

Signs & Portents

WARGAMER

Iron Thunder, part 2

Fleet Lists for the American Civil War!

Abandon Ship!

Survivors In Victory at Sea

The United States Air Force

Second part of a new army list for Battlefield Evolution

Plus. . . ACTA scenario and battle report, Victory at Sea scenario, linked ACTA campaign, Extinction Protocol and much, much more!

S&P Wargamer 53

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Nicknames amuse me. They always have. I think I may have mentioned this before, but people are always asking me who has what nickname in the Studio and why. I think the time has come for me to tell all...

Me: *Old Bear*. This is a moderately easy one. It comes from way back when I was a regular on the shark-pit news group that was, and still is, RGMW. For those not instantly familiar it's for Warhammer players, of which I was one. Mostly it's other gamers who call me this rather than the Studio staff.

Nick Robinson: *The Greek*. From a hideous mistake by me when I thought Nick looked like Brick Top from the Lock, Stock movie. Sadly, I got him confused with Nick the Greek from the same film. Anyway, it well and truly stuck.

Russell Veal: *Phil*. This came from an email Russell received calling him 'Phil'. This tickled me, and I started calling Russell 'Phil', and refused to stop. Now his own mum calls him Phil.

Chris Longhurst: *[edited for good taste]*. Based on Chris' company email address, and bearing no semblance to reality. Sadly I can't share it with you, but if you email him you may get a clue.

Ed Russell: *Blazin'*. Our former mail order bod and now print manager is something of a player in the world of skateboarding, where he is sometimes known as 'Blazing Ed Russell'. Enough said. He gets shoe sponsorship as well, which is nice.

In the past we have had Pikey, The Mekon, Doghouse, The Badger and, of course, the much-loved and highly original Fordy. I dare not tell you what Kelly George's fiancée calls her...

Ian

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Abandon Ship!

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Dealing with survivors in any form of wargaming generally involves smirking at some recovered victory points or similar. David Manley thinks it's time to be a little less callous...



The 10 Best Things About... A Call to Arms

9

In case you don't quite get why A Call to Arms is so good, we thought we'd tell you.



Take Her a Prize!

57

Matthew Sprange decided to develop a tactically different scenario, and then decided to test it on Chris Longhurst and Russell Veal. Read the scenario and then see how the Studio staff tried to trash it. Be warned - it's brutal!

Plus...

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Convention and Events Diary

0 Warpcon XVIII. University College Cork, Ireland.
Friday 25th - Sunday 27th January 2008.
<http://www.warpcon.com/>

0 Conception 2008. Naish Holiday Village, Highcliffe, Christchurch, Dorset, UK.
Wednesday 30th January - Sunday 3rd February 2008.
<http://conception.modus-operandi.co.uk/>

0 K2 2008. Killarney Country Club, Killarney, Ireland.
Friday 7th - Monday 10th March 2008.
lir@lspace.org

0 TravCon 08. Redwings Lodge, Sawtry, UK.
Friday 14th - Sunday 16th March 2008.
<http://www.bits.org.uk>

0 Salute 08. ExCel Centre, London, UK.
Saturday 19th April 2008.
<http://www.salute.co.uk>

0 Mongoose Hall 08. Croft Sports Centre, Swindon, UK.
Sunday 11th May 2008.
<http://www.mongoosepublishing.com>

0 Tentacles 2008. Castle Stahleck, Bacharach, Germany.
Friday 9th - Monday 12th May 2008.
<http://www.tentacles-convention.de/>

0 UK Games Expo 2008. The Clarendon Suites, Stirling Road, Edgbaston, Birmingham, UK.
Saturday 31st May - Sunday 1st June 2008.
<http://www.ukgamesexpo.co.uk>

0 Q-Con XV. Queen's University Belfast Students' Union
Friday 27th - Sunday 29th June 2008
www.q-con.org.uk

0 Continuum 2008. John Foster Hall [also known as New Hall], Leicester University, UK.
Friday 1st - Monday 4th August 2008.
<http://www.continuum.uk.net>

0 Gen Con UK 2008. University of Reading, Berkshire, UK.
Thursday 28th - Sunday 31st August 2008.
<http://www.horsemenevents.com/>

0 Game '08. New Century House, Manchester, UK.
Saturday 1st - Sunday 2nd November 2008.
<http://www.game08.eu/>

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

Abandon Ship!

Survivors in Victory at Sea



by David Manley

Us wargamers are, on the face of it, a fairly callous bunch. Ships which are sunk are lost with all hands, tanks explode killing all within. There are no survivors. Fair enough, you might say; the tank or ship concerned is no longer a fighting unit and can be ignored as far as the rest of the game is concerned and in many cases I would agree with that statement. However, to ignore them completely is to ignore a whole spectrum of possible scenario ideas. I included rules for survivors in my 'Schnellboot' and 'Action Stations' WW2 coastal forces rules and their inclusion seemed to be quite popular. Players were faced with situations where, for example, their flotilla commander's boat was shot out from under him. In a 'normal' game that would be the end of it, but with the survivor rules in play an extra dimension was added, as players tried valiantly to save their stricken crews from under the noses of the enemy. Having seen the system work for WW2 coastal forces games I decided to expand the idea and devised a set of rules for use with "General Quarters". However, the approach is just as valid for "Victory at Sea" and if anything is easier to accommodate since VaS keeps track of crew casualties.

This variant is compatible with both original VaS and the modifications arising from "Order of Battle"

Catastrophe!

At some point during a game is certain that the crew of at least one ship will have good cause to evacuate their vessel. This is usually heralded by blankets of smoke, deafening explosions, dramatic jets of water and big holes in the bulkheads. The time they have available to make their escape depends on the 'Mode of Loss (MoL) of the ship. MoL is expressed as one of three basic rates, which I shall call Long Term, Short Term and Catastrophic Failure.

Long Term Failure occurs when the crew have sufficient time to carry out an orderly evacuation. Examples are slow floods, most fires or contamination of a submarine's interior by some toxic agent. Contemporary examples are the abandoning of the *Achille Lauro* due to fire, or the evacuation of 'Red October'



due to a faked radiation leak in Tom Clancy's novel. In this case all those, or at least a very high proportion of those aboard are assumed to have escaped. In VaS terms this mode of loss occurs when a ship is abandoned and scuttled but could otherwise remain afloat (this would be pretty rare in a straightforward tabletop game but would be a factor in a campaign game where a very slow or immobilised ship could be scuttled to save her crew and allow a task group to continue at higher speed). The ship model remains on the table. Crew can be taken off to another ship directly.

Medium Term Failure occurs when the crew have a fair limited time to escape. Examples are the loss of the final damage point resulting in rapid loss of structural integrity and buoyancy. In this case the chance of escape is quite good. The ship model remains on the table but is sinking. Roll a d6 at the start of each turn. The ship sinks on a roll of 5 or 6. Crew can be taken off to another ship directly all the time that the ship is still afloat. Once it sinks all remaining crew take to the water.

Short Term Loss occurs when the ship is lost in a short space of time (e.g. sufficient damage is caused to sink the vessel in a single turn). A typical example is *Coventry* in the Falklands. In this case the chance of escape is moderate. In VaS terms this occurs whenever the ship's last damage point is lost as the result of a critical hit (except Vital Systems – 6). The ship model is removed at the end of the turn in which the last damage point is lost and the crew take to the water.

Catastrophic Failure occurs when the ship is consumed by an unexpected, instantaneous disaster. Typical examples are magazine explosions (such as the loss of the *Hood*) or sudden capsizing. In this case the chance of escape is very low. In VaS terms this is ship loss due to a Vital Systems – 6 Critical Hit – Catastrophic Explosion.

Abandon Ship!

When a ship sinks roll 2d6 to determine the percentage of crew parties that have managed to make it over the side and into the water, or into boats, life rafts and carley floats.

+4	Ship MoL is Catastrophic	+1	Civilian ship
+2	Ship MoL is Short Term	+3	Submarine on the surface (except Long Term)
+0	Ship MoL is Medium Term	+6	Submerged submarine with no escape system
-3	Ship MoL is Long Term		
		-2	Elite crew
-1	Good Weather (sea state 1-3)	-1	Veteran crew
+1	Poor Weather (sea state 6-7)	+1	Conscript crew
+3	Bad Weather (sea state 8+)	+2	Green crew

Note that the roll for survivors should be made as soon as the decision to abandon ship is made. As stated above when a ship is in a sinking condition but has not yet sunk the crew can be taken off directly to another vessel.

Examples

- 1) A submarine is depth charged and sunk (Catastrophic). Modifiers are +4 for mode of loss, +6 for a submerged submarine with no escape system. Total modifiers are +10, so there are no survivors.
- 2) A cruiser is sunk by dive bombers after a long engagement. MoL is Medium Term. The crew is Veteran, giving a -1 modifier. A 6 is rolled, modified to 5, so 50% of the crew get off.

There are Men in the Water!

This section is more appropriate for campaign games. It can be omitted for simple tabletop games. Once the survivors have taken to the water their ordeal has just begun. Depending on the local conditions there is a chance that additional fatalities will occur. Every half hour roll 2d6. The score is the percentage of crew parties that expire in that period. Die rolls are modified as shown below.

Die Roll	1 or less	2	3	4	5	6	7	8	9	10	12+
% Survivors	100	95	85	70	50	35	15	10	5	2	0

The die roll is modified as follows:

-5	Good Weather (sea state 1-3)	+1	Air temperature below 10°
+1	Poor Weather (sea state 6-7)	+3	Air temperature below 0°
+2	Bad Weather (sea state 8+)	+2	Shark infested waters
		+2	Sinking occurs close to rocky shore
-3	Survivors in open lifeboats		
0	Survivors in water or Carley floats		
+1	per day in water		
+1	per 3 days in lifeboats or life rafts		

Away Scrambling Nets!

Now that the survivors are in the water, in lifeboats, or are in a ship which is rapidly taking on water. Time to effect a rescue. Survivors can be picked up in various ways, grouped together as:

- Picked up by ships boats
- Picked up from the water by a rescue ship (scrambling nets etc.)
- Picked up by sea plane

Boats

Making a rescue by ships boats is a time consuming task. Assuming a standard 6 minute turn, the rescue ship must slow to about 5 knots to launch boats, after which it will take 1 turn to lower boats. The boats will then move into the area of the survivors (assume 4 knots / 1" for boats with oars, 8 knots / 2" for powered boats). The boats must remain stationary for 1 turn to pick up survivors, then transit back to the rescue ship and spend 1 turn either being recovered or transferring survivors via scrambling nets. Assume each boat can recover 1 crew party.

Direct Rescue

This involves driving the rescue ship into the area of survivors, coming to a complete stop and pulling them directly from the water. It is assumed that a typical warship can recover 2 crew parties per turn whilst stopped, but with a minimum time stopped of 2 turns (10-12 minutes). During this period the rescue ship is, of course, quite vulnerable.

Seaplanes

Similar to ships boats, this section covers large patrol aircraft such as Catalinas and Sunderlands. Use normal rules for launch, transit, landing (for seaplanes) and recovery. The numbers of survivors which can be accommodated is small; only 1 crew party can be accommodated in a seaplane.

Direct Transfer

If the ship is sinking slowly the survivors can be taken off directly. This involves the rescuing ship coming alongside and heaving to. Survivors can transfer to the rescue ship at a rate of 3 crew parties per turn.

Capacities

Obviously there are limits to the number of survivors who can be accommodated on board a rescue ship. This will vary depending on the time taken to transit to a safe port for transfer ashore, local weather conditions, etc. As a guide a ship can carry up to twice the number of crew parties as passengers.

Personalities

These rules come into their own when personalities are considered, in particular the Admirals or Captains whose roles the players are assuming. The percentage number of survivors is used as a percentile die roll when determining the fate of personalities. For example, if 60% of a ships crew escape the sinking the Captain has a 60% chance of survival. If 2% of the crew expire due to exposure in a half hour period there is a 2% chance the Captain is one of them, and so on. This rule should be of particular use in campaigns where players would wish to rescue particularly successful 'player characters'

Aircrew

A similar system can be used for aircrew from crashed aircraft. If a plane is shot down or otherwise lost roll on table 2 to determine the proportion of the crew who survive to parachute into the sea (if the are only one or two crew use the resulting percentage value as the roll, for each crew member to survive, similar to personalities). Once they are in the sea, treat as normal survivors

Conclusion

It is certain that the use of these rules will add to the complexity of the game which is being played. However, they will add somewhat to the realism as players may (or may not?) feel obliged to mount rescue operations. The effect will be increased if scenario victory conditions specifically include bonuses for considering those poor unfortunates in the water.



“Ambassador...”

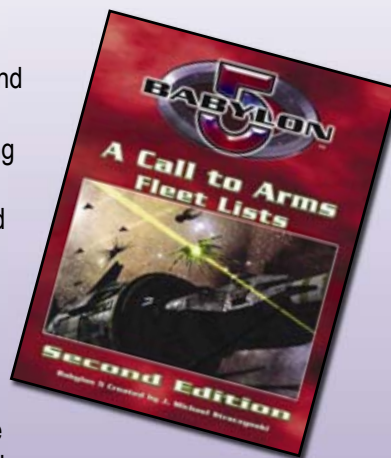
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Two words for you - The Gaim and the pak'ma'ra. Okay, technically that's five words. The point is, how cool are these new fleets? The Gaim have arguably the sexiest ships in ACTA and the pak'ma'ra don't wash much. In other words, whatever

kind of gamer you
are there's a fleet
for you.





3. IT WILL MAKE YOU POPULAR

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alone again and thus in the long run you will probably have a better quality of life - Okay, maybe we can't actually prove that.

5. IT'S FAST AND FURIOUS

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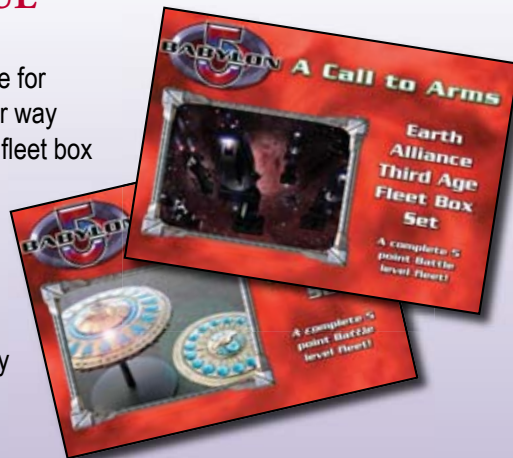


7. TOURNAMENTS

Is there anything more satisfying than going to a tournament and giving all your opponents a thorough beating whilst still being such a great bloke that everybody loves you? Of course not. Winning is great. Being popular is great. You can be both by coming to one of our regular ACTA tournaments at Mongoose, or you could always set one up yourself. Go on, you know you want to.

9. GREAT VALUE FLEET BOXES

To really get great value for money there's no better way than investing in some fleet box sets. Here's a couple of examples of the savings you can make...EA Third Age Fleet box - \$99.95, ships bought separately - \$175.40. That's a saving of \$75.45; Vree Conglomerate Fleet box - \$99.95, ships bought separately - \$147.35. That's a saving of \$47.40!



8. GREAT MINIATURES

There's something special about spaceships, right? Sitting on your couch imagining you're up there with Ivanova, we've all done it, or was that just us? Pick a race in ACTA and there are some great models to go with it. My favourites are the Gaim (nothing to do with me being involved in the design phase), but there's the Minbari, Centauri, Narn, Earth Alliance, League races, Raiders, Vorlons, and of course, the dreaded Shadows.

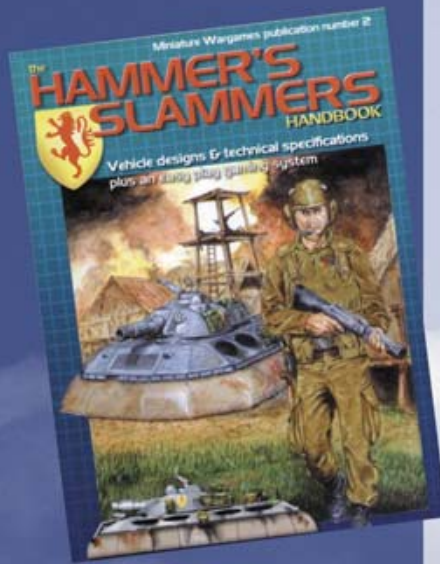


10. CHEAP TERRAIN

Think about it. Most wargames need shed loads of terrain. Our World War Two set-up would need a forklift truck to move it, but with ACTA, Have Black Sheet, Will Travel, is the name of the game. That means you can play the game where you want, when you want. Of course you can go to town on things like planets, asteroids and nebulae, but that's a luxury, not a necessity. Nice.



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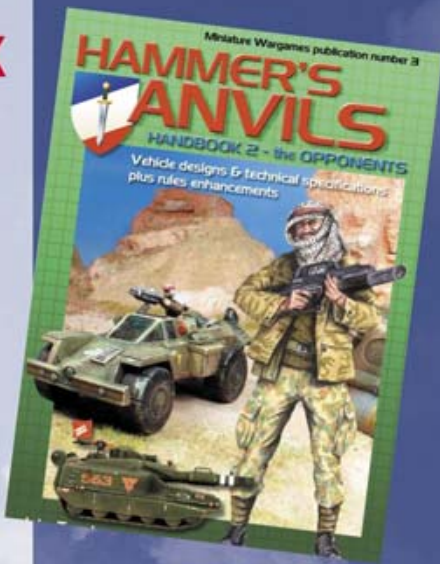
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The Masked Malice Campaign



by Alan Oliver

Introduction

These are a series of linked scenarios following the careers of a pair of ISA rangers who fought together during the dark days of the war against the Drakh. These scenarios are based on a narrative campaign and would be best played as such. One player reading the complete mini-campaign, then taking the part of the non-ISA forces in each scenario. If played in this way then victory conditions can be ignored and the scenarios simply played for the fun of it. This also makes these scenarios ideally suited to a gaming group that are roleplayers as well as wargamers.

Note that the names of non-human characters and ships have been translated into English wherever possible.



Ranger Fordice

The older of the two is Fordice, a human ranger recruited from the Earth Alliance military after a distinguished career that started during the Dilgar War. Fordice is an old man for a ranger, but with a wealth of experience that is rarely seen among those who join the rangers that made him a natural for command of a white star, which he has since the end of the shadow war. He

has not been massively decorated for his actions, he has certainly earned his share of glory along the way. His Whitestar, the Sun in Splendour, has been his command ever since the shadow war and the ship carries the scars of many battles.

Ranger Soloman

The complete opposite of Fordice, this young human woman is virtually straight out of ranger training. Considered a tactical genius by her tutors, she is pretty much untried when it comes to actual combat. Having graduated at the top of her batch of rangers when it came to ship command, she was fast tracked to the Interstellar Alliance navy and given command of a Whitestar straight out of the shipyards, the Ajax.

Shakedown Cruise

This was the first mission for Ranger Soloman in command of a whitestar, and she was placed under the guidance of Ranger Fordice. They were providing security around the Narn, Brakiri and Drazi borders, an area where raiders were highly active.

The call comes in that a force of raiders has just hit a convoy of freighters, and they charge in to assist. They get to the scene too late to help the freighters, but soon enough to track the raiders to a nearby asteroid field. They enter the asteroids to try and track down the raiders, who have gone to ground in the asteroids.

Interstellar Alliance Fleet

Whitestar *Sun in Splendor* commanded by Ranger Fordice, crew quality 6.

Whitestar *Ajax* commanded by ranger Soloman, crew quality 4.

Raider Fleet

Battlewagon *Barn*, crew quality 4, three Delta V2 flights.

Strike Carrier *Profit Margin*, crew quality 3, four Delta V2 flights.

Pre-Battle Preparation

Set up the table with two asteroid fields in each two foot square of map, all asteroids are density 6. Number each of the asteroid

fields. The Raider player then *secretly* records which of the asteroid clusters the *Barn* and *Profit Margin* are hiding in, and their facing. The Interstellar Alliance player brings both whitestars onto the table from one or other short table edge, selected after the raiders have recorded their starting locations.

Scenario Rules

The Raider ships have to perform Run Silent special action each turn to remain hidden but do not have to roll to perform the special action. While hidden they cannot move, but the figure or counter doesn't have to be put on the table. The ships cannot fire or launch fighters until they are revealed and placed on the table. The raiders did not have time to launch any fighters before they hid in the asteroid clusters, so all raider fighters start off aboard their parent ships.

The whitestars can sweep one asteroid cluster each turn. This requires a crew quality check at a difficulty of eight. The asteroids must be within 12" of the whitestar with a line of sight clear of other asteroid clusters. The Whitestar cannot perform a special action if it wishes to scan asteroids. If successful then the raider player must place any ships hiding in that cluster.

Game Length

The game lasts until one or other force has been destroyed, or for a number of turns

equal to the number of asteroid clusters on the table.

Victory and Defeat

Victory points are used in this scenario, however the raider player receives full value for either raider ship that is still in hiding and undiscovered at the end of the scenario.

Raider Tactics

Your main advantage is that the whitestars have a lot of ground to cover, although they do have the time to do it. If they stick together they may not get to scan all the asteroids in time, giving you an easy win. If they do discover you, then remember that the *Profit margin* can launch all its fighters on the turn that it's discovered, and that fighters are moderately effective against whitestars. Your ships are lumbering, so dodging among the asteroid clusters is going to be difficult, but might buy you a turn or two.

Interstellar Alliance Tactics

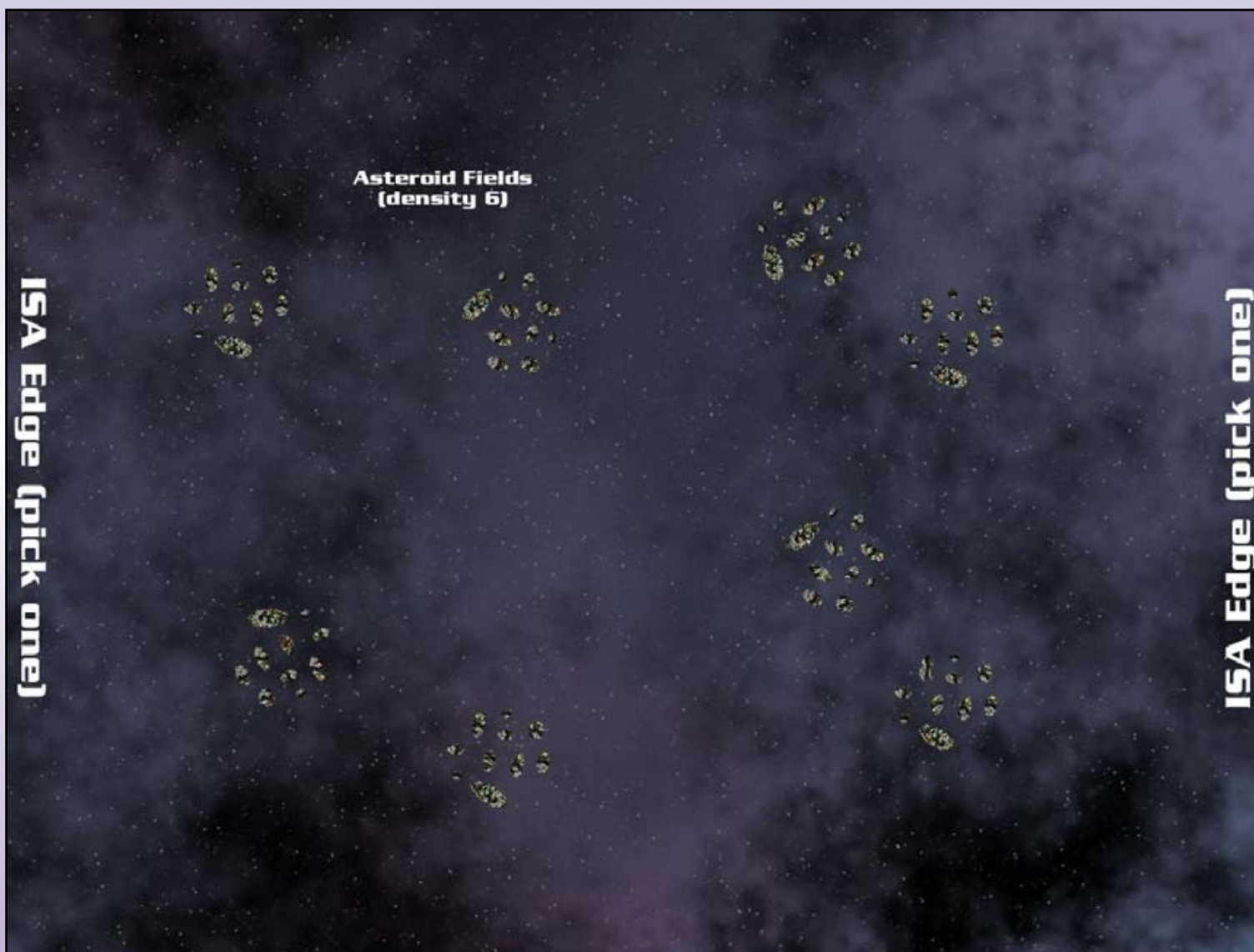
To win you have to destroy the raiders, just finding them only stops them getting an easy win. While splitting up is risky as it allows them to try and pick you off one at a time, it may be the only way to cover enough ground to find them with enough time to destroy them. Their fighters will be an issue, which might be a shock to those used to fighting raiders.

Historical Note

The *Barn* broke cover and tried to blast Soloman's whitestar from surprise and was

soon cut in half by Improved *Neutron* laser fire. The *Profit Margin* then tried to run and was quickly chased down. This complete victory was enough to secure ranger

Soloman's reputation. Neither of the Raider ships showed any real understanding of how to engage the whitestars, but then they were not tactical geniuses.



Coriana Revisited

Two months on, and the rangers have been reinforced with ships from a number of Interstellar Alliance member races.

Captain Archer of the Earth Alliance Marathon advanced cruiser *Achilles*. He is another old war horse of a captain, been around since the Minbari war and seen more than his fair share of battle. He's a solid captain but has always lacked the flair to gain promotion above the rank of captain.

Executive Captain (junior grade) Valkopf from the Brakiri Syndicracy commanding a small force of support ships from his Brokados battle carrier *New Management*. Valkopf is a young officer, fresh to command of a squadron and only in this position because of his water clan connections. He has enough seasoned officers around him to prevent him making too many mistakes, but he is definitely a green horn captain.

Normod Fell of the Drazi Freehold, commanding an attack squadron from his firehawk advanced cruiser, the *Towering Inferno*. Normod Fell is a big Drazi, a really big Drazi. Once when piloting a Sky Serpent he actually got stuck in the cockpit and couldn't get out for nearly an hour, much to the amusement of the rest of the crew. He personally leads any boarding actions that the *Towering Inferno* gets involved in, and is considered the equal of a whole squad of non Drazi troops.



The last and strangest is the Ipsha warglobe, which arrived at the rendezvous point with the appropriate identification codes as part of the task force. However nobody within the Alliance chain of command knows anything of any enforcement contract with the Ipsha Baronies. When communicating with the other ships of the task force, they use voice only coms, and the captain or commander of the warglobe refers to itself only as 'I'.

The task force is dispatched to the Coriana system, where a number of ships have gone missing in recent months. They arrive just in time to pick up an emergency distress call. The fuel refinery complex on the moon of Coriana XI has come under attack. This refinery complex processes the fuel extracted

from Coriana XI, a large gas giant that has recently become key to the economic development of the Coriana system.

The task force arrives to find a fleet of fuel tankers around the refinery complex, being led by a raider battlewagon, which are apparently trying to flee the area with the stolen fuel. What the rangers don't know is that a powerful squadron of raider ships, modified to operate in atmosphere, is hiding within the clouds of the gas giant, just waiting for them to stray too close to the planet.

Interstellar Alliance Fleet

Whitestar *Sun in Splendor*, crew quality 6.
Whitestar *Ajax*, crew quality 5

Marathon *Achilles*, crew quality 5. 2 flights of Aurora Starfuries.
 Brokadod *New Management*, crew quality 3.
 8 flights of Falkosi interceptors
 Shakara scout cruiser *Seeker of Opportunities*, crew quality 5.
 Ikorta light assault cruiser *Brakiri Resources*, crew quality 3.
 Firehawk *Towering Inferno*, crew quality 4.
 Warbird cruiser *Savage Fist*, crew quality 5.
 Sleekbird assault cruiser *Jackboots*, crew quality 3.
 Ipsha warglobe, crew quality 4.

Raider Fleet

Raider Nova *Indestructable*, crew quality 6.
 6 flights of Aurora Starfuries.
 Early EA Nova dreadnought *Ghost of Revenge*, crew quality 4. 4 flights Nova starfuries.
 Early EA Nova dreadnought *Scrap value*, crew quality 3. 4 flights of Nova starfuries.
 Raider Battlewagon *Cutthroat*, crew quality 3. 3 flights of Delta V2s.
 8 Civilian fuel tankers, remote control
 All the above ships have been modified to have the atmospheric trait.

Pre-Battle Preparation

Place a gas giant at least 12" in diameter in the centre of the table. Place the moon 8" from the surface of the gas giant.
 Raiders deploy first, placing the cutthroat and all eight civilian tankers within 12" of the surface of the planet. The Nova dreadnoughts are not placed on the table

at the start, as they are deep within the atmosphere of the gas giant and hidden from view. The Interstellar Alliance fleet is deployed within 6" of the short table edge further from the moon.

Scenario Rules

The civilian tankers are remote controlled, and have been rigged with suicide charges. The raider player can choose to detonate any tanker or tankers at the end of each movement phase. These ships are loaded with highly volatile refined fuel so explode for fifteen attack dice of AP double damage across a four inch radius area. The civilian tankers are moved at the same time as other warships, giving the raiders a large number of expendable initiative sinks. The tankers cannot fire weapons nor can they perform special actions, due to the limitations of the remote control systems.

The Nova dreadnoughts hiding in the planet's atmosphere cannot be detected unless a scout scans for them in the same manner as attempting to lower the stealth of an enemy ship. They cannot attack unless they leave the atmosphere, which they can do in the movement phase of any turn, appearing on the table anywhere on the gas giant. They can also appear at one edge of the planet, so that it blocks line of sight to them from some directions.

Most elements of the Interstellar Alliance are under strict engagement rules. These mean that they cannot fire on civilian ships unless

they have proved to be a threat. That means that they cannot fire on the tankers until the first of them is detonated. However neither the Ipsha nor the Drazi will follow these engagement rules and they can fire on the civilian ships freely.

Game Length

The game lasts until the raider force has escaped or been destroyed, or for ten turns if neither has happened.

Victory and Defeat

Normal victory points are used with several exceptions. The raiders give nothing away to the Alliance for ships that have tactically withdrawn from the battle. Each tanker that escapes through a jump point to hyperspace is worth five victory points to the raiders. Each tanker destroyed by detonation or enemy fire is worth three victory points to the Interstellar Alliance.

Interstellar Alliance Tactics

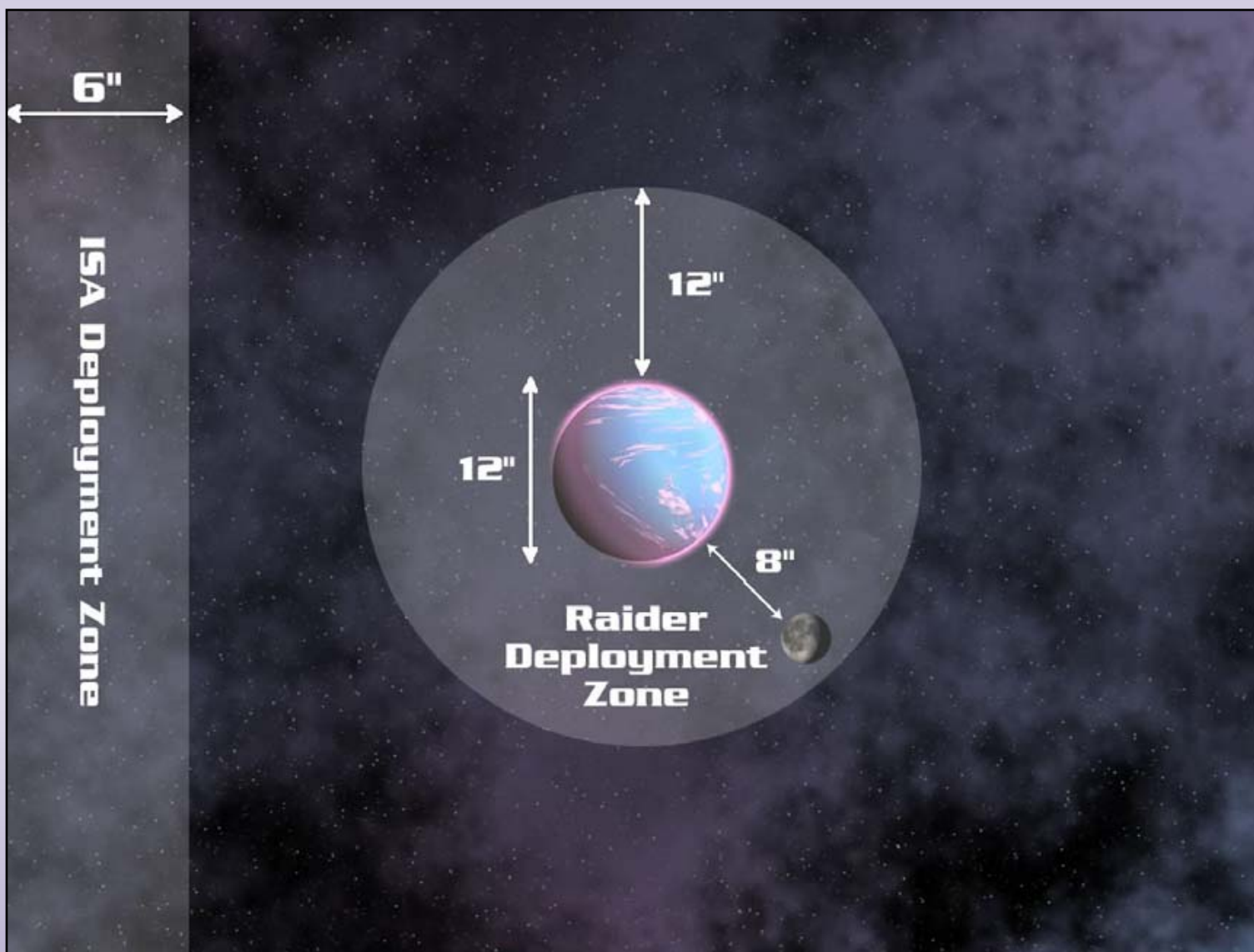
Some of the tankers will try and run, and those that escape will give the raider a substantial advantage in victory points. Have the Drazi and Ipsha concentrate on the fleeing tankers. Either spread your ships out so that a tanker explosion cannot get more than one or manoeuvre to avoid the tankers completely, although you want at least one to detonate so that you can fire on the rest

of them. Try and avoid getting too close to the gas giant and the hidden dreadnoughts, however this will be difficult.

Raider Tactics

Make sure that for each tanker you detonate against the Alliance ships, you get one out

via a jump point. Have four or five tankers follow the *Cutthroat* away from the enemy while the others close. The battlewagon can open a jump point for the tankers to leave, then either run away itself or turn



and engage, probably depending on how the suicide freighters do. Deploy the Nova dreadnoughts once the Alliance fleet gets close to the gas giant, you should be able to rise from the atmosphere within broadside weapons range, which will give the Alliance ships a nasty surprise.

Historical Note

While the Interstellar Alliance did not lose a ship, Executive captain Valkopf was killed when one of the tankers exploded next to his carrier, destroying the bridge of his ship.

Both the *Ghost of Revenge* and the *Scrap Value* were destroyed in the engagement. The *Cutthroat* lost power to engines and drifted into the atmosphere of Coriana XI, burning up with all hands. Pirate captain Takahashi of the *Indestructible* survived the engagement with her ship still in relatively good condition, and managed to break away from the engagement.

After the battle, Captain Takahashi of the *Indestructible* made contact with the rangers to arrange for those members of her crew who were native to the Coriana system to be allowed to return home without punishment. In return for this favour she would provide what information she could as to the financial backers of the raider fleet. It also turns out that Captain Takahashi was the captain of the *Indestructible* during the Minbari war. Earthforce thought that the dreadnought had been destroyed in battle and never sent the rescue ship that was

supposed to have come to her aid. Instead it was raiders who rescued Takahashi and her crew, and gradually rebuilt the dreadnought wreck. However Captain Takahashi still remembers what it was like to fight for a greater cause than just profit margins and survival, hence her willingness to assist the Interstellar Alliance in return for the possibility of more formal recognition in the future.

It was also discovered that the raiders had established an outpost and ship yard within the atmosphere of the gas giant where their entire operation had been based for the last year or more. This was brought under the control of the Coriana government, partially through the negotiations of Captain Takahashi.

Malice Revealed

Six weeks later Captain Takahashi comes up with the goods. She and some other mercenaries have been hired by a new raider cell to provide them with additional security when they go to meet some shady types who are promising to provide financial and intelligence backing to the new raider cell. Takahashi says that this is exactly the sort of approach her old raider cell got a couple of years ago.

With Captain Takahashi's information the Interstellar Alliance are able to set up in ambush in the system, waiting for the mysterious backers to turn up. To get the

needed evidence they are under orders to capture the fleet's command ship.

There are some changes to the Alliance fleet, the Drazi ships have been replaced by a Drazi Fireraptor battleship after the death of Fell in a friendly fire incident, which brings a dedicated offensive warship to the fleet. The Earth Alliance have provided an assault ship to aid in the capture of the command ship, and have swapped out the Aurora starfurries for Thunderbolts for their atmospheric capabilities.

The action takes place in the Dorac system, which is a quiet backwater of a system between the Centauri and Minbari nations. This scenario can easily be adapted for play by four or five players by splitting the raider and Centauri forces to different players.

Interstellar Alliance Fleet

Whitestar *Sun in Splendor*, crew quality 6.
 Whitestar *Ajax*, crew quality 5
 Marathon *Achilles*, crew quality 5. 2 flights of Thunderbolt Starfurries.
 Assault hyperion *The Trooper*, crew quality 4.
 Brokados *New Management*, crew quality 3.
 8 flights of Falkosi interceptors
 Shakara scout cruiser *Seeker of Opportunities*, crew quality 5.
 Ikorta light assault cruiser *Brakiri Resources*, crew quality 3.
 Drazi Fireraptor Battleship *Star Destroyer*, crew quality 5. 4 flights of star snakes, 1 Sky serpent.
 Ipsha warglobe, crew quality 4.

Raider Fleet

Raider Armed freighter *Fat Bottomed Girl*, crew quality 3.

Raider Armed freighter *Kessle Run*, crew quality 3.

Mercenary Fleet

Raider Nova dreadnought *Indestructible*, crew quality 6, 5 flights Aurora starfuries, 1 flight Nova starfuries.

Drazi Guardhawk battle escort *Flyswat*, crew quality 4.

Hurr Gunship *Savage Metal Heart*, crew quality 5.

Centauri Fleet

Secundus Battlecruiser *Lord Nocturi*, crew quality 5

Centurian Attack cruiser *Knight Commander*, crew quality 4.

4 Demos Warships, crew qualities 5, 4, 4 and 3.

2 Maximus frigates *Shield 17* and *Shield 23*, crew quality 4 on both ships.

Pre-Battle Preparation

A gas giant is placed in the centre of the map, with two small moons in orbit eight inches from the surface.

The Interstellar Alliance fleet is divided between those ships hiding on the map and those waiting in hyperspace. Any of the

following units can be hidden on the gas giant or small moons; *Sun in Splendor*, *Ajax*, Thunderbolt starfuries, *Brakiri Resources* and the Drazi star snake fighters.

The raiders and mercenaries are deployed within twenty four inches of the surface of the gas giant. They entered real space hours ago and approached the planet through real space, as this enabled Captain Takahashi to recharge her jump engines ready for a rapid exit if necessary.

The Centauri fleet opens jump points on turn one. The *Knight Commander* will open the first jump point, used by it, the *Lord Nocturi* and both Maximus frigates. One of the Demos will open the second, which will be used by the whole Demos squadron.

Scenario Rules

None of the raider, mercenary or Centauri fleets have scouts to detect the Alliance ships hidden on the moons or in the atmosphere of the gas giant. The hidden ships can be placed on the table at any point, taking a move to rise out of the atmosphere or lift off from the surface of the moon.

Captain Takahashi has set up this ambush, however as she has yet to receive any formal recognition from the Interstellar Alliance, so she will fight for her own survival during this engagement. However as a sign of good faith she has told the rangers that if asked to surrender, she will do so. The Interstellar Alliance fleet can perform a

Stand down and prepare to be Boarded special action against the Indestructible without having first crippled it, and the ship will automatically surrender. After that, the Interstellar Alliance player may elect to take over command of the Indestructible and use it against the raider and Centauri ships, however this has implications outside the immediate battle.

Game Length

Game will last until only one faction remains in action, or for ten turns if this doesn't occur.

Victory and Defeat

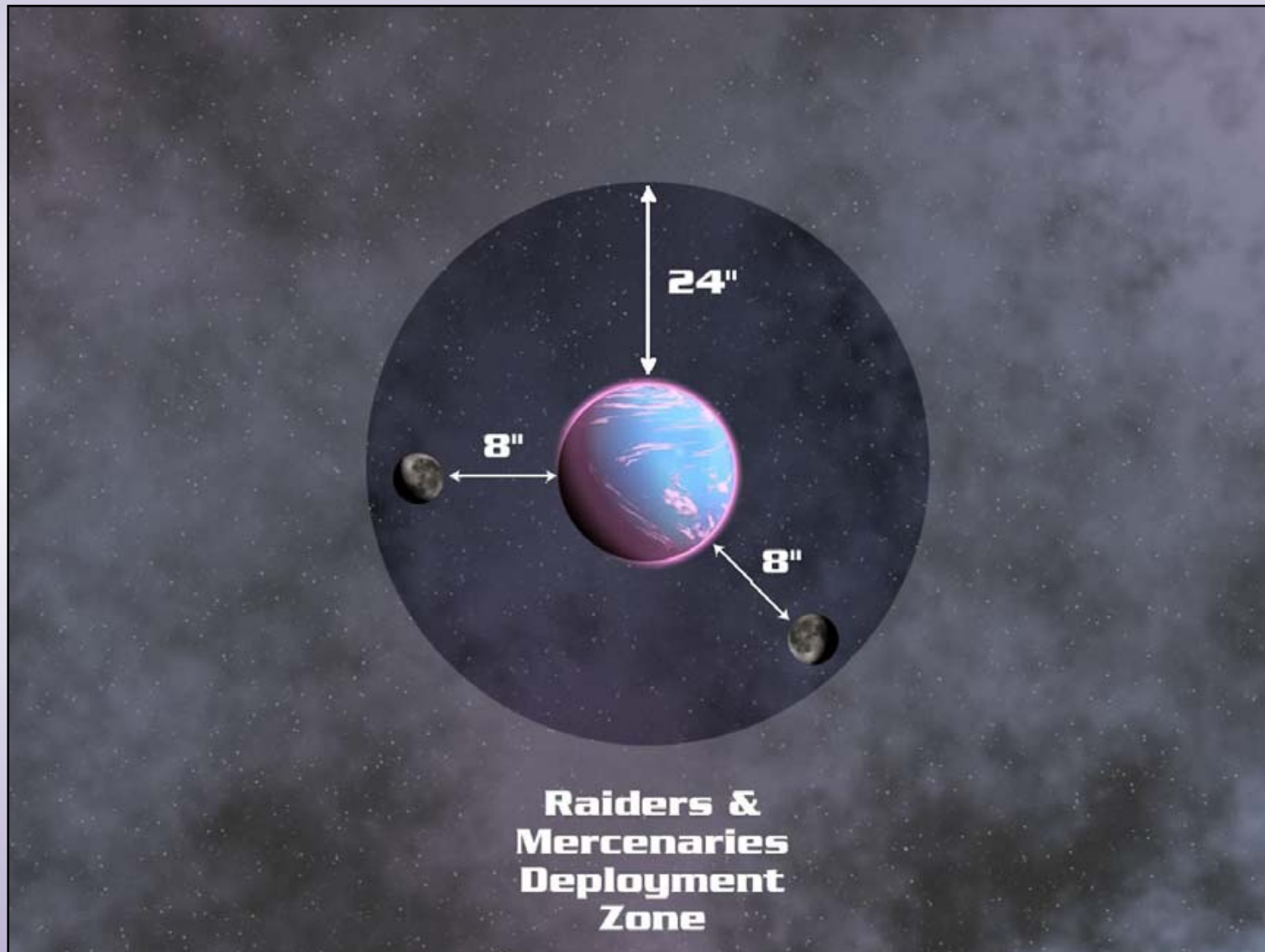
Victory and defeat will be a messy business as each faction has their own objectives.

Victory for the Interstellar Alliance depends on the Centauri fleet. Complete victory involves the capture or surrender of the *Lord Nocturi* and the destruction or capture of the rest of the Centauri fleet. The mercenaries are of little interest to the Alliance, although to preserve Captain Takahashi as an undercover asset a small amount of damage should be done to her ship, so additional Cudos is awarded if between one and ten points of damage has been done to the *Indestructible*. The actual raider freighters should be destroyed or captured if possible, although they are less important than the Centauri.

Victory for the Centauri would be the destruction of the Interstellar Alliance fleet, to preserve the secrecy of their involvement in financing raiders. A partial victory is for the *Lord Nocturi* to escape, preventing the

Alliance from getting *hard evidence* of their involvement. Utter defeat is the capture of the *Secundus* and the destruction of the rest of the Centauri fleet.

Victory for the raiders, two small converted freighters, is just survival and escape. Obviously if they can help the Centauri destroy the Alliance then they will survive, but just running away is good



enough. The only problem is that escape requires them to get into hyperspace, and they don't have jump drives themselves.

Victory for the mercenaries is to survive and do more damage to the enemy than they take themselves. Of course the *Indestructible* may end up fighting for the Alliance, in which case it's own victory conditions will become theirs.

Interstellar Alliance Tactics

You need to bring the ships in from hyperspace as quickly as you can to balance the Centauri firepower. Concentrate on the Centauri ships first, although target the other ships as and when it is possible. You have plenty of troops with which to board the *Lord Nocturi*, although reducing it to skeleton crew to reduce it's own troop contingent will make life simpler. Forcing it's surrender may be easier than the boarding action. What to do with the *Indestructible* is a big question, as you can force it to surrender at any time, which cuts one of the three largest ships from the enemy fleet. However to preserve the asset for the future this should be done as late as possible, to make it more realistic. You should only take control of the *Indestructible* if the battle will otherwise be completely lost, as undercover raider assets of this calibre are rare.

Raider and Centauri Tactics

There is enough firepower on the table to destroy the Interstellar Alliance fleet, assuming you can keep them all fighting together long enough. However there may come a time where you have to look at running away. Ships that have used their jump drives already, the *Knight Commander* and the *Demos*, are the first ships to be sacrificed as they have the least chance of getting away.

The mercenaries should be rammed down the Alliance throat as both ships work at close range, and more importantly you don't know how much use you'll get out of the *Indestructible*.

The two small raider ships are forced to rely upon the generosity of one of the other ships to escape, so may be forced into fighting to the death if nobody will let them escape.

Historical Note

This mission was a complete success for the Alliance. The *Lord Nocturi* was captured with the evidence of the financial backing of raider activities aboard, as well as the nobles who were behind it. All of the other Centauri ships were destroyed. Again the Brakiri ships took the brunt of the damage for the Alliance fleet.

The *Indestructible* once again survived, with just enough damage to maintain Takahashi's reputation as a brilliant raider and mercenary captain.

Of course for the Centauri the outcome was not so good, having been caught with their hand in the cookie jar. Their only recourse was to dispatch more ships to try and destroy the Alliance fleet before they can get the evidence away from the system. This leads us to...

The Hammer Blow

This scenario follows directly after Malice revealed, and the two are best played consecutively. The surviving forces from the Interstellar Alliance can be used instead of the forces listed below. If the surviving forces are used, then they retain the damage and crew taken during the previous battle, with the exception of the whitestars that will have repaired the damage through their self repair trait.

With the evidence in hand, the Interstellar Alliance had a number of options. They could charge into Centauri space, but this would be almost certain suicide. They could run for Vorlon space, but while this might be less certain than Centauri space, it would probably still be suicide. They could make a run for Babylon 5, however their

course would lead then along the edges of Centauri space, and the Centauri might just be desperate enough to stop them to attempt to attack them in hyperspace. They could run for Minbari space, which offered the safest option, assuming again that they were not attacked in hyperspace. The last option, remaining where they were and calling for help, was the option they elected to take.

The Minbari, always a cornerstone of the Interstellar Alliance, sent official observers to the system in an attempt to force the Centauri to back off. It failed.

Interstellar Alliance Fleet

Either use the ships from 'Malice Revealed' in the condition they finished the battle in, or use the ships in the following list.

Whitestar *Sun in Splendor*, crew quality 6.
-4 crew
Whitestar *Ajax*, crew quality 5
-4 crew
Marathon *Achilles*, crew quality 5. 1 flight of Thunderbolt Starfuries.
Brokados *New Management*, crew quality 3. 5 flights of Falkosi interceptors.
-50% damage and crew
Shakara scout cruiser *Seeker of Opportunities*, crew quality 5.
Drazi Fireraptor Battleship *Star Destroyer*, crew quality 5. 2 flights of star snakes, 1 Sky serpent.
Ipsa warglobe, crew quality 4.
-50% damage and crew

Minbari Observer Fleet

Leshath Heavy Scout *Vanishing Dream*, crew quality 6, 1 Flyer flight
Teshlan Fast Cruiser *Rapid Response*, crew quality 5, 1 Nial flight
Teshlan Fast Cruiser *Lightning Reflexes*, crew quality 5, 1 Nial flight

Centauri Fleet

1st Squadron

Octurion Battleship *Emperor Catagia*, crew quality 6. 4 Senti flights
2 Maximus frigates *Shield 27 & 29*, crew quality 4

2nd Squadron

Secundus Battlecruiser *Prince Elvari*, crew quality 4. Mass Driver added
Maximus Frigate *Shield 36*, crew quality 4

3rd Squadron

Primus Battlecruiser *Prince Cesta*, crew quality 5. 2 Razik flights
Primus Battlecruiser *Prince Cavagi*, crew quality 4. 2 Razik flights
Maximus Frigate *Shield 33*, crew quality 4

4th Squadron

Liati Advanced cruiser *Emperor's Assassin*, crew quality 6. 2 Rutarian flights
Liati Advanced cruiser *Emperor's Will*, crew quality 5. 2 Rutarian flights

5th Squadron

Sulust Escort Destroyer *Virgin Consort*, crew quality 3

Sulust Escort Destroyer *Dancing Girl*, crew quality 4

6th Squadron

Sulust Escort Destroyer *Prince's Dancer*, crew quality 4
Sulust Escort Destroyer *Emperor's Concubine*, crew quality 6

Independent ships

Corvan Scout *Silent Running*, crew quality 5
Corvan Scout *Invisible Assassin*, crew quality 4

Pre-Battle Preparation

The map is set up as for Malice Revealed. Interstellar Alliance forces are deployed anywhere on the map as they chose, as are the Minbari Observers. However before they do, the Centauri should secretly select where the first turn jump points will open.

The entire Centauri fleet enters the map from hyperspace. The formal deployment pattern for this force is as follows:

Turn 1: The scouts *Silent Running* and *Invisible Assassin* open jump points from hyperspace.

Turn 2: The scouts enter realspace, jump points close.

Turn 3: The Liati open jump points in the middle of the Interstellar Alliance fleet, attempting to target key ships with the shock waves.

Turn 4: The two squadrons of Sulust destroyers enter realspace through the Liati

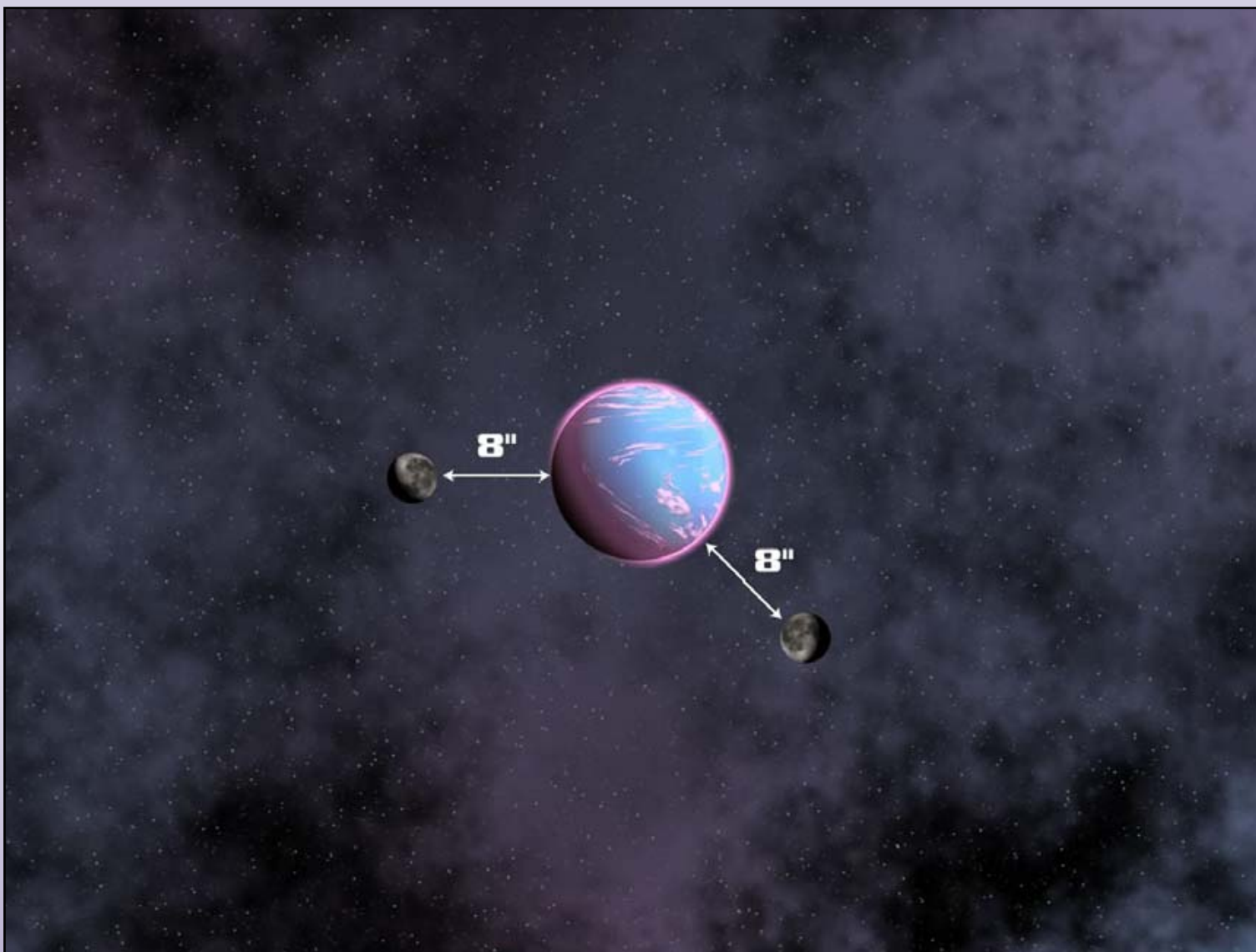
jump points. The *Prince Elvari* opens a third jump point on a flank.

Turn 5: The *Prince Elvari* and escort enter through its jump point. The *Emperor Catagia* and escorts enters through one Liati

jump point, and the *Primus squadron* enters through the second.

Turn 6: The Liati enter through their jump points, which close.

The Centauri will try and follow the above procedure if possible, however circumstances may change in battle and they may have to deviate from formal deployment patterns. Basically players are encouraged to follow



the above schedule, but are not forced to do so.

Scenario Rules

The Centauri are under orders to destroy the Interstellar Alliance fleet to keep their involvement in raider activities secret. However opening fire on Interstellar Alliance ships without provocation is just as bad, and so the Minbari Observers have to be destroyed as well, before they can escape or summon assistance. All the captains in the Centauri fleet know the stakes involved, so no Centauri fleet will seek to disengage or withdraw.

The Interstellar Alliance fleet are pretty certain that the Centauri are here to engage in hostilities, however their rules of engagement mean that they cannot open fire on the Centauri unless the Centauri have fired on Alliance or Minbari ships. Once the Centauri have started shooting, then the gloves come off, and any Centauri ship is fair game. Once again the Drazi and Ipsha will not follow the rules of engagement and will open fire if they get a target, even if the Centauri have not yet fired.

The Minbari Observers are under orders not to engage the Centauri unless fired upon themselves. However they do have reinforcements in hyperspace against the possibility that the Centauri are stupid enough to engage them. Three turns after a Minbari ship reaches hyperspace a Minbari fleet of overwhelming size will enter the

system and crush any remaining Centauri ships. Consider this force to be of sufficient size to destroy any remaining Centauri ships, a dozen Sharlin and Neshatan supported by smaller ships, that sort of thing. However the Minbari observers will not consider themselves under threat until they are actually fired upon. They don't believe that the Centauri are stupid enough to risk war with the Minbari Federation and so will only run away when the Centauri ships prove themselves to be that stupid.

Game Length

This game lasts until either the Centauri fleet destroys all other ships, or is completely destroyed itself.

Victory and Defeat

Victory for the Centauri only occurs if they can destroy all of the Interstellar Alliance ships, and the Minbari observers, without leaving any survivors to pass on the information to any outsiders. Obviously if this scenario is being played directly after *Malice Revealed*, then the damage done to the Interstellar Alliance in that scenario will be decisive in this one.

If Minbari ships are destroyed but any Minbari unit escapes, this is likely to lead to war between the Minbari Federation and the Centauri republic, which could easily involve other members of the Interstellar Alliance. Victory for the Minbari comes

from the destruction of the Centauri and the preservation of the Whitestars of the Interstellar Alliance, and hence the proof of Centauri criminal activities.

Interstellar Alliance victory is simple, if any of the Interstellar Alliance fleet survives the entire engagement, then that is victory.

Minbari Reinforcements

For the really masochistic Centauri players, you might want to keep on fighting when the Minbari reinforcements turn up. Assume that for each of three turns the Minbari will deploy four war priority ships and four battle priority ships. The first wave is likely to be Neshatan Gunships and Troligan Armoured Cruisers. The second wave will be Sharlin war cruisers and Tinashi warships, and the third will be Sharlin variants supported by Morshin carriers and Shantavi heavy battle frigates. The Centauri fleet have no hope against what is effectively eighteen points of war priority ships, however some people will enjoy the fight to the death that this provides.

Centauri Tactics

There is nothing subtle about this, you just have to kill every last enemy ship on the table. Your own casualties don't matter, but that doesn't mean you have ships to spare to throw them away. The Liatu jump bombing can be used against the Interstellar Alliance



or Minbari fleets, but the Minbari should be left alone for as long as possible as they will neither fight nor call in reinforcements until they are engaged. For this reason use them against the Alliance ships.

With your fleet working closely together, your escorts will be able to spread a fair amount of interceptor and anti-fighter fire around. When they are unlikely to be firing anyway, they should use 'Intensify Defensive Fire' special actions to improve their capabilities.

If the Minbari get a ship into hyperspace, that means you've got a couple of turns to kill everything that remains then run. This might still be doable but extreme tactics such as ramming with crippled ships may be necessary.

Interstellar Alliance Tactics

If possible, kill the scouts first, as this will prevent ships leaving hyperspace from firing.

They are unlikely to fire so you will *only* have the *Star Destroyer* and *Ipsha Warglobe* available for scout hunting, however the *Vanishing Dreams* will help against the stealth of one of them.

Do not cluster your ships together on turn two, as this invites jump point bombing on turn three. You could of course cluster the Minbari ships close together to invite jump point bombing, as once that happens you can send the most damaged ship running for hyperspace to bring in the reinforcements. You never know, he might take the bait.

The *Vanishing Dreams* can provide scout support to the Interstellar Alliance before the Minbari are formally engaged, which means negating the stealth on the *Corvans* or redirecting the fire of the *Ipsha warglobe* for example.

Historical Note

The Centauri attack was savage, however the loss of the *Invisible Assassin* in the opening minutes of the engagement nearly derailed the Centauri formal deployment pattern, forcing them to accelerate and bring their ships through ahead of schedule so that they would still have a scout present to direct fire on their arrival.

However the weight of firepower that the Centauri brought to the fight was such that the Interstellar Alliance ships were soon disappearing fast. Both the *Sun in Splendor* and *Ajax* were destroyed, although

both rangers made it to escape pods and survived the engagement. The entire Brakiri contingent was destroyed when they orbited around the gas giant straight in front of the Octurion at point blank range. The *Ipsha warglobe* was crippled during the engagement, and both the *Achilles* and *Star Destroyer* took heavy damage.

The Centauri made a mistake however when they vaporised the *Rapid Response* early in the battle when it's stealth failed. This allowed the *Vanishing Dream* to run for hyperspace while the *Lightning Reflexes* directly engaged the Centauri fleet. Minutes later jump points opened and the first wave of Minbari ships entered the engagement. Rather than surrender or flee at this point the Centauri engaged these ships as well, and managed to destroy a Neshatan gunship in the opening exchanges, and near cripple a second. It was only with the arrival of the second wave of Sharlins and the destruction of the *Emperor Catagia* that the Centauri fleet crumbled. The Minbari were in no mood to accept surrender and the remaining Centauri ships were dissected by neutron laser fire. The only Centauri to escape were the *Prince Cavagi*, *Emperor's Assassin* and *Emperor's Will*.

Of course, the Minbari were not impressed by the destruction of their ships by the Centauri, and war between two of the galaxies biggest and oldest powers looked all but inevitable. But that, as they say, is another story...

IRON THUNDER

AMERICAN CIVIL WAR NAVAL ACTIONS USING VICTORY AT SEA PART TWO - FLEET LISTS

by Ray Garbee

The fleet lists cover the common ships of both the Union and Confederate navies during the war. More ships will follow next issue.

UNION NAVY

The Union Navy underwent a dramatic expansion during the American Civil War. From a navy that could barely sortie a squadron at the beginning of the war, the United States Navy became one of the pre-eminent fleets of the world. As much a technical innovator as the Confederates, the Union developed a new class of warship – monitors – as well as deployed early models of submarines and supported Professor Lowell's aeronautical operations in the Western theatre.

The officers and sailors of the Union Navy were a formidable force, well trained, well equipped and generally well led.

USS MINNESOTA

Ships in the class include: Wabash and Colorado

Speed:	20"	In Service:	May, 1857
Turning:	1/45	Command:	
Target:	4+	Damage:	22/5
Armour:	2+	Flotation:	6
Crew:	64/21	Flooding:	
Special Traits:	Armament as of December 1861		

Weapon	Range	Arc	AD	Special
Medium SB	20"	P	21	
Medium SB	20"	S	21	
Heavy SB	40"	P/S	2	AP, Double Damage
Light SB	20"	P	1	Weak, Small Arms
Light SB	20"	S	1	Weak, Small Arms



Notes: Two additional units Merrimack and Roanoke were rebuilt as CSS Virginia and USS Roanoke.

USS HARTFORD

Ships in the class include: Hartford, Richmond, Brooklyn, Lancaster, Pensacola

Speed:	20"	In Service:	March, 1859	
Turning:	1/45	Command:		
Target:	4+	Damage:	16/4	
Armour:	2+	Flotation:	4	
Crew:	31/10	Flooding:		
Special Traits:				
Weapon	Range	Arc	AD	Special
Medium SB	20"	P	10	
Medium SB	20"	S	10	
Light Rifle	40"	B	2	
Small Arms	4"	T	4	

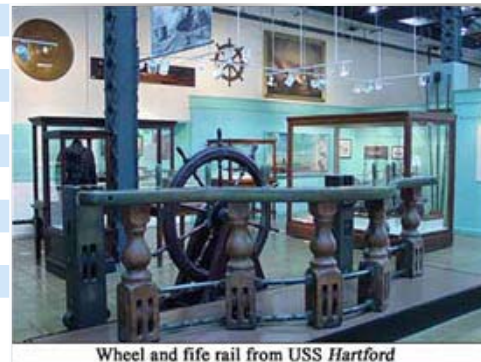
Notes: Armament as of June 1862

USS HARTFORD (1864)

Ships in the class include: Hartford, Richmond, Brooklyn, Lancaster, Pensacola

Speed:	20"	In Service:	March, 1859	
Turning:	1/45	Command:		
Target:	4+	Damage:	16/4	
Armour:	2+	Flotation:	4	
Crew:	31/10	Flooding:		
Special Traits:				
Weapon	Range	Arc	AD	Special
Light Rifle	40"	P	1	
Light Rifle	40"	S	1	
Medium Rifle	40"	P	1	Armour Piercing, Double Damage
Medium Rifle	40"	S	1	Armour Piercing, Double Damage
Medium SB	20"	P	10	
Medium SB	20"	S	10	
Light Rifle	40"	B	2	
Small Arms	4"	T	4	

Notes: Armament as of Battle of Mobile Bay, 1864.



Wheel and fife rail from USS Hartford

MISSISSIPPI

Ships in the class include: Mississippi

Speed:	16"	In Service:	December, 1841	
Turning:	1/45	Command:		
Target:	4+	Damage:	15/3	
Armour:	2+	Flotation:	4	
Crew:	25/8	Flooding:		
Special Traits:	Deep Draft, Agile			
Weapon	Range	Arc	AD	Special
Medium SB	33"	P,S	1	
Medium SB	33"	P	5	
Medium SB	33"	S	5	
Light SB	20"	T	1	weak



Notes: Armament as of 1861

USS SASSACUS

Ships in the class include: Sassacus, Agawan, Mackinaw, Mattabesett, Wyalusing

Speed:	19"	In Service:	October, 1863	
Turning:	2/45	Command:		
Target:	4+	Damage:	13/3	
Armour:	2+	Flotation:	3	
Crew:	16/5	Flooding:		
Special Traits:	Agile, Double-Ender, Shallow Draft			
Weapon	Range	Arc	AD	Special
Medium Rifle	40"	P, S	2	AP, Double Damage
Medium SB	33"	P	2	
Medium SB	33"	S	2	
Light SB	33"	P	1	Weak
Light SB	33"	S	1	Weak
Light Rifle	33"	P	1	
Light Rifle	33"	S	1	

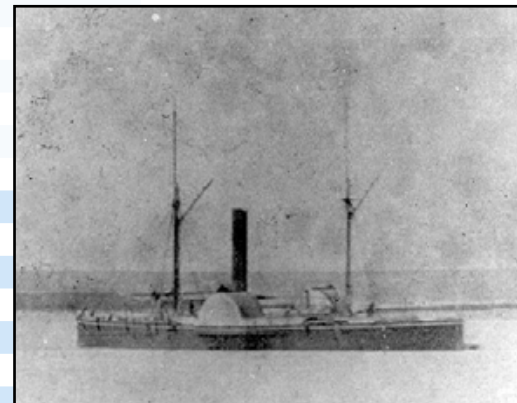


USS PAUL JONES

Ships in the class include:

Speed:	19"	In Service:	October, 1863
Turning:	2/45	Command:	
Target:	4+	Damage:	13/3
Armour:	2+	Flotation:	3
Crew:	16/5	Flooding:	
Special Traits:	Agile, Double-Ender, Shallow Draft		

Weapon	Range	Arc	AD	Special
Medium Rifle	40"	P, S	1	AP, Double Damage
Heavy SB	33"	P, S	1	AP, Double Damage, Slow Loading
Medium SB	33"	S	1	
Medium SB	33"	P	1	
Light SB	33"	S	1	Weak
Light SB	33"	P	1	Weak
Light Rifle	33"	P	1	
Light Rifle	33"	S	1	



USS NIAGARA

Ships in the class include: Niagara

Speed:	21"	In Service:	October, 1863
Turning:	1/45	Command:	
Target:	4+	Damage:	30/7
Armour:	2+	Flotation:	7
Crew:	65/21	Flooding:	
Special Traits:			

Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	P	6	Super AP, Double Damage, Slow Loading
Heavy Rifle	40"	S	6	Super AP, Double Damage, Slow Loading
Medium SB	33"	P	10	
Medium SB	33"	S	10	

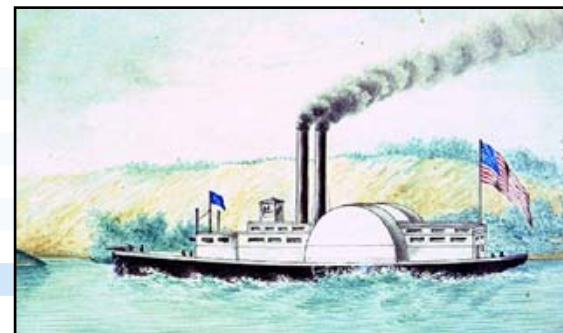
Armament as of October 1863



QUEEN OF THE WEST

Ships in the class include: Queen of the West

Speed:	15"	In Service:	May, 1862		
Turning:	1/45	Command:			
Target:	4+	Damage:	10/3		
Armour:	3+	Flotation:	2		
Crew:	12/4	Flooding:			
Special Traits:	Ram, Cottonclad, High Pressure Engines, Agile				
Weapon	Range	Arc	AD	SF	Special
Light Rifle	20"	P, F, S	3	3	Weak



USS MOHICAN

Ships in the class include: Kearsarge, Mohican

Speed:	16"	In Service:	November, 1859	
Turning:	1/45	Command:		
Target:	4+	Damage:	10/2	
Armour:	2+	Flotation:	3	
Crew:	16/4	Flooding:		
Special Traits:				
Weapon	Range	Arc	AD	Special
Heavy SB	40"	P,S	2	AP, Double Damage
Light SB	20"	P	2	
Light SB	20"	S	2	



Notes: Armament as of 1860.

USS SEMINOLE

Ships in the class include: Narragansett, Seminole

Speed:	16"	In Service:	November, 1859	
Turning:	1/45	Command:		
Target:	4+	Damage:	11/3	
Armour:	2+	Flotation:	3	
Crew:	12/3	Flooding:		
Special Traits:				
Weapon	Range	Arc	AD	Special
Heavy SB	40"	P,S	1	AP, Double Damage
Light SB	20"	P	2	
Light SB	20"	S	2	

Notes: Armament as of 1861

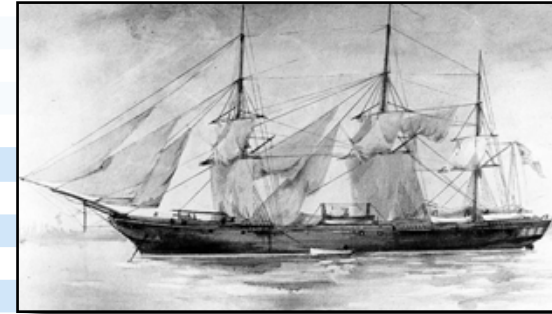
USS IROQUOIS

Ships in the class include: Iroquois, Oneida, Wachusett

Speed:	17"	In Service:	November, 1859
Turning:	1/45	Command:	
Target:	4+	Damage:	10/3
Armour:	2+	Flotation:	3
Crew:	12/4	Flooding:	

Special Traits:

Weapon	Range	Arc	AD	Special
Heavy SB	40"	P,S	2	AP, Double Damage, Slow Loading
Light Rifle	33"	P	1	
Light Rifle	33"	P	1	
Light SB	33"	P	2	
Light SB	33"	S	2	



Notes: Armament as of 1861

CONFEDERATE STATES NAVY

The Confederate States Navy started with nothing and proceeded to build a navy which changed the world. Forced to use innovation to overcome numbers, the Confederacy fielded ironclad gunboats, rams, raiders, submarines and mines in an attempt to break the Union blockade. While generally well led by its officers, crew quality was a often challenge through much of the war.

CSS ALABAMA

Ships in class: Alabama

Speed:	19"	In Service:	August 1862
Turning:	1/45	Command:	
Target:	4+	Damage:	11/3
Armour:	2+	Flotation:	3
Crew:	14/5	Flooding:	

Special Traits: Raider, Deep Draft

Weapon	Range	Arc	AD	Special
Heavy Rifle	60	P,S	1	Super Armour Piercing, Double Damage, Slow Firing
Light Smoothbore	20"	P	3	Weak
Light Smoothbore	20"	S	3	Weak
Medium SB	40"	P,S	1	

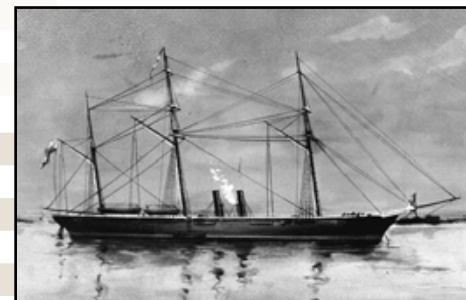


Notes: Commerce raider built in England and commissioned off the Azores.

CSS FLORIDA

Ships in class: Florida

Speed:	14"	In Service:	August 1862	
Turning:	1/45	Command:		
Target:	4+	Damage:	8/2	
Armour:	2+	Flotation:	2	
Crew:	14/4	Flooding:		
Special Traits:	Raider, Deep Draft			
Weapon	Range	Arc	AD	Special
Heavy Rifle	60	P,S	2	Super Armour Piercing, Double Damage, Slow loading
Medium Rifle	40"	P	3	AP, Double Damage
Medium Rifle	40"	S	3	AP, Double Damage
Very light SB	20"	P,S	1	weak

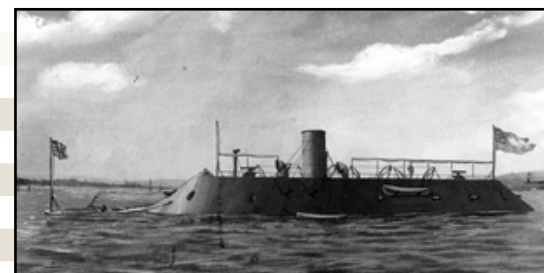


Notes: Commerce raider built in England.

CSS VIRGINIA

Ships in class: Virginia

Speed:	13"	In Service:	March, 1862	
Turning:	1/45	Command:		
Target:	4+	Damage:	20/4	
Armour:	5+	Flotation:	6	
Crew:	32/11	Flooding:		
Special Traits:	Armoured, Ram, Lumbering, armoured hull			
Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	P,B,S	1	Super AP, Double Damage, Slow-loading
Medium SB	20"	P	3	
Medium SB	20"	S	3	
Medium Rifle	40"	P	1	AP, Double Damage
Medium Rifle	40"	S	1	AP, Double Damage
Heavy Rifle	40"	P,Ba,S	1	Super AP, Double Damage, Slow-loading



CSS ATLANTA

Ships in class: Atlanta

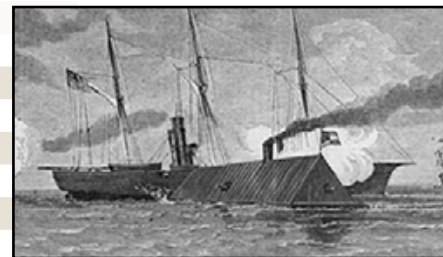
Speed:	9"	In Service:	November, 1862
Turning:	1/45	Command:	
Target:	4+	Damage:	14/3
Armour:	5+	Flotation:	5
Crew:	14/4	Flooding:	
Special Traits:	Ram, Super Heavy Armour, Armoured Hull, Spar Torpedo		
Weapon	Range	AD	Special
Heavy Rifle	40"	1	Super AP, Double Damage, Slow-loading
Heavy Rifle	40"	1	Super AP, Double Damage, Slow-loading
Medium Rifle	40"	1	AP, Double Damage
Medium Rifle	40"	1	AP, Double Damage
Heavy Spar Torpedo	1"	1	



CSS CHICORA

Ships in class: Chicora

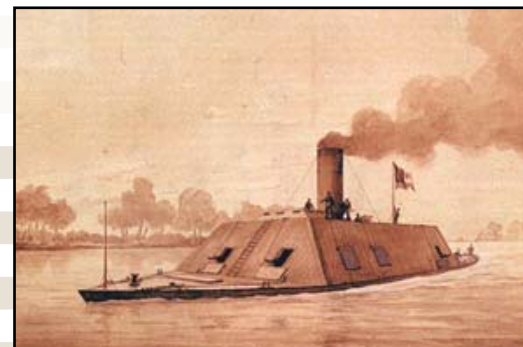
Speed:	9"	In Service:	November, 1862	
Turning:	1/45	Command:		
Target:	4+	Damage:	10/2	
Armour:	5+	Flotation:	3	
Crew:	18/6	Flooding:		
Special Traits:	Ram, Heavy Armour			
Weapon	Range	Arc	AD	Special
Medium SB	20"	B	1	
Medium SB	20"	A	1	
Light Rifle	20"	P	2	
Light Rifle	20"	S	2	



CSS ARKANSAS

Ships in class: Tennessee (I), Arkansas

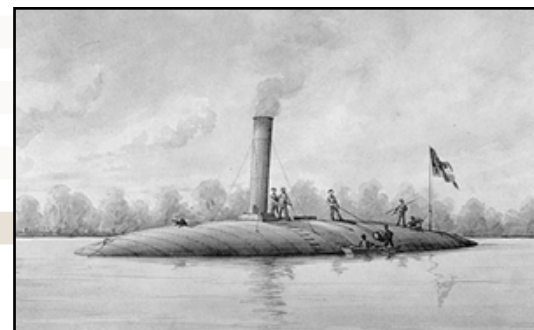
Speed:	10"	In Service:	May,1862	
Turning:	1/45	Command:		
Target:	4+	Damage:	10/2	
Armour:	5+	Flotation:	3	
Crew:	20/6	Flooding:		
Special Traits:	Ram, Heavy Armour			
Weapon	Range	Arc	AD	Special
Medium SB	20"	F	2	
Medium SB	20"	P	1	
Medium SB	20"	S	1	
Medium Rifle	40"	A	2	AP, Double Damage
Light Smoothbore	20"	P	1	Weak
Light Smoothbore	20"	S	1	Weak



CSS MANASSAS

Ships in class: Manassas

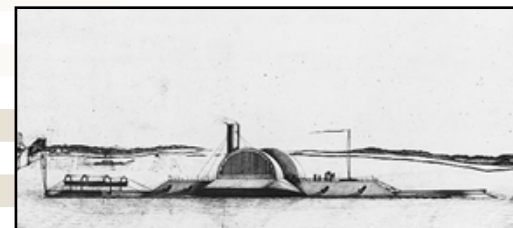
Speed:	6"	In Service:	May,1862	
Turning:	1/45	Command:		
Target:	6+	Damage:	7/2	
Armour:	4+	Flotation:	2	
Crew:	3/1	Flooding:		
Special Traits:	Ram, Agile, Armoured, Armoured Hull			
Weapon	Range	Arc	AD	Special
Light Smoothbore	20"	B	1	Weak



CSS NASHVILLE

Ships in class: Nashville, unnamed hull

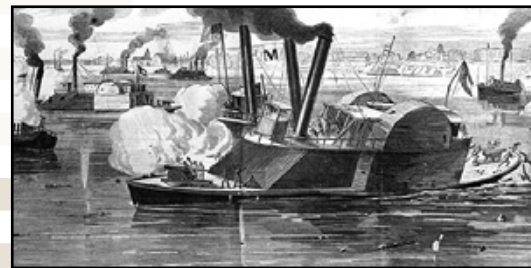
Speed:	9"	In Service:	1864	
Turning:	1/45	Command:		
Target:	4+	Damage:	28/7	
Armour:	5+	Flotation:	5	
Crew:	13/4	Flooding:		
Special Traits:	Ram, Heavy Armour, Deep draft			
Weapon	Range	Arc	AD	Special
Heavy Rifle	40"	F, P	1	Super AP, Double Damage, Slow Loading
Heavy Rifle	40"	F, S	1	Super AP, Double Damage, Slow Loading
Heavy Rifle	40"	A, S	1	Super AP, Double Damage, Slow Loading
Light Smoothbore	20"	A, P	1	weak



LITTLE REBEL

Ships in class: Little Rebel

Speed:	15"	In Service:	March, 1862
Turning:	2/45	Command:	
Target:	5+	Damage:	4/1
Armour:	3+	Flotation:	2
Crew:	3/1	Flooding:	
Special Traits:	Ram, Agile, High Pressure Engines,		
Weapon	Range	Arc	AD Special
Light Rifle	20"	F	1
Light Rifle	20"	P	1
Light Rifle	20"	S	1



GENERAL BRAGG

Ships in class: General Bragg

Speed:	15"	In Service:	March, 1862
Turning:	2/45	Command:	
Target:	4+	Damage:	11/2
Armour:	3+	Flotation:	3
Crew:	10/3	Flooding:	
Special Traits:	Ram, Agile		
Weapon	Range	Arc	AD Special
Light Rifle	33"	F,P,S	1
Light Smoothbore	33"	A,P,S	1 Weak
Very Light Rifle	33"	F,P,S	1 Weak



COLONEL LOVELL

Ships in class: Colonel Lovell

Speed:	15"	In Service:	March, 1862
Turning:	2/45	Command:	
Target:	5+	Damage:	8/2
Armour:	3+	Flotation:	2
Crew:	4/1	Flooding:	
Special Traits:	Ram, Agile,		
Weapon	Range	Arc	AD Special
Medium SB	33"	F,P,S	2
Medium SB	33"	A,P,S	2



GENERAL STERLING PRICE
Ships in class: Sterling Price

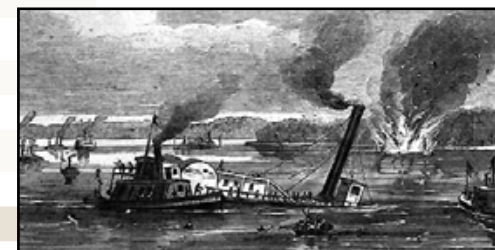
Speed:	16"	In Service:	March, 1862
Turning:	2/45	Command:	
Target:	5+	Damage:	9/2
Armour:	3+	Flotation:	2
Crew:	7/2	Flooding:	
Special Traits:	Ram, Agile,		
Weapon	Range	Arc	AD Special
Medium SB	33"	F,P,S	2
Medium SB	33"	A,P,S	2


GENERAL EARL VAN DORN
Ships in class: Earl Van Dorn

Speed:	16"	In Service:	March, 1862
Turning:	2/45	Command:	
Target:	5+	Damage:	9/2
Armour:	3+	Flotation:	2
Crew:	7/1	Flooding:	
Special Traits:	Ram, Agile, High Pressure Engines		
Weapon	Range	Arc	AD Special
Light Smoothbore	33"	A,P,S	1 weak


GENERAL SUMTER
Ships in class: Sumter

Speed:	15"	Damage:	4/1
Turning:	2/45	Command:	
Target:	5+	In Service:	March, 1862
Armour:	3+	Flotation:	2
Crew:	3/1	Flooding:	
Special Traits:	Ram, Agile		
Weapon	Range	Arc	AD Special
Light Smoothbore	33"	F,P,S	1 weak



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EXTINCTION PROTOCOL: 19

... AND THEY LIVED
HAPPILY EVER AFTER.

BEIN WAS EVENTUALLY JUDGED FIT FOR
DUTY, AND SUCCESSFULLY PETITIONED
FOR COMMAND OF THE *SILVERBACKS*

TO THIS DAY, NO-ONE
IN SICON REALLY UNDERSTANDS
WHAT HE SAW IN THEM.

THE SILVERBACKS WERE OUTCASTS.
TO BE GIVEN COMMAND OF THEM MEANT
THAT, SOMEWHERE ALONG THE LINE,
YOU'D MADE A POWERFUL ENEMY.

IT'S EASIER TO DO THAN YOU'D THINK.

STILL, EVEN THE HARSHTEST SCEPTIC
WOULD HAVE TO ADMIT THAT HE
TURNED THAT BUNCH OF BORDERLINERS
INTO SOMETHING SPECIAL--

-SOMETHING FIERCE.

BEIN WAS OLD-SCHOOL
MOBILE INFANTRY. A REAL
HANDS-ON KIND OF LEADER.



GUESS WE CAN ALL
RESPECT THAT MUCH OF HIM.

DON'T THEY SAY THE TRAGEDY
OF TRUE GENIUS IS NEVER TO BE
APPRECIATED IN ONE'S OWN TIME?



SOMETHING LIKE THAT?

WELL, BY MY RECKONING---



--INASMUCH AS I HAVE
ANY RIGHT TO RECKON
ANYTHING AT THIS STAGE--



--BY MY RECKONING, THAT'D
MAKE BEIN JUST ABOUT THE
GREATEST MIND OF HIS GENERATION.



FOR WHATEVER THE HELL
THAT WAS WORTH TO ANYONE.



UNDER BEIN, THE SILVERBACKS EARNED THEMSELVES A SERIOUS REVERSAL OF FORTUNE.



HELL, HE SINGLE-HANDEDLY TURNED THOSE KIDS INTO HEROES.

HE KNEW HIS STUFF. YOU'VE GOT TO GIVE HIM THAT.

WITH BEIN LEADING THEM, THE PARIAH PLATOON BAGGED THEMSELVES TWO BRAIN BUGS AND LOST FOUR MORE TROOPERS.



NOT A BAD RECORD, ALL THINGS CONSIDERED.




TURNS OUT BEIN HAD A SERIOUS HARD-ON FOR SMART BUGS. SOMETHING TO DO WITH HIS RESEARCH.

CRAZY BASTARD.



STILL, WITH A FEW MORE LIKE HIM, WHO KNOWS? MAYBE WE COULD HAVE ALL GONE HOME EARLY FROM THIS THING.



OR MAYBE THEY'D HAVE DRAGGED US ALL TO HELL *WITH* THEM.

NEVER WAS MUCH FOR *PHILOSOPHY*...

BEIN'S RESEARCH METHODS MAY HAVE BEEN ILLEGAL, BUT NO-ONE WOULD QUIBBLE THAT POINT WHEN THE RESULTS WERE PUBLISHED.

IT'D BE HERO SANDWICHES ALL ROUND



HERE'S THE FUNNY THING, THOUGH. FOR ALL THAT STUFF BURIED IN HIS HEAD, FOR ALL THE STUFF HE'D BEEN THROUGH--



--THE NEWLY PROMOTED SERGEANT BLACKWELL NEVER SAID A WORD.



NOT A GODDAMN WORD.



BUT OTHERS DID -
AND THAT, AS THEY SAY,
WAS THE STRAW THAT
BROKE THE CAMEL'S BACK.

I MEAN, *NO-ONE* COULD BLAME A
GUY FOR STICKING HIS OAR IN.

YOU...

SON...

OF A BITCH.

BLACKWELL, I...

NO---

--NOT BLACKWELL

I WAS WONDERING
WHEN YOU'D MAKE AN
APPEARANCE. NOT THAT IT
MATTERS MUCH NOW.

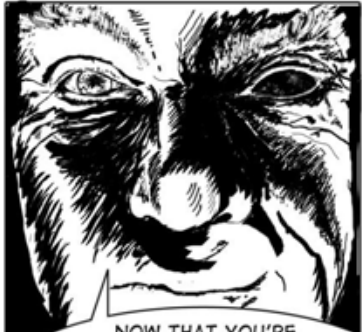
BLACKWELL'S
MINE.

AND YOU---

YOU'RE JUST A
GLITCH IN THE SYSTEM -
A SLIVER OF A DEAD MAN WHO
SLIPPED PAST ME WHILE MY
MIND WAS TURNED.

LOSE THE
WEAPON.

LOSE THE
WEAPON.



NOW THAT YOU'RE STUCK HERE, I SUPPOSE I REALLY OUGHT TO *DEAL* WITH YOU. CAN'T HAVE YOU RUNNING AROUND IN THERE CAUSING *TROUBLE*, CAN WE?



YOU'VE GONE MAD...

IT'S A LITTLE MORE COMPLICATED THAN *THAT*, LIEUTENANT.



OUR SURVIVAL INSTINCTS HAVE BEEN WEAPONISED AGAINST US. WE HAVE FEW ENOUGH SOLDIERS WHO OBEY WITHOUT *QUESTION*. THE BUGS HAVE SOLDIERS WHO OBEY WITHOUT *THINKING*.

YOUR RECORD SHOWS YOU WERE A GOOD TROOPER, PRITCHARD. IF YOU'D LEARNED TO *PLAY THE GAME* A LITTLE BETTER YOU NEED NEVER HAVE EVEN *HEARD* OF THE SILVERBACKS.

YOU'RE TALKING ABOUT *MIND CONTROL*...



OH, DON'T BE SO *MELODRAMATIC*. THERE'LL BE TIME ENOUGH FOR *FREEDOM* WHEN THE *WAR'S* OVER.



HEY, *BRAIN-BOY*--

--THINK YOUR WAY OUT OF *THIS!*

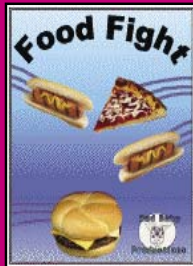
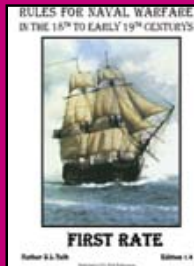


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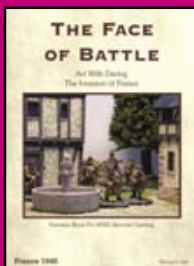
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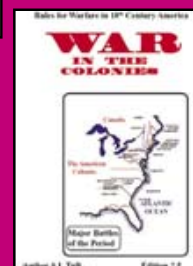
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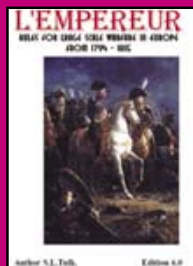


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THE UNITED STATES AIR FORCE



Part two of a New Army List for use with Battlefield Evolution



Jason Bracich

 USAF AC-130U SPOOKY GUNSHIP		350												
														
<p>An updated version of a Vietnam-era favorite, the Spooky can effectively rain fire down on any force attempting to overrun an American position.</p>														
Material	AC-130U w/ 30mm Bushmaster, 40mm Bofors, and 105mm Howitzer													
Options	None													
Statistics	<table border="1"> <thead> <tr> <th>Size</th> <th>Move</th> <th>Close Combat</th> <th>Target</th> <th>Armour</th> <th>Kill</th> </tr> </thead> <tbody> <tr> <td>8</td> <td>Loiter Cruise</td> <td>8xD10</td> <td>7+</td> <td>5+</td> <td>9+</td> </tr> </tbody> </table>		Size	Move	Close Combat	Target	Armour	Kill	8	Loiter Cruise	8xD10	7+	5+	9+
Size	Move	Close Combat	Target	Armour	Kill									
8	Loiter Cruise	8xD10	7+	5+	9+									
Air														
Weapons	<p>30mm Bushmaster Gatling Gun Range: 50" Damage: 4D6+2</p> <p>40mm Bofors Cannon Range: 50" Damage: 2xD10</p> <p>105mm Howitzer Range: 50" Damage: D10+4</p>													
Special Rules	<p>30mm Bushmaster Gatling Gun: This weapon causes a -1 penalty to Armour rolls. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only.</p> <p>40mm Bofors Cannon: This weapon causes a -2 penalty to Armour rolls and will roll extra Damage Dice (but only D6) against every model within 1" of the centre of the model its first Damage Dice is allocated to. It may only be fired once per turn.</p> <p>105mm Howitzer: This weapon causes a -4 penalty to Armour rolls and will roll extra Damage Dice (but only D6) against every model within 3" of the centre of the model its first Damage Dice is allocated to. It may only be fired once per turn.</p> <p>Multiple Crew: The AC-130U may fire two weapons in a single shoot action. It may allocate two separate fire zones with no penalty.</p> <p>Cone of Fire: The AC-130U is designed to circle the battlefield delivering punishing direct attacks. It may only conduct shoot actions if moving at Loiter Speed. All weapons are fixed in the model's left side arc, and may never be fired as a reaction. The AC-130U may never target another Air Unit.</p> <p>External Barrels: If the AC-130U ever rolls a natural one with two weapons in a single shoot action, it suffers a weapon jam. On it's next turn it must exit the battlefield through the player's deployment zone.</p> <p>Air Unit: The AC-130U is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).</p> <p>Close Air Support: The AC-130U may be chosen as an Air Unit for USMC and USAF armies.</p> <p>Countermeasures: If attacked by an AA missile, roll one D6. On a 4 or more, the countermeasures successfully decoy the missile, avoiding any damage.</p>													

		USAF MQ-1 PREDATOR UAV	100			
						
Able to both attack designated targets and feed reconnaissance data to friendly units, the Predator is an effective force multiplier.						
Materiel	MQ-1 w/2 Hellfire II Missiles					
Options	None					
Statistics	Size 2	Move Loiter	Close Combat 2xD10	Target 6+	Armour 6+	Kill 8+
Support						
Hellfire II Missiles Range: 72" Damage: D10+2				Hellfire II Missiles: The Predator carries 2 Hellfire II missiles. This weapon causes a -4 penalty to Armour rolls but only one may be fired with every Shoot action. If a model of Size 3 or greater is within the Fire Zone, you may opt to roll this weapon's Damage Dice against that model, rather than allocate normally.		
Improved Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment. In addition, every turn one friendly unit with the Intelligence Feeds special rule may make an extra reaction.				Air Unit: The Predator is an Air Unit and uses the rules provided in the Battlefield Evolution main rulebook. It will ignore the first failed Armour roll. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).		

		USAF F-35A LIGHTNING II	300												
															
	The F-35A has replaced the venerable F-16 as the Air Force's premier multi-role strike fighter.														
Material	F-35A w/2 JDAM and 2 AMRAAM														
Options	None														
Statistics	<table border="1"> <thead> <tr> <th>Size</th> <th>Move</th> <th>Close Combat</th> <th>Target</th> <th>Armour</th> <th>Kill</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>Loiter Cruise Burn</td> <td>5xD10</td> <td>6+</td> <td>5+</td> <td>9+</td> </tr> </tbody> </table>	Size	Move	Close Combat	Target	Armour	Kill	6	Loiter Cruise Burn	5xD10	6+	5+	9+	Air	
Size	Move	Close Combat	Target	Armour	Kill										
6	Loiter Cruise Burn	5xD10	6+	5+	9+										
Weapons	AIM-120C AMRAAM Range: 84" Damage: D10+3 1,000 lb. JDAM Range: - Damage: D10+4 CBU-87 CEM Range: - Damage: D10														
Special Rules	<p>AMRAAM: The F-35A carries 2 AMRAAMs. These are AA missiles and cause a -3 penalty to Armour rolls. They may only be used against Air Units and up to two may be fired in a single Shoot action. The AMRAAM suffers a -1 to hit if the target is within 24" of the firing unit.</p> <p>JDAM: The F-35A carries two 1,000 lb. JDAM bombs. They are ordnance weapons, as detailed in the Battlefield Evolution rulebook, but may only be used if the F-35A is using the Cruise or Burn flight speeds. Up to two may be used in each Shoot (Bomb) action, and they may create separate Fire Zones. These Fire Zones will not be moved after they have been declared like other ordnance weapons. The JDAM will roll extra Damage Dice (but only D10) against every model within 3" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. This weapon causes a -3 penalty to Armour rolls.</p> <p>Multi-Role Fighter: The F-35A may replace its standard payload with 1 CEM and 4 AMRAAM at no additional cost.</p> <p>CEM: The CBU-87 CEM is an ordnance weapons, as detailed in the Battlefield Evolution rulebook, but may only be used if the F-35A is using the Cruise or Burn flight speeds. This weapon deals its damage dice against ALL models located within its Fire Zone.</p> <p>Air Unit: The F-35A is an Air Unit and uses the rules provided in the Battlefield Evolution rulebook. It will ignore the first four failed Armour rolls. An attack that rolls its Kill score will destroy it as normal. It will also ignore the effects of smoke (see main rulebook).</p> <p>Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.</p> <p>Countermeasures: If attacked by an AA missile, roll one D6. On a 3 or more, the countermeasures successfully decoy the missile, avoiding any damage.</p>														

		USAF SPECIAL TACTICS TEAM	230			
						
USAF Special Tactics Teams provide critical air control and casualty care for any special operations mission.						
Material	Team 1: <i>Lieutenant</i> w/ M-4, <i>Combat Controller</i> w/ M-4, <i>Combat Weatherman</i> w/ M-4 Team 2: <i>Sergeant</i> w/ M-4, <i>Combat Controller</i> w/ M-4, <i>Combat Controller</i> w/M249 SAW Team 3: <i>Sergeant</i> w/ M-4, 2 <i>Pararescuemen</i> w/ M-4					
Options	None					
Statistics	Size 1	Move 4"	Close Combat 2xD6	Target 4+	Armour 5+	Kill 6+
Squad						
Weapons						
M-4 Assault Carbine Range: 24" Damage: D6						
M203 Underslung Grenade Launcher Range: 16" Damage: D6+1						
M249 SAW Range: 30" Damage: 2xD6						
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 M-4 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).						
Intelligence Feeds: Any army with at least one of these units may re-roll its dice for set up and deployment.						
Fire Teams: Teams may be split off from the squad to act as independent units, with the Sergeants acting as unit leaders.						
M203 Grenade Launcher: All M-4s are equipped with an underslung grenade launcher. This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction.						
M249 SAW: If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only.						
Combat Controller: So long as one of these models remains on the table, the controlling player may choose whether to go first or second in the Air Phase (see main rulebook).						
Combat Weatherman: So long as one of these models remains on the table, aircraft the player controls that leave the battlefield gain a +1 when rolling to see if they return (see main rulebook).						
Pararescueman: If any model is removed as a casualty and a Pararescueman is within 6", you may immediately move the Pararescuemen into base contact with the other model. Roll a D6. On a 4 or more, the model is still removed but does not count toward victory points for your opponent. On a 6, the model remains on the table, though it may only make shoot reactions. The Pararescueman loses his next two actions as a result of trying to stabilize the other model.						



USAF HH-47 CHINOOK

240



The HH-47 is a welcome sight to any unit that has sustained casualties on the battlefield.

Material

HH-47 w/2 Minigun, 2 Pararescuemen w/ M-4

Options

None

Statistics

	Size	Move	Close Combat	Target	Armour	Kill
Chinook	7	V/STOL Loiter	7xD10	5+	4+	8+
Pararescueman	1	5"	2xD6	4+	-	6+

Transport

Weapons

Minigun

Range: 30" Damage: 3xD6

M-4 Assault Carbine

Range: 24" Damage: D6

Minigun: The HH-47 carries two miniguns, one in each side arc. This weapon causes a -1 penalty to Armour rolls. Both may be fired in a single Shoot (Strafe) action and create separate fire zones.

Air Unit: The HH-47 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 HH-47 may transport up to ten size 1 models (See Main Rulebook).

Pararescueman: The Pararescueman operate as an independent unit from the HH-47. If any model is removed as a casualty and a Pararescueman is within 6", you may immediately move the Pararescueman into base contact with the other model. Roll a D6. On a 4 or more, the model is still removed but does not count toward victory points for your opponent. On a 6, the model remains on the table, though it may only make shoot reactions. The Pararescueman loses his next two actions as a result of trying to stabilize the other model.

Hoist: If the HH-47's last movement was at V/STOL speed, it may use a Ready action for its second action to lift up to two Size 1 models into the aircraft. These models must be within 6" of the aircraft's center at the start of the Ready action. These models are considered to be passengers inside the HH-47.

Medevac: If the HH-47 is landed, roll a D6 for any model removed as a casualty within 12" of the aircraft's center. On a 4 or more, the model is still removed but does not count toward victory points for your opponent. This rule is negated if the HH-47 is destroyed during the game.

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.

Special Rules



**USAF SECURITY FORCES
COMMAND SQUAD**

80



Security Forces command units are crucial for ensuring rapid response in defensive maneuvers.

Material

*Lieutenant w/ M-4, NCO w/ M-4, Rifleman w/ M-4,
Radio Operator w/ M-4*

Options

None

Statistics

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

Command

Weapons

M-4 Assault Carbine
Range: 24" Damage: D6

M203 Grenade Launcher
Range: 16" Damage: D6+1

Special Rules

M203 Grenade Launcher: All M-4 carbines have an underslung grenade launcher. This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction.

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

Command: So long as the Lieutenant and Radio Operator remain on the table and within 2" of each other, one friendly unit may be given a bonus third action. A unit can only take one bonus action, no matter how many Lieutenants and Radio Operators are on the table. Only one Command Section may be purchased for every 2,000 points or part of in the army.

**USAF MILITARY
WORKING DOG TEAM**

30



Military Working Dog Teams form an essential part of any base defense operation.

Material

Handler w/M-4, Airman w/ M-4, Working Dog

Options

None

Statistics

	Size	Move	Close Combat	Target	Armour	Kill
Handler	1	4"	2xD6	4+	5+	6+
Dog	1	6"	2xD6+1	4+	-	6+

Support

Weapons

M-4 Assault Carbine

Range: 24" Damage: D6

Working Dog: So long as the working dog remains on the table, this unit has a reaction range of 12" rather than the usual 10." The working dog may choose to react with a charge action, regardless of how the rest of the unit reacts. This counts as the unit's reaction even if the other models do not react.

Bomb Scent: When playing a scenario with roadside bombs or if your opponent is using mines, the unit may take a ready action for the working dog to sniff out bombs. Any bombs or mines within the units reaction range must be revealed.

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

Army List: Up to three Military Working Dog Teams may be purchased for each Support slot.

Special Rules



USAF M1145 HMMWV

40



This up-armored transport is used for both base defense and front-line operations.

Material

M1145 HMMWV w/ M2

Options

None

Statistics

Size	Move	Close Combat	Target	Armour	Kill
2	9"	2xD10	6+	3+	9+

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 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 four 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, then 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 two failed Armour rolls. 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.

More units next issue!

Take Her a Prize!

Scenario and Battle Report



By Matthew Sprange, Russell Veal
and Chris Longhurst

Not every battle in the depths of space sees one fleet trying to completely annihilate another (though battles between the Narn and Centauri do tend to have this theme). Sometimes, the objective is more important, with the clash between fleets being almost incidental in achieving more strategic goals. This scenario features just such a fight.

The defender has managed to capture a unique vessel – though badly damaged, it is of great value, either because of the technology used to construct it, or the cargo it carries within its volumous hold.

Another, rival, fleet has watched the capture and boarding of this vessel jealously, and has now launched a sneak attack to snatch it for its own government. With neither fleet having time to gather its heaviest and most powerful ships, this battle will be decided by the most agile and manoeuvrable vessels.

Fleets

Players have 8 Fleet Allocation Points at Patrol level and choose their fleets freely.

The Defender also has a valuable vessel it must protect at all costs. Treat this ship as a Raiders Battlewagon with no weapons, no fighters and no Traits other than Lumbering. It may not take any Special Actions at all.

Pre-Battle Preparation

The defender deploys his fleet first. The attacker moves his entire fleet on from either or both long table edges in the first turn. Stellar debris is generated randomly, and a Jump Gate is placed as shown.

Scenario Rules

None.

Game Length

Until victory conditions are met.

Victory and Defeat

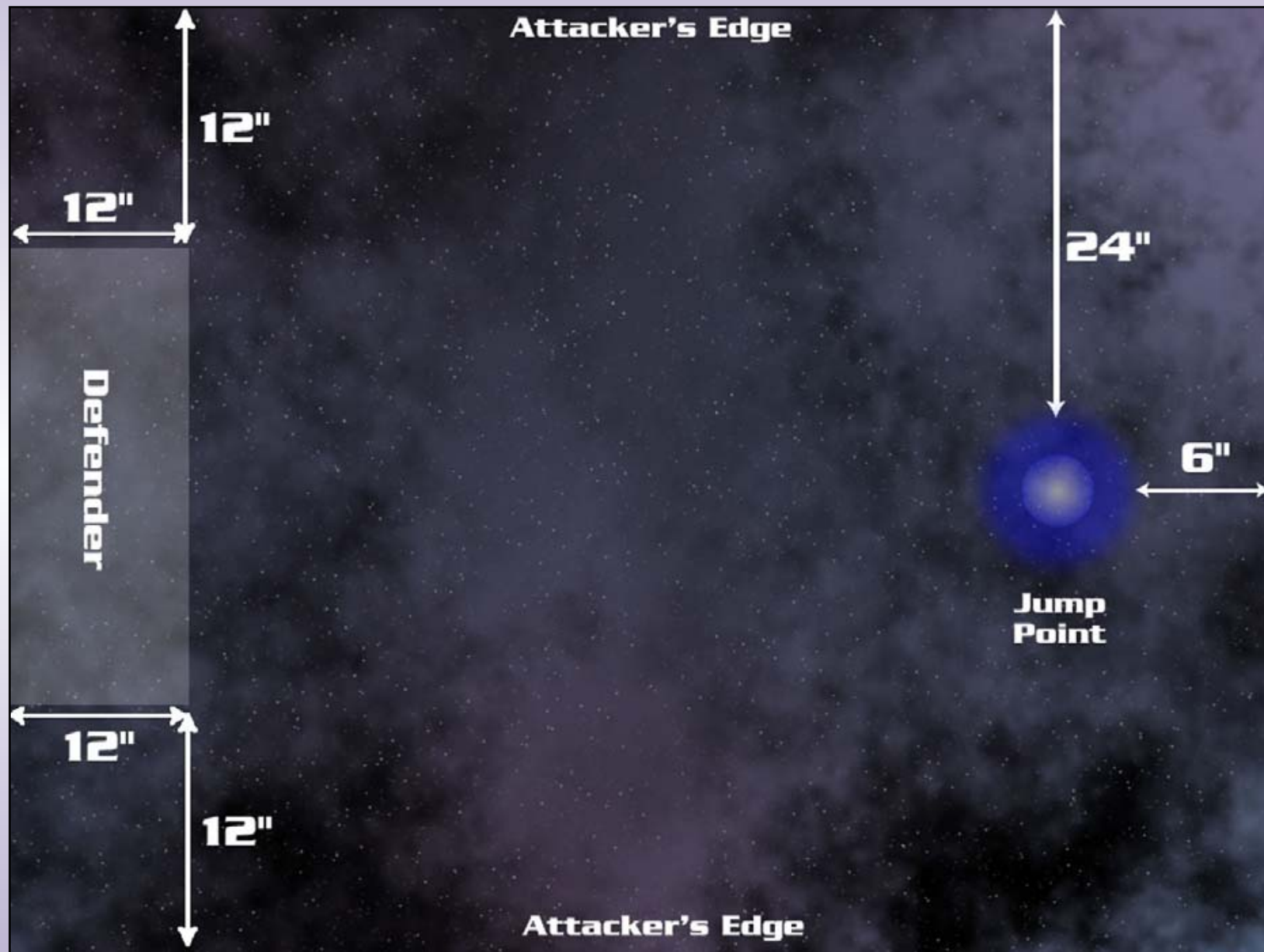
The winner of the battle is the fleet who manages to move the Battlewagon off the table via the Jump Gate.

Tactics

This is a tricky battle for both sides. The attacker has the onerous task of whittling down the Battlewagon until it either suffers a critical hit to the engine or is Crippled, so it slows down enough to board (yes, there are other ways of accomplishing this – have fun finding them out!) with troops. All the while, the defender will be pounding his fleet.

On the other hand, the defender has an extremely slow ship that he must shepherd across the entire length of the table, while fending off any enemies that so much as sneeze in its direction. It is entirely possible that the attacker will manage to get a few troops on the Battlewagon, take it over, only to find the defender launches a counterattack, and takes it back – indeed, the ship might swap hands quite a few times during this fight!

Scenario Map



The Battle Report

Chris Longhursts' Vree versus Russell 'Phil' Veal's Narn in a battle for a freighter of alien hair restorer.

Introduction

Russell

When I was asked to play in a battle report I eagerly accepted. We were to play the brand new scenario written by Matthew, 'Take Her a Prize'. We had to roll off to see who was the attacker and defender and I won the roll, so I decided to attack in true Narn fashion, the idea of escorting and protecting a ship left me feeling a little cold. Then it was on to picking my fleet; we have 8 patrol points to pick our fleet and I was tempted to go for lots of small ships with long range weaponry. However, I felt I should play to Narn's strengths. So, with head ruling heart, I went for resilient ships and lots of all round firepower with the plan to get up close and personal with whatever fleet would be escorting the lumbering alien ship. With firepower all round I thought the Narn would make the perfect choice to whittle down the hull points on the alien ship (we used a Raider battlewagon with no guns) whilst bringing most of their weaponry to bear on the unfortunate fools who wanted the technology - how dare they keep it from the Narn Regime!

I decided to go for two Skirmish level ships and one Raid level; to my surprise Chris did exactly the same with those pesky Vree, super-fast but fragile.

I was worried he would just *out-manoeuvre* me all game and bombard me from long range. When I chose my fleet I took a gamble and decided against taking any E-Mine weaponry because I thought Chris would automatically expect my fleet to be heavy anti-fighter and not take any, and luckily enough my gamble paid off. Doubly lucky as Vree fighters are particularly nasty.

So I decided to take a Var'Nic destroyer as my Raid level ship, this has some nasty long range weaponry and although it isn't as tough as some Narn ships the range on its weaponry really makes up for this. I wanted to have some ability to bring the fight to my enemy if they were going to give me the run around. I then went with some real tanks: the T'Rakk class frigate for its sheer survivability and its decent array of guns on all quarters, this was going to head for the objective and soak up the firepower of the enemy, being pretty fast too it meant I could close the distance between us quickly if need be. My last choice was a Rothan-Class plasma destroyer (the Rongoth variant). With a decent amount of firepower to the front and a nasty rear gun, the idea was to position this between enemy ships and bring all its guns to bear. Although not as tough as a T'Rakk, it definitely makes up for this with its heavy plasma cannon.

Being the attacker gave me the advantage of seeing exactly where Chris would deploy his fleet. Being that we only had three ships each I was going to come on from one long edge and keep my fleet compact and together and try and take a ship out early to give myself an advantage. I was worried when I found out Chris has taken two torpedo saucers (Xixx class) figuring he could keep his distance and hit me with 25-inch range weapons. Lucky for me he had to protect the alien vessel which played against his strengths, however he

had the advantage of the initiative sink every turn of the alien vessel, making it even more important to take one of Chris' ships down early. The scenario has the attacker crippling the alien vessel and then capturing it with a boarding action and flying it through the jump gate where the defender has to get to the jump gate. It crossed my mind that I could unbalance Chris by approaching the objective from a different angle and rather than waste shots trying to take the alien vessel down I would go straight for Chris' fleet and then deal with capturing the ship once his fleet was little more than floating debris. There was little point me sending my fighters at the Vree ships, so I decided these would head straight for the jump gate and form a blockade, then once the alien ship got far enough away from Chris' fleet I would intercept it and hopefully cripple the ship before it reached the jump gate. That's the basic idea, so it was on to the game.

Chris

It says right there in the scenario 'this battle will be decided by the most agile and manoeuvrable ships' so I knew instantly which fleet to choose. That's right, everyone's favourite cow-dissecting, redneck-abducting, FBI-agent-tormenting, slit-mouthed, bug-eyed telepathic aliens - the Vree. Although I toyed with a number of unusual approaches to the battle - taking nothing but fighters, or just fielding a single Battle-level ship - after perusing the fleet list I decided to take a fleet that would give me multiple independent firing platforms, each with the capability to inflict significant damage on those annoyingly tough Narn ships.

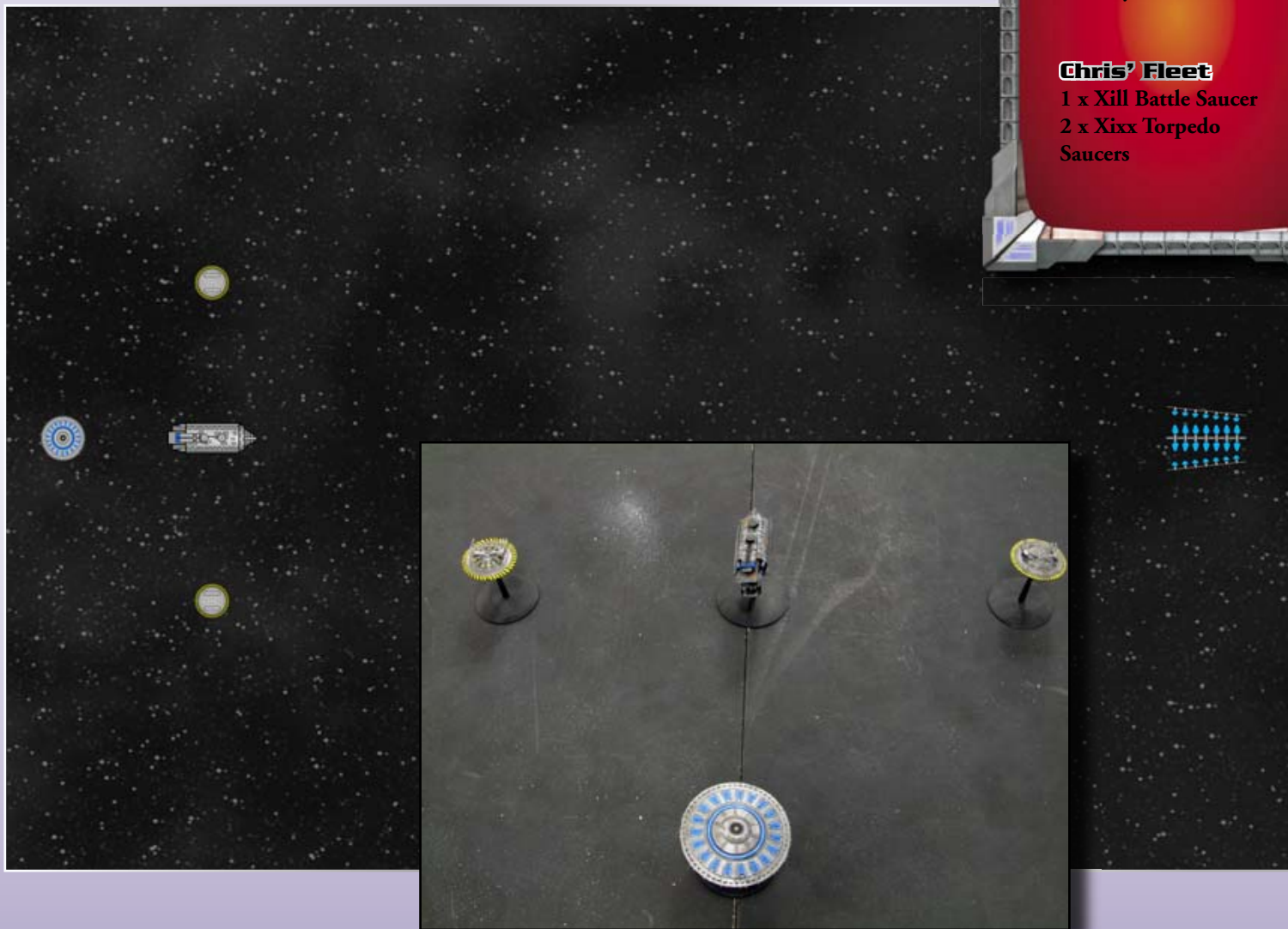
A Xill is a handy all-round (round, geddit?) ship at Raid level, with moderate range and a solid punch. Two Xixx-class torpedo saucers would let me out-range Russell's Narn and their precise

torpedoes should hopefully inflict some nasty criticals, meaning I wouldn't have to grind those tough ships down to zero damage to take them out of the fight.

Although I love Tzymms and Xaars, I guessed that at least one Narn ship would be packing energy mines – and without the benefit of their dodges, both of those ships would be obliterated by just

one shot from even the weediest battery. It turns out I guessed wrong on this score, but that's the way it goes sometimes.

As a defender, the plan was simple. A spread-out deployment to minimise e-mine problems, followed by staying at range and torpedoing Russell's ships. No problem, right?



Russell's Fleet

1 x Var'Nik Long Range
Destroyer
1 x T'Rakk Frigate
1 x Rothan Plasma
Destroyer

Chris' Fleet

1 x Xill Battle Saucer
2 x Xixx Torpedo
Saucers

Turn 1

Russell

Luckily I won the initiative and unsurprisingly Chris moved the alien ship 6 inches towards the jump gate. I started by bringing on my T'Rakk 10 inches straight towards the alien ship. Chris then did something which really surprised me, he moved his Xixx torpedo saucer towards my T'Rakk and as his fleet was so spread out it was completely isolated - this was exactly the opportunity I needed. I then moved my Rothan-class on leaving my Var'Nic until last as it has a bore sight weapon. Chris then moved his other Xixx ship across to try and support his lone ship. Finally I moved my Var'Nic on, knowing I would have enough firepower to silence the Xixx I decided to bore sight the battlewagon and give myself a head start as the other ship would be out of range and the Xill hadn't moved yet. Chris then moved his Xill keeping its distance behind the alien vessel. Lastly I moved my 2 flights of Frazi away and towards the path of the alien vessel.

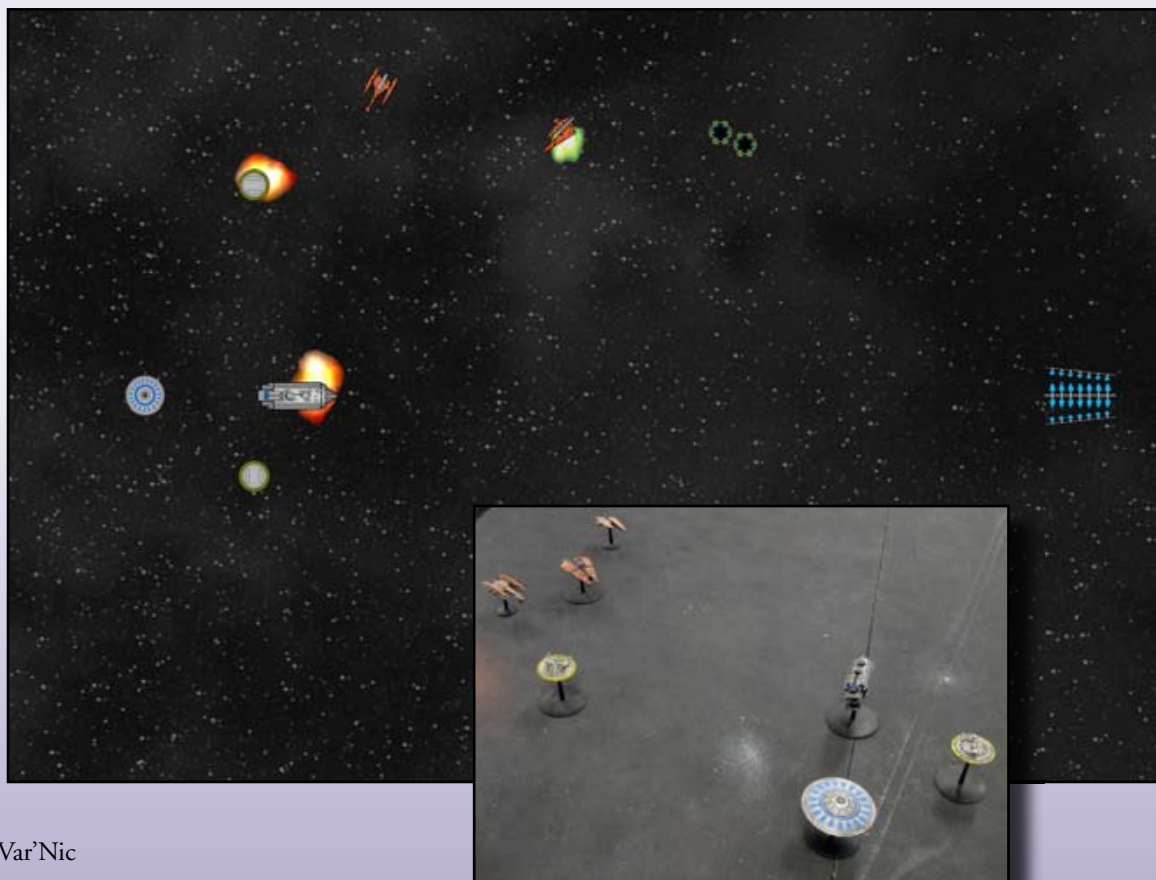
Moving on to the shooting phase I decided to kick off with my Rothan and shot at the Vree saucer who moved towards my fleet. I managed to do 10 damage to its hull and its crew with my heavy plasma cannon then the light Ion cannon caused 2 damage to its hull and crew, crippling the Xixx torpedo saucer, which also lost its anti-fighter capability. Chris then shot back at me with the crippled Xixx, targeting my Var'Nic and doing absolutely nothing! My T'Rakk then also opened up on the badly damaged Xixx leaving it with a skeleton crew and taking it down to 2 hull points. Chris then shot his remaining Xixx at my Var'Nic

hoping to take it down early. Luckily for me he didn't cause any critical hits but he did manage to inflict 12 hull damage and 12 crew. The Var'Nic responded by firing its Ion torpedoes back at the second Xixx causing a critical hit and disabling its engines which I concluded would cause it to drift right into the midst of my ships next turn and move in the end phase meaning he couldn't use it as an initiative sink - result! I then shot my medium laser at the alien vessel doing 10 damage to both its hull and crew. Chris's Xill was out of range and so didn't shoot at any of my ships. In the end phase the disabled Xixx drifted towards my fleet. Overall a successful turn for me, Chris

made a big mistake by giving me his Xixx - and I thought Christmas was over! On top of that a lucky shot from my Var'Nic was going to deliver his other ship to me next turn.

Chris

I knew as soon as I'd finished moving the Xixx that I'd done something colossally stupid. Unfortunately, Vree hulls have the resilience of wet cardboard so they're not terribly forgiving of mistakes like that. By the end of the turn I had one crippled ship, one that - thanks to a jammy critical - was drifting helplessly into the range of the Narn's racks of plasma cannon and my untouched Xill, the commander of which



was probably wondering whether or not it was a good idea to just open a jump gate and flee. He may also have been wondering why he didn't just evacuate the prize ship through a created jump gate in the first place.

Turn 2

Russell

Again I won the initiative roll and again in true General Melchiot fashion *[knowledge of the demented British general from Blackadder Goes Forth would be of benefit here - Ed]* Chris did exactly what he had done in the last turn because perhaps it was the last thing I was expecting and moved the alien vessel forwards 6 inches. I responded by moving my Rothan to bring its rear guns to bear on the crippled Xixx and its front guns on the Xixx which was adrift. Chris then moved his Xill using the Vree special move to bring all of my ships into its firing arc. My T'Rakk then moved forward and brought all of its guns to bear, its port guns on the alien vessel, the disabled Xixx in its front arc, the crippled Xixx in its rear and the starboard guns directed at the Xill. Chris then limped his crippled ship out of my Rothan's rear arc but could not escape the T'Rakk. Lastly I decided to move the Var'Nic; I tried to activate the Concentrate all Firepower special maneuver on the Xill but failed the crew quality check. I still bore-sighted the Xill, knowing I would need to deal with this ship quickly to stop it laying waste to my fleet. Finally my fighters reached the path of the alien vessel, still unable to bring their guns to bear.

Now to the shooting phase and I started with my Var'Nic as it was looking like it wouldn't survive this turn if Chris has a good round of shooting. I fired my ion torpedoes first and inflicted only one hit, which turned out to be a Critical to the Xill's engines, damaging its thrusters and inflicting an extra point of damage. Its beam weapon only caused a disappointing 2 hits on the Xill and things were looking bleak until I rolled the damage dice and ended up getting a double critical, both to the Xill's vital systems, one smashing its bridge and the other causing a secondary explosion inflicting a further 12 damage to its crew and 8 damage to its hull. The Var'Nic then unleashed a salvo from its pulse cannon on the disabled Xixx, causing 2 damage

to its hull and crew. Finally the Var'Nic finished its shooting by hitting the crippled Xixx with its light ion cannon, finishing it off with a critical and shattering it like a plate at a Greek wedding.

Chris then answered back with his Xill, shooting my Var'Nic with its antimatter cannon, causing 8 hull and crew damage, and almost crippling it. Luckily for me, there were no critical hits and his antimatter shredder was out of range,



although instead he brought it to bear against my unscathed T'Rakk, causing 6 hits and one critical which knocked out its thrusters. With Chris' disabled Xixx reloading this concluded his shooting so now it was up to me to try and finish off his fleet. I shot my T'Rakk's front guns at the remaining Xixx causing a critical to its reactor and crippling it. The T'Rakk's light pulse cannon then inflicted a second critical to its engines almost finishing the ship off. Finally, to round up the T'Rakk's shooting it shot a broadside at the Xill doing a small amount of damage to the dinner plate of Chris's fleet. Last, and in this case least, my Rothan fired at the Xill doing a measly 2 points of damage, and with its other guns out of range it was over to the End Phase. Chris' disabled Xixx failed to repair its engines and drifted further.

Chris

I could see a terrible defeat looming. I needed bold and decisive action from my Xill to save the day, since my non-crippled Xixx had fired all its slow-loading torpedoes and was still drifting.

What a failure. All that lovely double-damage firepower basically scratched the paintwork and knocked some useless bits off the Narn ships.

The scene: aboard the bridge of Russell's Var'nic, coming under heavy fire.

'Captain! We've lost power to the coffee maker! The hot tubs are offline!'

'Reroute power from the saunas and make me an espresso. And keep firing!'

Flipping Narn and their flipping invincible spaceships...

Turn 3

It seems old habits die hard with the Narn winning the initiative yet again! Yes, you guessed it, the alien vessel trundles forward towards the jump gate and it's time for me to move one of my ships. I tried to bring my T'Rakk about as it was heading the wrong way but failed the crew quality check once more. So I did the best I could to start the long turn around leaving its side guns bearing down on both

of Chris' ships. The Xill moved towards my ships and that concluded Chris' movement. I then tried to Concentrate all Firepower with my Rothan on the Xill and, naturally, failed my crew quality check... So I just moved to keep my forward guns



pointing in the right direction. Finally my Var'Nic tried to 'concentrate all firepower' on the Xill and remarkably I succeeded a crew quality check! With its beam weapon securely bore sighted onto its target I unleashed the fury of my Var'Nic. Its beam weapon caused a critical hit on the Xill's power relays and did some more damage. Its torpedoes, which seem to have been loaded with smart targeting systems, caused two critical hits with just two attack dice! These further damaged the Xill's engines and knocking its antimatter shredder offline with a critical to its weapon systems. Then the heavy pulse cannon smashed the Vree flagship to pieces leaving it to join its fellow Vree floating in pieces in the void.

Chris, with only his badly damaged Xixx left - which only had one attack dice - decided to go for the Var'Nic yet again and with its one dice caused a critical hit to its engines and reduced it to a skeleton crew. To finish up my turn my Rothan and T'Rakk finished off the remaining Xixx and to cap it all my Frazi fighters managed to cripple the alien vessel. With Chris' fleet in tatters I was able to turn around and take the alien vessel at my leisure securing the alien technology for the Narn Regime.

Chris

Ouch. Hulls of wet cardboard coupled with the tactical acumen of a sea bass with brain damage. It couldn't really have gone any other way.

Aftermath

Russell

Well I must say this became a very one-sided game. I think the biggest mistake Chris made was moving his Xixx towards my fleet, allowing me to completely lay waste to it and gain an advantage straight away. Of course it helped with the lucky critical on the other Xixx from my Var'Nic which

definitely proved to be the *most effective* ship in my fleet, its ion torpedoes inflicted critical hits with every single shot they took. As soon as the other Xixx was rendered immobile the game really started to drift away from Chris [*haha - Ed*], and when he could have pulled back some measure of success with some critical hits his shooting fell short and although did a fair amount of damage didn't stop my ships at all, which was a tall order considering the state his fleet was in after the first turn. Well, after all Narn are good at absorbing damage and I was pleasantly surprised how well it got dished out as well. It was obvious to me that going straight for the jugular and largely ignoring the alien vessel meant I stood a better chance at victory rather than trying to fly the ship thought the jump gate. With both Chris' Xixx rendered immobile or ineffective on Turn 1 I could concentrate on the Xill and was confident I would take it out, probably losing a ship in the process. However I got away luckily with minimal damage to my ships. The only thing that could have gone better for me would have been if I could pass more crew quality checks, but you can't have it all.

Chris

Well, that was humiliating. I still think my plan was basically sound; sticking to it would have been a smart move. I basically suicided one Xixx by moving it close to the Narn, and Russell's critical on the other meant its doom was more or less sealed because it happened to be pointing towards them. After that it was three-on-one, and the Xill hasn't got the armour to survive that sort of fight.

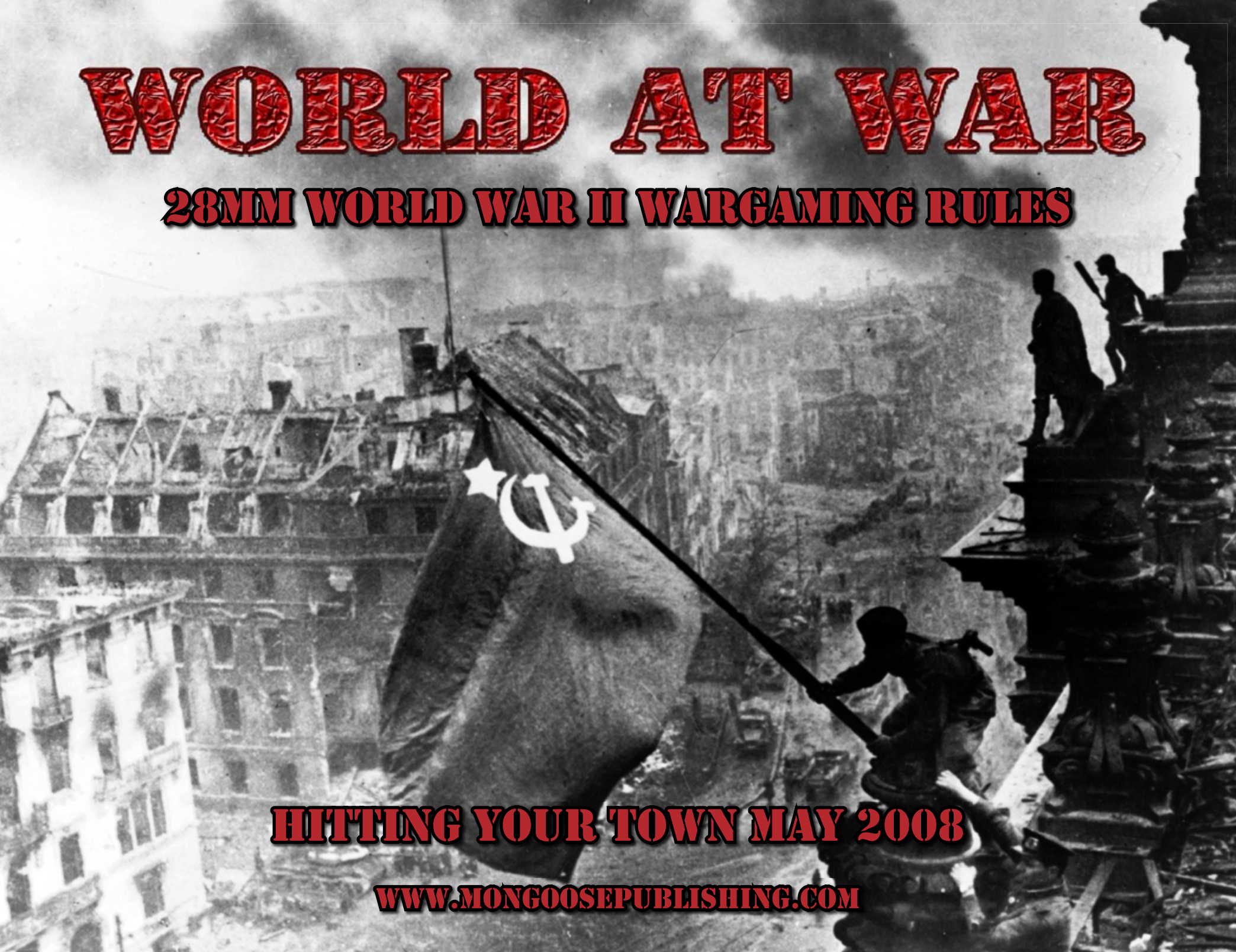
If I could re-pick my fleet and try again I'd probably lose the Xill in favour of four Xaars. Without e-mines the Narn would have been hard-pressed to catch the nippy little things, and their antimatter guns pack a decent punch for something so small.



The victor in his natural environment
- go on, call him 'Phil'.

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