforcements arrive.

USMC BRIEFING

A MEA forward position has been located in northern Florida. The enemy are aware of your advance, and units in the surrounding countryside are moving to reinforce their position - the faster you act, the better your chances of overwhelming the position.

Units
Two USMC Infantry Squads (both teams)

MEA BRIEFING

USMC forces have been detected en route to this position - your forces must hold out for as long as possible - reinforcements are on the way.

Units
Special (basically, get hold of as many MEA troops as you can)

SETUP

The USMC player sets up the table, and the MEA player chooses one short table edge to deploy on - the USMC player takes the opposite edge.

SPECIAL RULES

The MEA player begins with just four infantry models on the table. At the end of every turn, an additional four models enter from any point along the MEA table edge.

Standard shattering rules do not apply during this scenario.

SCENARIO LENGTH

The scenario plays until one side has been eliminated.

POINTS MATCH

This scenario is unsuitable for points balancing, but ought to work by substituting any full squad in place of the USMC infantry and individual troops for the MEA side.
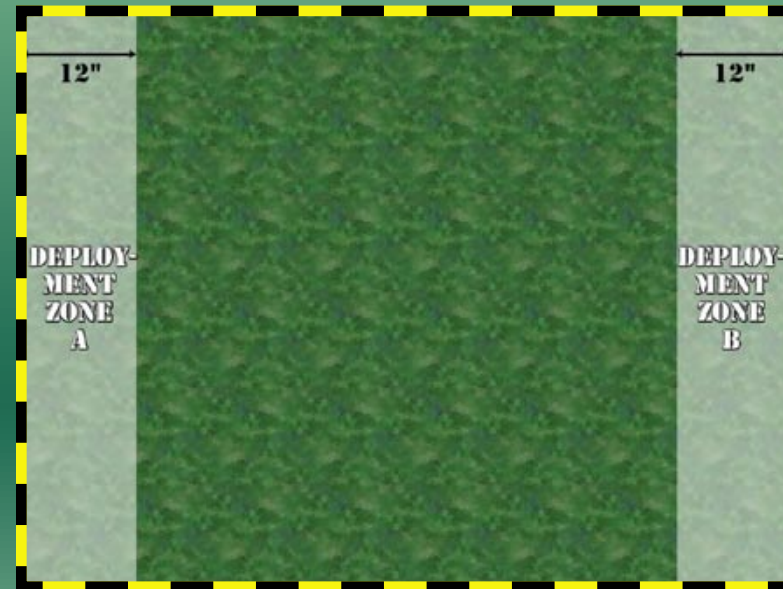
SCENARIO TWELVE – OPERATION TURTLE

With overland routes blocked, the USMC raid a fortified MEA coastal position.

USMC BRIEFING

MEA reinforcements continue to be brought in by sea at a number of coastal beach heads.

Units
One USMC Infantry Squad (both teams)
One Force Recon Team

MEA BRIEFING

USMC forces have been detected en route to this position - your forces must hold out for as long as possible - reinforcements are on the way.

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

SETUP

The table should be set up as per the diagram opposite, with one short table edge representing the coast (a large piece of blue paper can be used to represent the sea). Each player may then place up to six pieces of scenery anywhere they wish.

SPECIAL RULES

The MEA player deploys on the short table edge opposite the coast, while the USMC player enters from any point along the coastline during their first turn.

SCENARIO LENGTH

The scenario plays until one side has been defeated.

POINTS MATCH

The USMC player may spend up to x points on any units they wish, while the MEA player may spend up to x points.
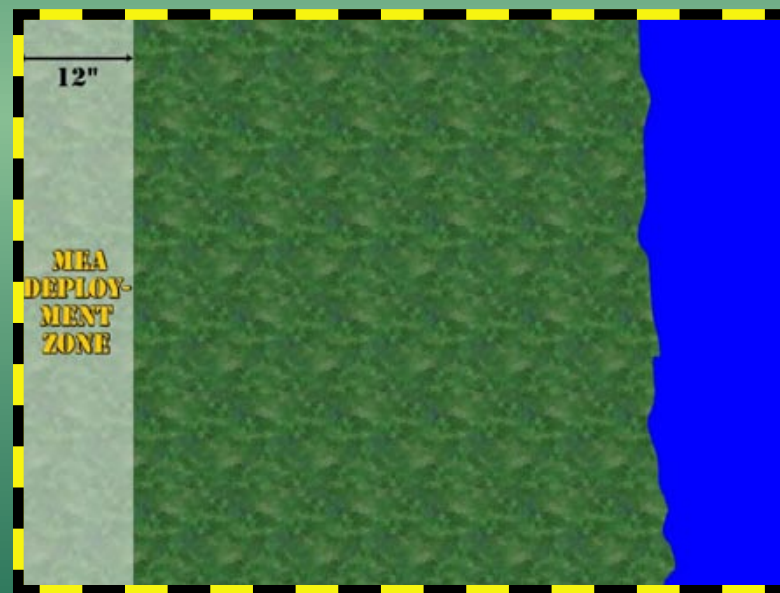
WHERE TO NEXT?

At this point you should total the number of USMC wins so far to determine the final scenario.

If the USMC have won between 1 and 4 scenarios, play scenario 13A.

If the USMC have won between 5 and 8 scenarios, play scenario 13B.

If the USMC have won between 9 and 12 scenarios, play scenario 13C.

SCENARIO THIRTEEN A – RETREAT

Florida is lost, with overwhelming losses driving the surviving USMC forces back to Georgia. US forces consolidate in an attempt to seal the borders. Many USMC units are lost behind enemy lines, and attempt to find their way back to friendly territory.

USMC BRIEFING

Lost behind enemy lines, your ravaged unit fights a running skirmish back towards friendly territory.

Units
One USMC Infantry Squad (both teams, minus gunners)
One USMC Infantry Squad (team one only)
One USMC Shadow RST-V

MEA BRIEFING

US forces are in retreat - you have won. All that remains is the mopping up of a few last remaining enemy units - starting with this one.

Units
One MEA Infantry Squad (with extra gunner)
One MEA Infantry Squad
One MEA Fedayeen Squad
Two MEA Technicals

SETUP

The MEA player has the advantage, and may set up the table in any way they see fit. The USMC player chooses any short table edge to deploy on, while the MEA player deploys on the opposite edge.

SPECIAL RULES

There are no special rules in effect for this scenario.

SCENARIO LENGTH

The scenario plays until one side has been defeated.

POINTS MATCH

The USMC player may spend up to 320 points on any units they wish, while the MEA player may spend up to 400 points.
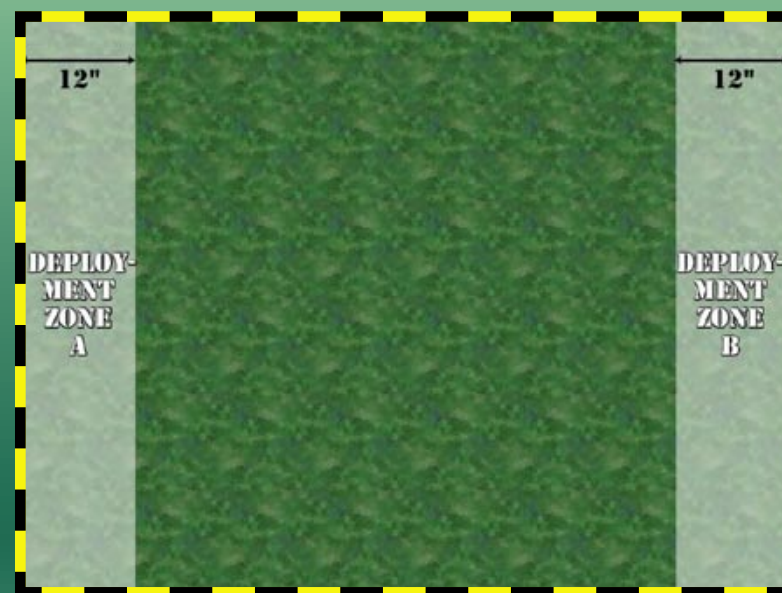
RESULTS

Although the MEA have won the war, the defeated USMC player may redeem themselves slightly and claw back some honour by winning this final game.

SCENARIO THIRTEEN B – THE FINAL BATTLE

The battle for Florida has been a see-saw one, with wins and losses on each side pushing the front line back and forth. Everything hinges on one final effort...

USMC BRIEFING

This one is for all the marbles - a final push to retake this key location could signify victory against the invading MEA forces.

Units
Two USMC Infantry Squads (both teams)
One M1A2 Abrams MBT
Two USMC Shadow RST-Vs

MEA BRIEFING

This location could be the key to victory in the invasion of Florida.

Units
Two MEA Infantry Squads (each with two extra gunners and two extra riflemen)
Two MEA Fedayeen Squads (each with two extra gunners)
Three MEA Technicals

SETUP

Flip a coin to decide who sets up the table - the other player may choose any long table edge to deploy on.

SPECIAL RULES

There are no special rules in effect for this scenario.

SCENARIO LENGTH

The scenario plays until one side has been defeated.

POINTS MATCH

Each player may spend up to 900 points on any units of their choosing.
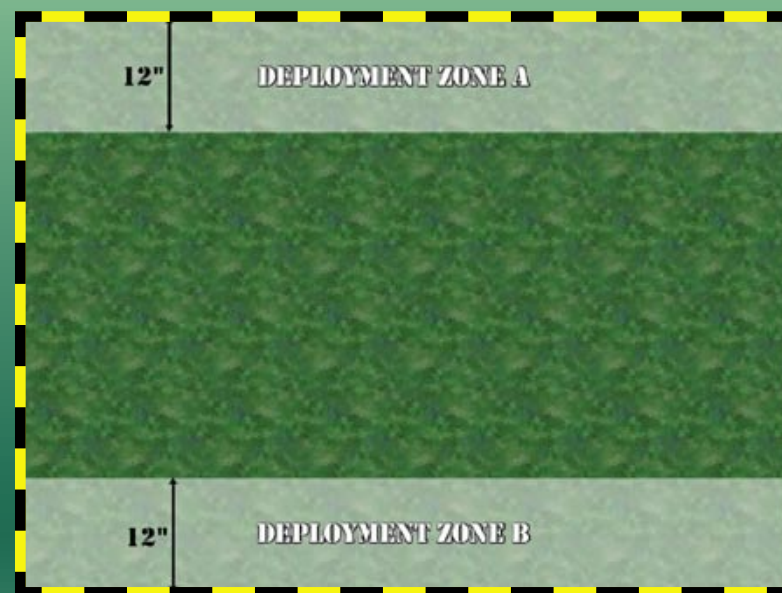
RESULTS

Everything hinges on this final battle - a win here can swing the fate of Florida for either the MEA or the USMC.

SCENARIO THIRTEEN C – THE FINAL PUSH

MEA forces have been driven back, with only a few survivors desperately holding on. This battle focuses on one MEA unit's desperate attempt to hold onto territory long after their comrades have been defeated.

USMC BRIEFING

This one is for all the marbles - a final push to retake this key location could signify victory against the invading MEA forces.

Units
Two USMC Force Recon Teams
Two USMC Shadow RST-Vs

MEA BRIEFING

All is lost - except for honour. Although your armies have been defeated, you have vowed to go out fighting.

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

SETUP

The USMC player has the advantage, and may set up the table in any way they see fit. The MEA player chooses any short table edge to deploy on, while the USMC player deploys on the opposite edge.

SPECIAL RULES

There are no special rules in effect for this scenario.

SCENARIO LENGTH

The scenario plays until one side has been defeated.

POINTS MATCH

The USMC player may spend up to 440 points on any units they wish, while the MEA player may spend up to 370 points.
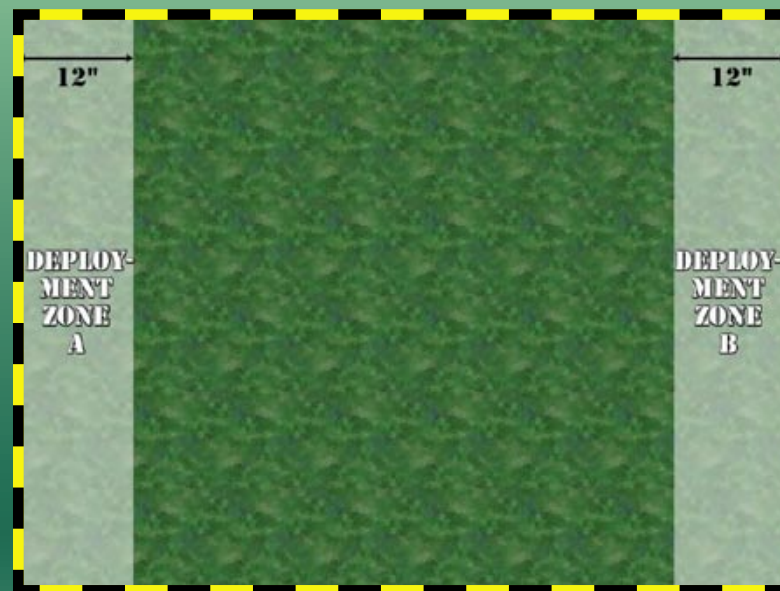
RESULTS

The MEA have already been defeated - this battle is simply a matter of saving face. With Florida retaken by US forces, the MEA can either give up and die or go out with a bang.

Four Keys To Victory

Winning Strategies for Wargaming

Alan Oliver

A few thoughts on tactics for wargamers in all wargames. These are very simple concepts, but if they can be achieved they will make a difference.

Preparation

Preparation before the battle starts involves many things. This is mainly knowledge of your force and it's capabilities, knowledge of the enemy and their capabilities, having a plan for how to deploy and use your units and selecting a force capable of carrying out your plan. However simple logistical preparation can make a difference. Having all your notes prepared beforehand, even down to knowing unit histories and background can all help you enter the battle feeling confident and sure of your capabilities.

Knowledge of the forces comes from reading and re-reading the unit descriptions, and playing games and seeing what those numbers mean in practice. You should aim to be able to look at any unit on the table and have a rough idea of it's capabilities. Things like type and range of weapons, speed and manoeuvrability and how much damage it will take to kill it should come to mind readily.

Having a plan always helps, even if the battle does not follow your script, as it gives you a direction to head in. These plans might be as simple as "hang back at long range and let him come to me", which is about as simple as it comes but for some forces in some games is very effective. Two examples are humans in Starship troopers when fighting bugs and Minbari in A Call to Arms. In both cases you make the battle last longer at the stage where you have the firepower advantage.

Obviously when things go wrong you have to be willing to abandon the plan.

Deployment

While a good deployment will not guarantee you victory, a bad deployment will almost certainly loose you the battle. Deployments come in three flavours, depending on whether you get to set up first, last or alternate.

Deployment First

When setting up first your opponent has the advantage. This forces you onto the defensive but there are still some things that you can do to even the score. Firstly keeping some units in reserve will allow you some reaction to his deployment.

Secondly don't leave any major units off on their own unless you are deliberately using them as bait, as he will be able to pick them off without engaging the rest of your force.

Thirdly have your slowest or immobile units in the centre of your fleet and the middle of your deployment area. If placed on an extreme flank then he can deploy at the other end of the table, forcing you to split your forces as you leave the slowest units behind.

Deployment Second

When setting up second you are on the offensive. Firstly keeping back reserves is less essential unless it will enable them to engage the enemy quicker through deployment closer to the enemy than they could reach starting on the table. In most cases units held back in reserves will be around for less of the battle, which means they do less damage to the enemy.

Secondly take the time to look at the enemies deployment, and think about what he's done. If you see a weakness make sure that he's not suckering you into a trap. Look at any unit that appears to be badly positioned, and then see if units sent to engage it will come into difficulties from other units on the way. It will often happen

that units out of position and vulnerable to being picked off on their own are also separated from the rest of the battle and can be ignored while you deal with the main body of his forces.

Thirdly you can often deploy your units in positions where they will be able to get into weapons range on turn one, and also position yourself where the enemy will not be able to do the same. If this can be done, this will give you an advantage in firepower for that turn.

Alternate Deployment

This is where players take turns to deploy their units on the battlefield, allowing both players the chance to react to the developing situation. It does mean that neither side has a radical advantage, however it is not suitable for all wargames.

Normally low value units will be deployed first so as to maintain flexibility with your most powerful units. Although if you are limited on where you can deploy large and powerful units by the table situation, you may as well deploy them early anyway as your enemy will know where they will be.

A classic example of deception in alternate deployment is the Refused Flank deployment. This is best used by a force that has a number of highly mobile units capable of covering a significant part of the battlefield in a single turn. Deploy as normal across the entire deployment zone, but make sure that one side is entirely made up of fast units. On the first turn you move these fast units off that flank entirely and bring them in with your units on the other flank to attack down one side of the battlefield, refusing the other flank. This sets up a perfect concentration of force situation, as discussed below.

Focus

Not a tactic, but is still essential to fighting well. Simply remembering to do everything with all your units that they can will make a significant difference. Most people remember to move and fire their forces, but the number of times people forget to do the more specialist actions is amazing. This problem is also made worse the more complex the game that your playing, the level of concentration required for competitive play at SFB is legendary. As is the consumption of painkillers for the headaches involved. Obviously we all miss things occasionally, but you should aim to be missing less than your opponent if you can.

You should also be constantly re-evaluating the table position, as things change during the turn your priorities can and will shift. That isn't to say that you should throw your plan out the window as soon as a juicy target shows up, but you should look to take advantage of any mistakes or misfortune that your enemy suffers.

Concentration of Force

Almost all wargames pit equal forces against each other, or at least try to. What you should always be trying to do is apply all of your forces against the enemy, but deny them the chance to do the same.

The simplest example is two forces deploy, one with units spread evenly down the deployment zone, the other with all units clumped together at one end of the table. If only half the units of the first force are in range but all of those of the second force are in range, then the second fleet has a 2:1 advantage and will do more damage.

Throughout the game you should look for opportunities to leave some of the enemy doing nothing, while keeping all of your units busy. You should already know if there are ranges or firing arcs where you have the firepower advantage over your enemy and be manoeuvring to get to those positions. This will depend on the movement mechanics used in the game as to how to do this, and even then some forces will have special rules to make this easier.

Indirect fire from artillery style units are also useful for concentrating force as they are often able to target hostile units across a wide swath of the battlefield. This means that you can mount a large attack on a target without moving major units up to it, hopefully concealing your plans. For example a couple of fast attack units move in to attack the target, not enough to seriously threaten it on their own, and during movement the enemy will not take precautions. However then the artillery opens up on the unit, possibly because of the fast attack unit providing targeting information, and suddenly the target is under heavy fire that is unexpected.

Summary

Preparation – knowing your forces and the enemies, and how best to fight him.
Deployment – deploying your force to avoid loosing the battle before it starts.
Focus – not throwing the game away by making stupid mistakes.
Concentration of force – using all of your forces every turn, and not allowing the enemy to do the same.

And the ultimate secret for wargames is this, have fun!

True Blues
Fleet Landing Parties in Starship Troopers

Matthew Sprange

It is funny how things happen sometimes. There we were, with Starship Troopers on pause as we ramp up to the new Evolution rules set. Mongoose Hall '07 was about to start, and we were rummaging around in our stock for tasty bits and pieces, and out of nowhere pops up a few sets of some models we did not recognise at first.

'What are these?' says I. After much scratching of heads, Old Bear finally comes to the rescue. 'Ain't they the Fleet Landing Party?'

I swear, we did not know they had ever been cast up for production – our miniatures boys in Ohio must have got hold of the greens, made the moulds, cast up these babies and sent them on to us amongst other models (probably the recent A Call to Arms ships) where they were promptly missed and filed away!

Still, without further ado, we can now bring Fleet ground forces to your games of Starship Troopers!

Fleet Landing Parties

This squad is representative of the security and exploratory forces used by the mighty Fleet when the Mobile Infantry have better things to do. They are used to police the cruisers of the Fleet (and no doubt keep any MI on board in line during long voyages to the war zone), and will be the first to leave drop ships when landing in hostile territory.

Fleet personnel who do not gain prestigious bridge posts will often volunteer for at least one tour among the landing parties, as there is a good chance of action during wartime, and action means recognition, awards and a fast track promotion – all essential for a career officer. Few stay for more than a single tour, as it is a highly dangerous post, and death is the least wanted gift on a career path. Fleet landing parties are often thrown into situations best served by the Mobile Infantry, whose training and equipment they lack.

Fleet landing party armour is similar to the power suits of the Mobile Infantry, but it lacks many of the sophisticated systems, jump jets and heavier armoured plates. Nonetheless, it is sufficient to keep a Fleet officer safe in hostile environments for extended periods of time, and it can even turn the claws of a full grown warrior bug – though few are willing to test that theory.

The standard armament of the landing party is the Morita carbine (similar to the MI's rifle, though lacking in range) and the trusty shock stick. The latter is a superb weapon to subdue an unruly private but is often found wanting on the battlefield. Battle-hardened Ensigns who are aware of the hazards of war will often substitute both for Morita rifle, sometimes traded with friends in the Mobile Infantry.

Usually led by a Senior Ensign, Lieutenants will sometimes accompany a landing party on critical missions. In such cases, the Lieutenant will often take precautions to ensure favours among drop ship and TAC Fighter squadrons are called in to provide air support at a moment's notice.

Fleet Landing Party
125 points

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Ensign	20	1	4"	D6	3+	5+	6+	
Senior Ensign	45	1	4"	D6	3+	5+/6+	6+	
Fleet Lieutenant	90	1	4"	D6	3+	5+/6+	6+	Fleet Liason

Unit Size: The unit consists of one Senior Ensign (unit leader) and four Ensigns.

Weapons/Equipment: Each member of the Fleet Landing party is equipped with a Morita Carbine and a Shock Stick.

Special Rules

Fleet Landing Parties are subject to the following special rules:

Commission: All members of the Fleet are commissioned officers with some command authority. A Fleet Landing Party is unaffected by the loss of officers in the army (see page 20 of the Mobile Infantry Army Book).

In addition, a Fleet Landing Party which is out of command may take a special Ready action to promote one member of the party to unit leader. The model remains an Ensign in all respects but becomes the unit leader. This Ready action to Promote is the only action which an out of command Fleet Landing Party is permitted to take and in all other respects the unit will follow the normal Mobile Infantry rules for being out of command.

Options

A Fleet Landing Party may choose from the following options.

Unit Options: Up to five extra Ensigns may be added to the party at a cost of +20 points per model. The Senior Ensign may be promoted to a Fleet Lieutenant at a cost of +20 points.

Weapon Options: Any member of the Fleet Landing Party may exchange his Morita Carbine and Shock Stick for a Morita rifle at no cost.

And for those trying out the new Starship Troopers Evolution rules;

FLEET LANDING PARTY — 100

The fighting men and women of the Fleet, the landing parties engage in many boarding and security missions throughout the Federation.

Senior Ensign w/Morita carbine and shock stick,
4 Ensigns w/Morita carbine and shock stick

Add up to five ensigns for +20 points each. Any model may swap its Morita carbine and shock stick for a Morita rifle at no cost.

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

Support

Weapons

Morita Assault Rifle
Range: 20" Damage: 2xD6

Morita Carbine
Range: 15" Damage: 2xD6

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

Special Rules

Underslung Grenade Launcher: Every Morita assault rifle (not carbines) features an underslung grenade launcher, loaded with Bugshot rounds. A Ready action must be made before this weapon can be used. It may only be fired once per turn and never as a reaction.

Senior Ensign: The leader of this unit is a tough trooper, having seen many campaigns, and is difficult to kill. Whenever he is about to be removed from the table as a casualty, roll a D6. On a 5, he dodges out of the way at the last instant.

Fleet Liaisons: If this unit is on the table at the start of the game, you may choose whether to bring on an Air Unit first or second in the Air Phase.

Next Month

So there you have it, the Fleet Landing Party, a new unit for Mobile Infantry armies for you to experiment with – you can pick up the models seen here by direct mail order from our web site.

Next month, we may have another treat for fans of Starship Troopers. It seems that while Russell was busy rearranging our stock system (he likes to have things just so, you understand), he discovered another little package from Ohio – not entirely sure what he found, but he has been heard to mutter;

'They sure is big for Skinnies. . .'

Gaim and the Single Admiral

A Look at the newest Fleet in A Call to Arms

Matthew Sprange

By now you have seen the Gaim ships, and they are certainly creating a stir on our forums, with many declaring they are the best looking fleet yet! But looks are one thing – how do the Gaim fight? If you are looking to start a new fleet in A Call to Arms, what have the Gaim got to offer?

Fleet Concepts

The traditional Gaim fleet features one or more powerful Queen ships (and they come in varying sizes, allowing you to tailor fleets to specific Priority Levels), backed up by wave upon wave of fighters. It is difficult to get an impression of just how many flights of fighters a Gaim ship can muster without seeing it on the table. Up to now, the Earth Alliance's Poseidon has been the daddy of fighter duels – however, the Gaim's Stuteeka carrier is just Raid level and carries as many flights!

When playing such a fleet, you can expect to be able to hurl photon bombs into the enemy at extreme ranges (30 or 40 inches is not an uncommon reach for this weapon!), forcing the enemy to either weather the storm or start splitting his ships up as they all have the Energy Mine trait.

Most Gaim ships have multiple photon bomb launchers, meaning you can either pool their attacks if the enemy is foolish enough to keep his ships together, or cover vast swathes of the table with explosions. And you can do all this while the enemy has little or nothing to return fire with because of the range!

During this bombardment, you will be getting your waves of fighters ready. Gaim fighters come in two flavours. The Klikkita light fighter may not be the most awesome flight in the game. It only has 1 Attack Dice for its gun (and no special traits for it), a Hull of 3 and a Dogfighting modifier of +1. However, it is very cheap and you can field masses of them. Every Gaim ship is capable of carrying fighters, and some bring hordes into battle, such as the Stuteeka carrier mentioned above. Imagine

a five point Raid level fleet, with four Stuteekas led by a Shaakak Queen light cruiser. Between them, they carry 108 flights to the table!

So, even a Poseidon carrier is of little threat to the Gaim, being able to wipe out enemy flights with photon bombs at range, and then simply overwhelming whatever survives with their own fighters. Then, of course, the fun begins.

In any End Phase, a Klikkita flight may overload its reactors, transforming it into the Klikkitak crewed missile. All you need do then is simply fly these beauties into contact with an enemy ship. You will have to brave any Anti-Fighter defences but these attacks take place during the Movement Phase (which will lead to some new tactics being discovered, I promise!). Each flight will then become a 1 Attack Dice, Double Damage, Precise, Super AP weapon before its demise – against ships that have been softened by the photon bomb barrage, that can be devastating!

These are not the only tactics available to the Gaim fleet, and they are certainly no one trick pony. Different Queen vessels allow you to try different approaches, a 'bruiser' assault ship allows you to mix 'traditional' fleet tactics into your planning, and a Scout ship gives further options.

True Royalty

One of the things that marks a Gaim fleet apart is its reliance on the various Queen ships available. Every Gaim fleet must have at least one Queen and while this ship is still in one piece, the Gaim have exceptional Initiative and Crew Quality (every Queen receives a +1 bonus to its Crew Quality and the one designated as leading the fleet will lend its Crew Quality to every other ship!).

However, woe betide the Gaim player who loses all his Queens! The fleet's Initiative will drop from +3 to –3, and every ship will suffer a –4 penalty to its Crew Quality, which means you can pretty much give up on making any more Special Actions (or Damage Control. . .). You will also hand the enemy a great big fat load of Victory Points. Fortunately, the range of the Queens' photon bombs means they never have to get close to the enemy, and they are extremely well-defended with waves of fighters, Hull 6, very nasty Troops, ranks of Interceptors and more Advanced Anti-Fighter defences than you have ever seen before!

The Gaim, being a hive-minded insectoid race capable of breeding specialised drones also receive some other choice special rules for their fleets. In campaigns, their drone breeding and fighter manufacturing capabilities allow them to replace any lost fighters freely. Drone Troops are exceptional in battle and always roll two dice, taking the best one (they also tend to overload their ships with Troops, so be sure to try this tactic out – it will give the enemy a very nasty surprise!). Finally, they also use Dynamic Squadrons, allowing you to create and break up squadrons on the fly during a battle. Clever players will find they can mass ships together to maximise first strike firepower, then split them up to bog the enemy down in the Movement Phase with 'Initiative sinks,' as veterans call them. . .

Breaching Pod

The humble breaching pod so often gets overlooked by many fleets, but I have a feeling it will get a new focus from Gaim players, just as soon as they realise how nasty their assault drones really are!

Klikkita/Klikkitak Fighters
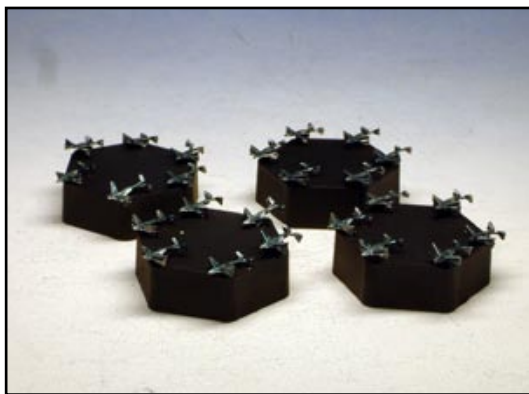
The Klikkita should very much be seen as a means to an end – its role is to get as close to the enemy as possible without being shot down or intercepted. Once it transforms into the Klikkitak crewed missile (and this must be timed very carefully by the Gaim player to gain maximum effect, as it can only be done in the End Phase – so you have to think a turn ahead!), there is no going back. If destroyed by the enemy, you do not get a chance to reclaim it by a Fleet Carrier trait. It is the ultimate in one shot weaponry.

However, just a handful of flights crashing into an enemy ship can wreck massive damage. A few handy critical hits (not hard to achieve with the Precise trait) will shatter the enemy's ability to continue fighting.

Stock up on Klikkitas – they are one of your best weapons.

Sataaka Gunship

The Sataaka is one of the more traditional ships in the Gaim fleet, functioning as a Skirmish level strike vessel. Its primary role should be to either protect Queens from marauding enemies that get too close, or to hunt down ships crippled by photon bombs or fighters. Its short-ranged photon bombs and two flights of Klikkita allow it to contribute to a fleet's main strengths, while the Gatling Laser, a Beam weapon, can do a surprising amount of damage. Don't forget its six Troops either, as they are fully capable of overwhelming a much larger enemy ship!

Shaakak Queen Light Cruiser

Being the Raid level Queen ship, this is one ship you will be relying on a great deal, as it is suitable for leading small to medium sized fleets, and works well as a 'backup' Queen in larger formations. Like all Queen ships, it is fairly slow and ungainly, but is a very tough nut to crack. Keep it well away from the enemy and pound them with Turret-mounted photon bombs while you build up your wave of fighters.

Shrutaa Queen Battleship

At the moment, this is the daddy (mummy?) of them all, the largest Gaim ship available. At Battle level with 16 Klikkita flights, 72 points of Damage (and 120 Crew!), Advanced Anti-Fighter 8 and Interceptors 5, it is going to take a determined effort from the enemy to destroy this vessel. If the enemy gets too close, remember the six breaching pod flights it carries as standard. . .

Shuuka Queen Light Cruiser

At the other end of the scale, the Shuuka is the smallest Queen ship available. Placed at Skirmish level, it is used to lead small fleets and provide reinforcement to Shaakaks in larger gatherings. A Gaim player will always be nervous in smaller battles as he will be putting all of his eggs in one basket (so to speak), but he can take solace in the Shuuka having Hull 6 and Advanced Anti-Fighter 6. Just try not to do anything suicidal with the Shuuka if it is your only Queen!

Skrunnka Assault Ship

This is the Gaim's equivalent to ships like the Nova Dreadnought, a bruioser that can fly straight into the enemy fleet and give as good as it gets. Gatling Lasers are mounted to all sides, and it is as tough as a Queen. Use this ship as part of a combined attack with photon bombs and fighters, keeping the enemy occupied as you time your final assault to perfection.

Stak Scout

Any fleet will find a scout useful, and the Gaim are no exception. With a Stak on the table, you can bring a squadron of Skrunnkas or Sataakas right into the heart of the enemy fleet, disrupting their plan of attack to buy you time in building your wave of fighters – or perhaps you might keep them as a reserve to chase down fleeing ships desperately trying to make a Tactical Withdrawal to deny you Victory Points!

While the Gaim's fighters and photon bombs deny an enemy most of the benefits of Stealth, you may also find a Stak useful when hunting Minbari and other scouts with Gatling Lasers. A Stak, as a Patrol level ship, is also exceptionally cheap, and massed squadrons will give you a fast and manoeuvrable strike force armed with Klikkitas, photon bombs and Gatling Lasers, all cloaked in a respectable Stealth 5+.

Stuteeka War Carrier

For the times when you absolutely, positively have to dominate the fighter battle. The Stuteeka carries 24 Klikkita flights and 4 breaching pods. It can launch eight flights every turn (without Scrambling to get more!), and acts as a Fleet Carrier, allowing you to constantly recycle fighters that perish before their time. Your enemies will come to hate this ship, and will start putting as much effort into destroying it as they do your Queens!

capabilities, there is a lot of ground to cover here. In the future, Gaim players will be able to look forward to mixing their fighter flights with different craft, each fulfilling a very specific function. They might receive a dedicated dogfighter, for example, allowing the Gaim to sweep enemy fighters out of the way of the Klikkitak crewed missiles. Super heavy fighters are currently in vogue with many fleets, and the idea of one of those overloading a reactor to create a Big Boom is a very tempting one!

The Gaim bring a very different style of play to A Call to Arms. Let's just hope the rest of the galaxy is ready for them!

Fortunately, it is well protected, and no ship is going to be able to get close without weathering a storm of crewed missiles!

Future Gaim Projects

The Gaim have seven ships already and with each fulfilling a different role in the fleet, players are going to be spending some time finding out how to use the Gaim to their most effective – even as their opponents hunt the most efficient ways of destroying these ships. Over the next few months we will be monitoring our forums very carefully, listening to comments players make about this new fleet and looking to see what they want next. So, are more ships planned for the Gaim? Oh, yes. . .

The most obvious gap in the fkleet as it stands is a War level vessel. While we have intentionally avoided the biggest ships in some of the League fleets we currently have in the works, there is no real reason that the Gaim should not possess such a mighty vessel. And the idea of a Queen of Queens is a tempting one.

However, we are going to be looking at fighters to begin with. With the Gaim capable of breeding drones specialised in various tasks at will, combined with their dedicated fighter manufacturing

Judge Dredd miniatures from Mongoose Publishing

Monty's Offer of the Month

Evo Overdrive!

Monty is feeling guilty. Why, I hear you bellow, as one concerned for the welfare of gaming's furriest guru. Well, we shall tell you. A couple of months ago Himself ran an offer for MEA Technicals wherein the purchase of a mere two sets enabled the free acquisition of a third. This turned out to be amazingly popular, and Monty was deluged with complaints from players of the other factions asking why they were not being favoured. Not wishing to be accused of favouritism (*even though everyone knows MEA are the best - OB*) Monty has now widened the offer to all the current Battlefield Evolution releases, so while you wait impatiently for the next wave to reach completion, why not take the opportunity to stock up on your favourite troops with this great offer!

✂
cut here

SEP '07

S&P   S&P   S&P   S&P   S&P   S&P

MONGOOSE PUBLISHING | SIGNS & PORTENTS #48 SEP '07

OFFER OF THE MONTH
SIGNS & PORTENTS ISSUE #48 SEP '07

Evo Overdrive!

Buy any two boxes from our Battlefield Evolution range you can get a third box absolutely free (lowest price is free), with just the usual postage to pay!

Simply print out this form along with the mail order sheet at the back of the magazine and post it with your payment details to the mail order address. Please note: this offer is not available via the internet. Valid until 30.9.07

MONGOOSE PUBLISHING   WWW.MONGOOSEPUBLISHING.COM

Mongoose Publishing Miniatures & Wargaming Product List

Battlefield Evolution

MGP 444101	EFTF British Army Infantry Section	$29.95
MGP 444102	EFTF Challenger 2 Main Battle Tank	$24.95
MGP 444103	USMC Infantry Squad	$29.95
MGP 444104	USMC M1A2 Abrams Main Battle Tank	$24.95
MGP 444105	PLA Infantry Squad	$29.95
MGP 444106	PLA Type 99 MBT	$24.95
MGP 444107	MEA Infantry Squad	$29.95
MGP 444108	MEA Technicals Squadron	$29.95
MGP 444109	EFTF British Army Command Section & Warrior	$29.95
MGP 444111	MEA Fedayeen Squad	$29.95
MGP 444112	PLA WZ551 IFV	$24.95
MGP 444114	USMC Shadow RST-V Squadron	$29.95

Victory at Sea

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

Babylon 5 Miniatures

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

Paranoia Miniatures

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

Lone Wolf Miniatures

MGP 112001	Kai Lords Blister Pack	$9.95
MGP 112002	Giaks Blister Pack	$9.95
MGP 112003	Character Pack I	$9.95

(Magician of Dessi, Dwarven Gunner of Bor, Sommerlund Knight of the Realm)

MGP 112004	Character Pack II	$9.95

(Brother of the Crystal Star, Amazon of Telchos, Shadakai Buccaneer)

MGP 112005	Gourgaz	$9.95
MGP 112006	Drakkarim	$9.95
MGP 112007	Doom Wolves and Giaks	$9.95
MGP 112008	Helghast and Crypt Spawn	$9.95

Mighty Armies

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

A Call to Arms

MGP 3343	A Call to Arms – Revised Edition	$49.95
MGP 3382	A Call to Arms Starter Set	$9.95
MGP 3384	Sky Full of Stars Counter Set	$19.95
MGP 334306	Sky Full of Stars	$34.95
MGP 334307	The Earth/Minbari War	$19.95
MGP 3360	Earth Alliance Fleet Box Set	$99.95
MGP 336001	Hyperion Heavy Cruiser	$8.95
MGP 336002	Omega Destroyer	$12.95
MGP 336003	Starfury Fighter Wing	$2.95
MGP 336004	Thunderbolt Fighter Wing	$2.95

MGP 336005	Nova Dreadnought	$12.95
MGP 336006	Avenger Heavy Carrier	$9.95
MGP 336007	Artemis Heavy Frigate	$7.95
MGP 336008	Oracle Scout Cruiser	$7.95
MGP 336009	Orestes System Monitor	$9.95
MGP 336010	Poseidon Super Carrier	$24.95
MGP 336011	Tethys Cutter	$5.95
MGP 336012	Warlock Advanced Cruiser	$14.95
MGP 336013	Olympus Corvette	$12.95
MGP 336014	Babylon 5 Diplomatic Station	$19.95
MGP 336015	Hermes Transport	$8.95
MGP 336016	Explorer Survey Ship	$12.95
MGP 336017	Sagittarius Missile Cruiser	$8.95
MGP 336018	Shadow Omega	$14.95
MGP 336019	Apollo Cruiser	$14.95
MGP 336020	Chronos Frigate Box Set	$14.95
MGP 336021	Orion Starbase	$19.95
MGP 336022	Omega Command Destroyer	$16.95
MGP 336023	Poseidon Super Carrier Box Set	$34.95
MGP 336024	Delphi Scout	$8.95
MGP 336025	Chronos Frigate	$5.95
MGP 336027	Marathon Advanced Cruiser	$14.95
MGP 336028	Nemesis Advanced Destroyer	$19.95
MGP 3373	Earth Alliance Reinforcements Box Set	$49.95
MGP 3361	Minbari Federation Fleet Box Set	$99.95
MGP 336101	Sharlin Warcruiser	$12.95
MGP 336102	Nial Fighter Flight	$2.95
MGP 336103	Minbari Flyers	$2.95
MGP 336104	Neshetan Gunship	$12.95
MGP 336105	Tigara Attack Cruiser	$8.95
MGP 336106	Leshath Heavy Scout	$8.95
MGP 336107	Morshin Carrier	$7.95
MGP 336108	Tinashi War Frigate	$8.95
MGP 336109	Troligan Armoured Cruiser	$12.95
MGP 336110	Torotha Assault Frigate	$8.95
MGP 336111	Tishat Light Fighter	$2.95
MGP 3376	Minbari Federation Reinforcements Box Set	$49.95
MGP 3362	Centauri Republic Fleet Box Set	$99.95
MGP 336201	Centurion Attack Cruiser	$12.95
MGP 336202	Vorchan Warship	$8.95
MGP 336203	Sentri Fighter Flight	$2.95
MGP 336204	Primus Battle Cruiser	$12.95
MGP 336205	Altarian Destroyer	$8.95
MGP 336206	Maximus Frigate	$5.95
MGP 336207	Balvarin Carrier	$12.95
MGP 336208	Corvan Scout	$7.95
MGP 336209	Dagan Strike Cruiser	$8.95

MGP 336210	Darkner Fast Attack Frigate	$7.95
MGP 336211	Haven Patrol Boat	$6.95
MGP 336212	Kutai Gunship	$5.95
MGP 336213	Mograth Frigate	$7.95
MGP 336214	Octurion Battleship	$19.95
MGP 336215	Razik Light Fighter	$2.95
MGP 336216	Rutarian Heavy Fighter	$2.95
MGP 336217	Sulust Escort Destroyer	$7.95
MGP 336218	Centauri Adira Royal Battleship	$49.95
MGP 3378	Centauri Republic Reinforcements Box Set	$49.95
MGP 3363	Narn Regime Fleet Box Set	$99.95
MGP 336301	G'Quan Heavy Cruiser	$12.95
MGP 336302	Sho'Kos Light Scout Cruiser	$7.95
MGP 336303	Ka'Toc Battle Destroyer	$6.95
MGP 336304	Frazi Fighter Flight	$2.95
MGP 336305	T'Loth Assault Cruiser	$12.95
MGP 336306	Bin'Tak Dreadnought	$19.95
MGP 336307	Gorith Fighter Flight	$2.95
MGP 336308	G'Karith Patrol Cruiser	$8.95
MGP 336309	Rongoth Destroyer	$8.95
MGP 336310	Sho'Kar Light Scout Cruiser	$7.95
MGP 336311	Thentus Frigate	$7.95
MGP 336312	Var'Nic Destroyer	$8.95
MGP 336313	Dag'Kar Missile Frigate	$7.95
MGP 3374	Narn Regime Reinforcements Box Set	$49.95
MGP 3364	ISA Fleet Box Set	$99.95
MGP 336401	Victory Class Destroyer	$29.95
MGP 336402	White Star	$7.95
MGP 336405	White Star Gunship	$14.95
MGP 336403	White Star Fighters	$9.95
MGP 336404	White Star Carrier	$24.95
MGP 336406	Nolo'Tar Ranger Frigate	$9.95
MGP 3369	Vree Conglomerate Fleet Box Set	$99.95
MGP 336501	Vree Fighters	$2.95
MGP 336502	Vree Vaarl Scout Saucer	$7.95
MGP 336503	Vree Xill Battle Saucer	$9.95
MGP 336504	Vree Xorr War Saucer	$7.95
MGP 336505	Vree Xarr Patrol Boat	$5.95
MGP 336512	Vree Z'takk Command Saucer	$29.95
MGP 3370	Drazi Freehold Fleet Box Set	$99.95
MGP 336506	Drazi Sunhawk	$8.95
MGP 336507	Drazi Stormfalcon	$12.95
MGP 336508	Drazi Star Snake Fighter Flight	$2.95
MGP 336509	Drazi Strikehawk	$8.95
MGP 336510	Drazi Warbird Cruiser	$8.95
MGP 336514	Drazi Sky Serpent Heavy Assault Fighter Flight	$2.95
MGP 3372	Brakiri Syndicracy Fleet Box Set	$99.95

MGP 336515	Brakiri Avioki Heavy Cruiser	$12.95
MGP 336516	Brakiri Brokados Battle Cruiser	$12.95
MGP 336517	Brakiri Halik Fighter Killer	$7.95
MGP 336518	Brakiri Ikorta Assault Cruiser	$7.95
MGP 336519	Brakiri Tashkat Cruiser	$12.95
MGP 336520	Brakiri Falkosi Interceptor Flight	$2.95
MGP 3371	Abbai Matriarchy Fleet Box Set	$99.95
MGP 336523	Abbai Shyarie Jammer Frigate	$8.95
MGP 336524	Abbai Lakara Cruiser	$12.95
MGP 336525	Abbai Bimith Defender	$12.95
MGP 336526	Abbai Miliana Carrier	$7.95
MGP 336527	Abbai Tiraca Frigate	$7.95
MGP 336540	Brakiri Shakara	$8.95
MGP 3366	Vorlon Fleet Box Set	$99.95
MGP 336601	Vorlon Destroyer	$8.95
MGP 336602	Vorlon Heavy Cruiser	$14.95
MGP 336603	Vorlon Light Cruiser	$12.95
MGP 336604	Vorlon Transport	$8.95
MGP 336605	Vorlon Fighter Flight	$2.95
MGP 3367	Shadow Fleet Box Set	$99.95
MGP 336701	Shadow Ship	$12.95
MGP 336702	Shadow Fighter Flight	$2.95
MGP 336703	Shadow Scout	$5.95
MGP 336704	Shadow Hunter	$9.95
MGP 3368	Civilians Ships Box Set	$24.95
MGP 336801	Civilian Freighter	$5.95
MGP 336802	Civilian Tanker	$5.95
MGP336803	Space Liner	$16.95
MGP 3380	Drakh Fleet Book	$9.95
MGP 3365	Drakh Fleet Box Set	$99.95
MGP 336811	Drakh Light Raiders	$12.95
MGP 336812	Drakh Heavy Raiders	$12.95
MGP 336813	Drakh Cruiser	$12.95
MGP 336814	Drakh Fast Destroyer	$12.95
MGP 336815	Drakh Scouts	$12.95
MGP 336816	Drakh Light Cruiser	$12.95
MGP 336817	Drakh Carrier	$34.95
MGP 336818	Drakh Mothership	$29.95
MGP 336901	Raider Battlewagon	$8.95
MGP 336902	Raider Strike Carrier	$7.95
MGP 336903	Raider Delta-V Fighter Flight	$2.95
MGP 336904	Raider Double-V Fighter Box Set	$9.95
MGP 336905	Raider Double-V Fighter Flight	$2.95
MGP 336907	Raider Delta-V 2 Fighter Box Set	$9.95
MGP 3383	Dilgar Imperium Fleet Book	$9.95
MGP 3377	Dilgar Imperium Fleet Box Set	$99.95
MGP 336920	Dilgar Mishakur Dreadnought	$14.95

MGP 336921	Dilgar Jashakar Scout Ship	$8.95
MGP 336922	Dilgar Thorun Dartfighter Flight	$2.95
MGP 336923	Dilgar Tikrit Heavy Cruiser	$12.95
MGP 336924	Dilgar Ochlavita Destroyer	$12.95
MGP 336925	Dilgar Wahant Heavy Assault Ship	$12.95
MGP 336926	Dilgar Rohrit Assault Ship	$12.95
MGP 336927	Dilgar Targrath Strike Cruiser	$12.95
MGP 336928	Dilgar Mankhat Dreadnought	$12.95
MGP 336929	Dilgar Omelos Light Cruiser	$12.95
MGP 336930	Dilgar Garasoch Heavy Cruiser	$12.95
MGP 336931	Dilgar Kahtrik Assault Ship	$12.95
MGP 336991	Techno Mage Pinnace	$9.95
MGP 3387	The Ancients Boxed Set	$49.95

Starship Troopers Miniatures Game

MGP 9100	Starship Troopers Miniatures Game	$74.95
MGP 9101	Mobile Infantry Army Book	$19.95
MGP 9102	Arachnid Army Book	$19.95
MGP 9103	The Klendathu Invasion	$14.95
MGP 9104	Skinnies Army Book	$19.94
MGP 9105	The Roughnecks Army Book	$12.95
MGP 9106	Starship Troopers Miniatures Game Hardback	$29.95
MGP 9107	The Pathfinders Army Book	$14.95
MGP 9108	Starship Troopers Painting Guide	$9.95
MGP 910001	Mobile Infantry Cap Troopers Box Set	$19.95
MGP 910002	Arachnid Warrior Bugs Box Set	$19.95
MGP 910003	Heroes of the Mobile Infantry Box Set	$14.95
MGP 910004	Tanker Bug Box Set	$34.95
MGP 910005	Firefries Box Set	$24.95
MGP 910006	CHAS Box Set	$14.95
MGP 910007	M8 Marauder 'Ape' Box Set	$19.95
MGP 910008	M9 Marauder 'Chickenhawk' Box Set	$19.95
MGP 910009	Hopper Bugs Box Set	$24.95
MGP 910010	Brain Bug Box Set	$29.95
MGP 910011	Female Cap Troopers Box Set	$24.95
MGP 910014	Skinnie Raiders	$24.95
MGP 910015	Reliant Gun Platforms Box Set	$24.95
MGP 910016	MI WASP Troopers Box Set	$24.95
MGP 910017	Skinnie Militia	$29.95
MGP 910019	Blister and Blaster Bugs Box Set	$24.95
MGP 910020	Plasma Bug Box Set	$39.95
MGP 910023	Control Bugs Blister Pack	$9.95
MGP 910024	Pathfinder K9 Squad Box Set	$29.95
MGP 910025	Pathfinder Troopers Squad Box Set	$24.95
MGP 910029	Burrower Bugs	$24.95
MGP 910030	Mobile Infantry Support Missiles Box Set	$19.95

MGP 910031	Mantis Assassin / Hunter Bug	$14.95
MGP 910032	The Roughnecks Box Set	$24.95
MGP 910034	TAC UAV	$14.95
MGP 910035	Stalwart Bug Field Generators	$19.95
MGP 910036	M9 Marauder 'Nighthawk'	$24.95
MGP 910037	Guard Bugs Box Set	$29.95
MGP 910038	Spider Bugs	$29.95
MGP 910040	King Tanker	$49.95
MGP 910041	Veteran Cap Troopers Box Set	$24.95
MGP 910042	M8 Marauder 'Bigfoot'	$24.95
MGP 910043	Micro Support Platforms	$14.95
MGP 910046	Cliff Mites	$9.95
MGP 910047	Infiltrator Bug	$14.95
MGP 910048	Arachnid Warrior Bug Mega Swarm Box Set	$44.95
MGP 910049	MI Cougar Exo Suits	$29.95
MGP 910050	MI Grizzly Exosuits	$29.95
MGP 910051	Skinnie Warchief	$24.95
MGP 910052	Overseer Bug	$44.95
MGP 910053	Mobile Infantry Mark II K9 Squad	$29.95
MGP 910054	Skinnie Lord	$9.95
MGP 910055	Skinnie Venerables	$29.95
MGP 910056	Skinnie Tyrant	$9.95
MGP 910057	Skinnie Guards	$29.95
MGP 910058	Skinnie General and Elite Guard	$29.95
MGP 910060	Skinnie Leader of Slaves	$9.95
MGP 910063	Skinnie Slaves	$29.95
MGP 910064	Skinnie Cabal	$29.95
MGP 910071	Skinnie Speeder Bikes	$24.95
MGP 910072	Skinnie Heavy Speeder	$19.95
MGP 910083	Skinnie Soldiers Heavy Weapons Blister	$12.95
MGP 910084	Skinnie Guard Heavy Weapons Blister	$12.95
MGP 910085	Light Armour Troopers Specials	$12.95
MGP 910086	Grizzly Officer	$9.95
MGP 910087	Cougar Officer	$8.95
MGP 910088	Power Suit Specials	$12.95

Gangs of Mega-City One

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

Mail Order Form

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

MY DETAILS

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

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

Address (1st line) [   ]

Address (2nd line) [   ]

State/County [   ]

Post code/Zip code [   ]

Country [   ]

email [   ]

Total (including postage)   [$]

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

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

Mastercard [   ]   Visa [   ]   Visa Delta [   ]

Card No.

[   ] [   ] [   ]   [   ] [   ] [   ]   [   ] [   ] [   ]   [   ] [   ] [   ]

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

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

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