

MONGOOSE PUBLISHING PRESENTS

59

Signs & Portents

Glorantha

The Concluding part of Breaking the Stones

Battlefield Evolution: World at War

A new unit for Soviet forces and how to paint a whole army in one day!

Traveller

Fair Game, a new adventure

Plus... Cthulhutech, VAS, ACTA, Conan, Battlefield Evolution: Modern Combat and much more!

Signs & Portents 59

August 2008

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Well another month draws to a close at Mongoose Hall. Unfortunately due to a personal issue I was not in the office for much of this month, however the rest of the time I've been grafting away on the new Paranoia books, which has led to non-stop giggles coming from the direction of my desk!

We had yet another Mongoose outing this month to the British International Motor Show at the Excel Centre in London. Matthew very much enjoyed looking at all of the cars and deciding on his next one. We got to see the Honda robot... and have recommended to Matt that we could use one of those around the studio! Also I got to drive a brand new Land Rover over an assault course with Kelly sat nervously in the back! Unfortunately there are no pictures as the batteries ran out shortly after arrival.

As you can imagine the journey there and back was also rather amusing. Matt pushed his Jag to achieve its full potential on the M4 and thanks to it's rather nice aircon we had a welcome break from the summer heat wave, complete with the Monty Python album to sing along to.

Also for all you residents and frequenters of London, we have a mystery that we need help with. On the way through central London heading for the Docklands we saw several MacDonalDs, however they were all on the other side of the road. When we left Excel we had all gotten it into our heads that a Mint Cornetto McFlurry would go down fabulously and so decided to go to one of the many MacDonalDs that we had passed on the way in... but they had all disappeared! We took the same route in and out so where did they go? Is London full of these magical MacDonalDs that possess Harry Potter style invisibility cloaks? Or are MacDonalDs now so advanced that they move in a somewhat Tardis like manner to wherever they are needed at the time...

Answers on a postcard please!

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Convention and Events Diary

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

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

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



Victory at Sea Battle Report

By Alex Fennell and Ted Chang

While he was back at the UK office Alex was able to get a game of Victory at Sea with Ted. Having just lost their World at War match, Ted was itching for revenge. It was decided to play a straightforward Victory at Sea scenario with Ted taking a German fleet and Alex taking a British one.

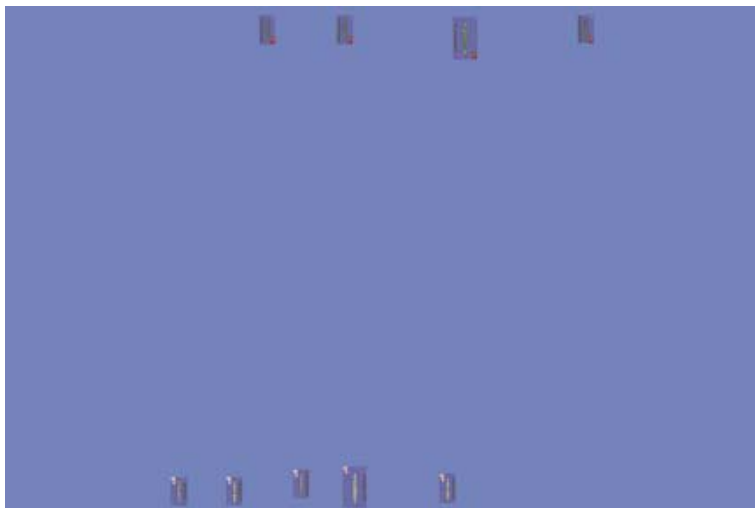
Ted's German Fleet

Admiral Hipper

Prinz Eugen

Admiral Graf Spee

Scharnhorst



Alex's British Fleet

HMS Southampton

HMS York

HMS Renown

HMS Norfolk

HMS Leander

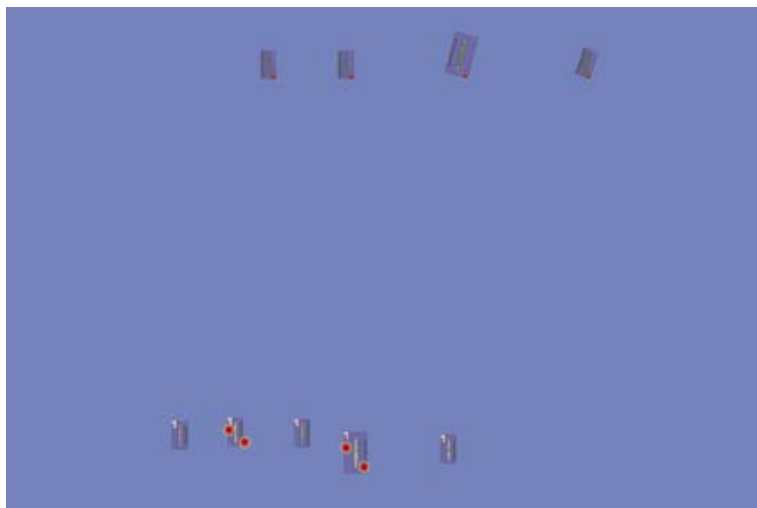


Ted won the initiative roll and then Alex set up roughly central in his deployment zone, the *Renown* in the centre of the board. Ted set up a little to the right of the British to try to keep the advantage of their longer range guns and hopefully score some early telling hits.



Turn 1 – German Initiative

The *York* moves to flank speed straight ahead to make it harder to hit her. The *Admiral Graf Spee* moves ahead and turned slightly to face the British line. The *Southampton* moved to flank speed and detected all four German ships with its Radar. The *Prinz Eugen* moved forward and detected the *Southampton*, *Norfolk* and *Leander* with its forward-mounted radar. The *Norfolk* moved directly ahead and detected the *Graf Spee* and *Scharnhorst*.



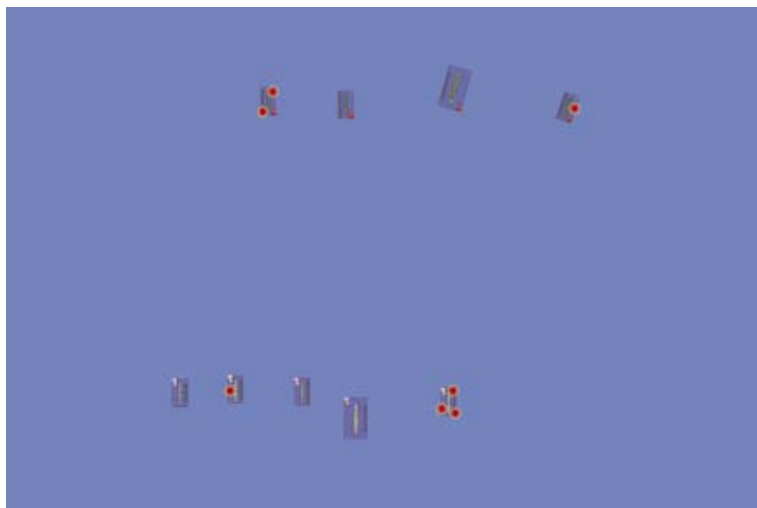
The *Admiral Hipper* moved forward and detected all of the British ships but the *Renown*. The *Leander* moved to flank speed and detected all but the *Admiral Hipper*. The *Scharnhorst* moved ahead slightly, turned and detected the *Renown*, *York* and *Leander*. Finally the *Renown* moved directly forward and detected the *Graf Spee* and *Prinz Eugen*.

Prinz Eugen fired on the *Leander* and despite the speed of the British ship, hit twice, scoring two hits. The *Norfolk* fired at the *Scharnhorst* scoring a single hit but it was deflected by the German armour. The *Admiral Hipper* fired at the *Southampton* but missed. The *Renown* targeted the *Graf Spee* but missed and the *Scharnhorst* fired at the *Renown* and scored 2 unsaved hits. The *Graf Spee* fired at the *Renown* and missed the British ship.

Turn 2 – German Initiative

Both fleets continued to close with each other. *Scharnhorst* detected the final two British ships while the *Leander* still could not detect the *Admiral Hipper*. The *Prinz Eugen* detected the *Renown* and *York* and the *Renown* moved ahead and detected the last two German ships. The *Admiral Hipper* detected the *Renown* and the *Norfolk* detected the *Admiral Hipper*.

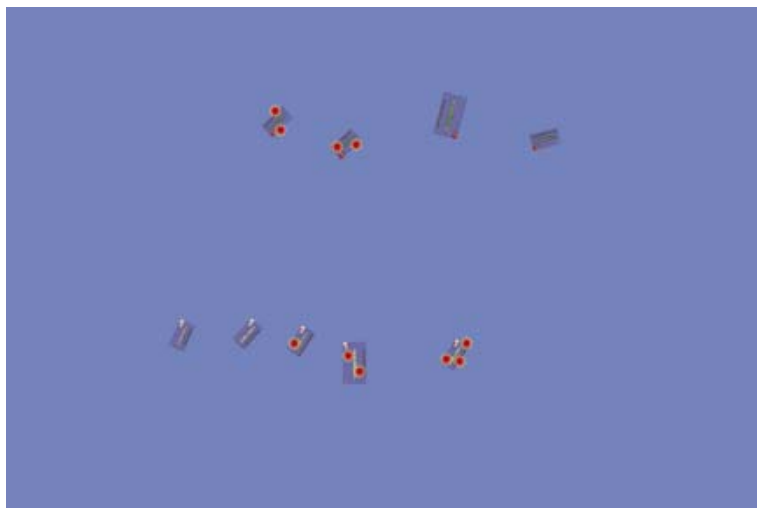
The *Prinz Eugen* fired on the *Leander* and inflicted another point of damage. The *York* fired on the *Prinz Eugen* and scored a critical hit on the engines, damaged the props and reduced the German ship's speed by 2". The



Scharnhorst fired on the *Norfolk* and scored 2 hits. The *Renown* targeted the *Scharnhorst* but was defeated by her armour. The *Graf Spee* fired on the *Norfolk* and scored 3 solid hits. The *Norfolk* fired at the *Graf Spee* in return and scored a hit. The *Admiral Hipper* also fired at the *Norfolk* and scored an unsaved hit. The *Southampton* scored a hit on the *Prinz Eugen* while the *Leander* took a hit from the *Prinz Eugen*'s guns.

Turn 3 – British Initiative

The fleets closed in on each other and ships began to turn, in order to bring as many guns to bear as possible.



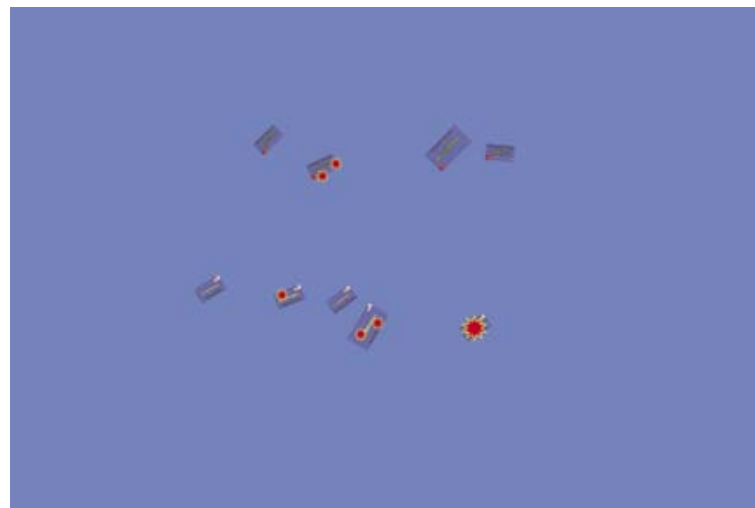
The *Norfolk* fired at the *Admiral Hipper* and scored a hit. The *Admiral Hipper* returned the favour and savaged the *Norfolk*, scoring 3 hits and damaging the props, crippling the ship and destroying the radar and B turret. The *Renown* fired at the *Admiral Hipper* and scored 3 hits. The *Scharnhorst* fired at the *Renown* and scored 4 hits, damaging the props and reducing the speed of the British battleship. The *Southampton* fired at the *Prinz Eugen* and scored 3 hits. The *Prinz Eugen* returned fire and scored a hit. The *Leander* also scored a hit on the *Prinz Eugen*. The *Graf Spee* hit the *Norfolk* twice causing 4 fires to break out on the stricken ship. The *York* missed the *Prinz Eugen*.

In the end phase the *Norfolk* managed to put out three of the four fires. The *Prinz Eugen* failed to fix their engine damage.

Turn 4 – British Initiative

The fleets moved towards each other with the British ships turning to Starboard; the *Norfolk* trying to make a run for it and successfully performing the All Hands on Deck special action.

The *Norfolk* began firing for the British and although it hit the *Scharnhorst* 3 times, not one shot penetrated her thick armour. The *Scharnhorst* fired at and hit the *Renown* 5 times but not one shot got through the British armour. Her Y guns targeted the stricken *Norfolk* and scored a single hit. The *Renown* opened fire on the *Graf Spee* with A and B turrets and completely missed. Its Y turrets fired at the *Admiral Hipper* but missed as



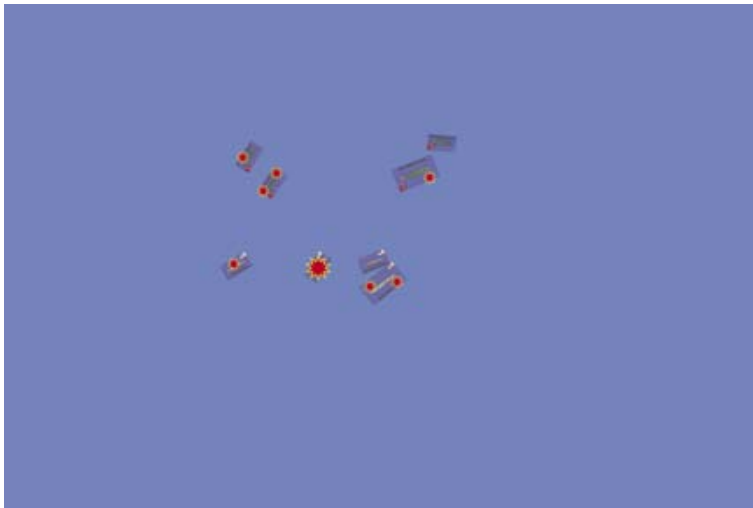


well! The *Admiral Hipper* fired all turrets at the *Southampton* but missed with everything. The *Southampton* returned fire and scored 2 hits. The *Prinz Eugen* fires at the *Leander* and scored a single hit. The *Leander* fired at the *Prinz Eugen* but nothing managed to penetrate the German armour. The *Graf Spee* fired at the *Renown* with its A turret and scored 3 hits. Its Y turret inflicted two points of damage to the *Norfolk*, which was just enough to destroy it. The *York* missed the *Prinz Eugen*.

In the end phase, neither the *Renown* nor the *Prinz Eugen* fixed their damaged props while the *HMS Norfolk* slowly sank beneath the waves.

Turn 5 – British Initiative

The ships continued to close with now a number of ships moving to torpedo range.



The *Leander* fired all of its weapons at the *Admiral Hipper* and scored 3 hits. The *Admiral Hipper* fired A and B turrets at the *York* and inflicted one hit. All of its other weapons targeted the *Leander* and scored one hit. The *Renown* fired its turrets at the *Scharnhorst* and scored one hit. The *Scharnhorst* returned the favour and scored a total of 6 hits, starting 7 fires in the process. The *York* scored a single hit on the *Prinz Eugen*. The *Prinz Eugen* missed the *York* with its A and B turrets but scored a hit with its secondary weapons. Its X and Y turrets scored 2 hits on the *Leander*, crippling it and destroying its Agile trait and its Radar, leaving it very vulnerable to the Torpedoes launched by the *Admiral Hipper*. The

Southampton fired all of the weapons it could against the *Scharnhorst* but could not penetrate the thick German armour.

End phase. Torpedoes from the *Leander* scored 4 hits on the *Admiral Hipper*, crippling the German ship and destroying its Radar and X turret. Torpedoes from the *Admiral Hipper* impacted on the *Leander* with a devastating 5 hits, breaking apart the British ship and sending it down into the murky depths. Torpedoes from the *Southampton* scored a single hit on the *Scharnhorst*, which was a critical (despite the torpedo belt) rupturing the fuel systems and starting a fire as well as significantly reducing its speed. The *Prinz Eugen* fixed its damaged props. The *Scharnhorst* failed to put out its fire whilst the *Renown* put out 3 fires but failed to fix its damaged props.



Turn 6 – German Initiative

The *Admiral Hipper* and the *Prinz Eugen* squared off against the *York* whilst the *Scharnhorst* and the *Renown* lined up to trade broadsides, with the unfortunate *Southampton* in the way!

The *Scharnhorst* scored 2 hits on the *Renown* with its guns. The *Renown* scored 2 hits with its guns and damaged the engines of the *Scharnhorst* further. The *Admiral Hipper* scored a single hit against the *York*. The *York* fired its gun at the *Admiral Hipper* and managed to cause multiple explosions, which broke



apart the German ship, whilst firing torpedoes at the *Prinz Eugen*. The *Graf Spee* fired at the *Southampton* and scored a single hit with its guns, whilst the *Southampton* scored a single hit on the German ship in return.

Torpedoes from the *Scharnhorst* scored another 4 unsaved hits on the *Renown*, leaving it close to being crippled. Torpedoes launched by the *Renown* scored 3 further hits on the *Scharnhorst*. The torpedoes launched by the *York* at the *Prinz Eugen* scored enough damage to cripple the German ship, putting out of action the A, X and Y turret and the radar. Torpedoes fired at the *Southampton* from the *Graf Spee* inflicted 3 more hits on the British ship. Fire continued to burn on the *Scharnhorst* and 2 fires were put out on the *Renown*. Both the *Scharnhorst* and the *Renown* failed to fix their fuel systems and props.

Turn 7 – British Initiative

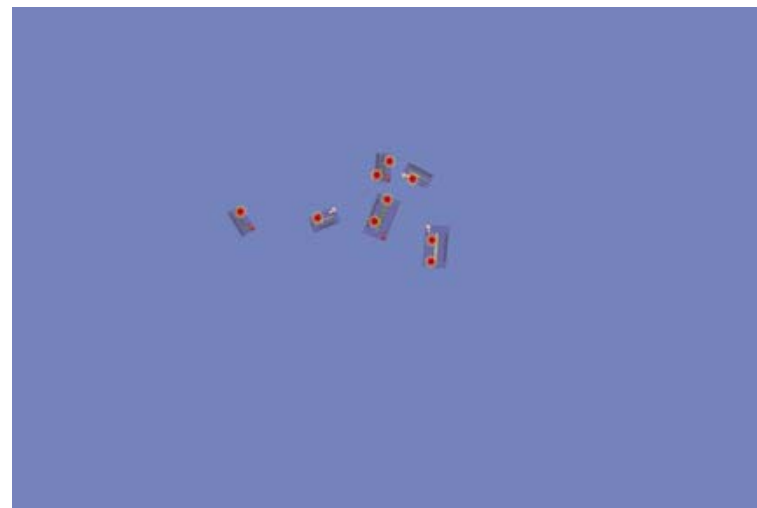
In danger of being crippled, the *Renown* blazed away at the *Scharnhorst*, scoring 2 hits. The *Graf Spee* fired at the *Southampton* and scored 2 hits. The *York* fired its guns against the *Prinz Eugen* scoring a single hit and its Torpedoes at the *Scharnhorst*. The *Scharnhorst* fired its guns at the *Renown* scoring 2 hits, thus crippling it. The *Renown* lost its torpedo belt and B turret to the damage. The *Southampton* fired on the *Graf Spee* and the *Scharnhorst* inflicting 2 hits on the former but none on the latter. The *Prinz Eugen* fired at the *York* scoring 2 more hits.



The Torpedoes from the *York* scored 3 further hits against the *Scharnhorst*, fortunately for Ted none of them were critical hits. The *Scharnhorst* failed to fix its damaged fuel systems or the fire that was still blazing on board. The *Renown* put out one more fire and finally fixed its damaged props.

Turn 8 – British Initiative

The *York* fired at the *Scharnhorst* and the *Prinz Eugen* scoring 1 hit and starting 3 fires and 2 hits respectively. The *Scharnhorst* continued to fire on the *Renown* causing 5 more hits on the already very badly damaged British





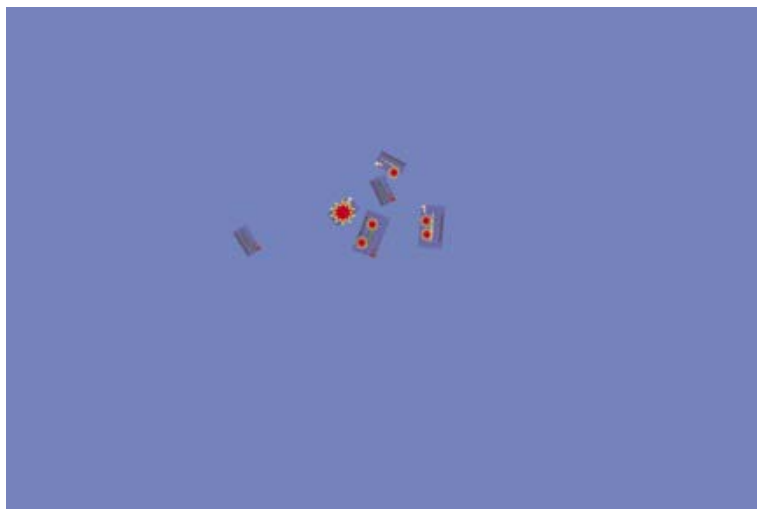
ship. The *Southampton* targeted the *Graf Spee* and inflicted 3 hits. The *Graf Spee* targeted the *Southampton* and crippled the British ship with 2 hits, destroying the Radar and Y turret. The *Renown* fired on the *Scharnhorst* and managed to damage the Secondary Weapons. The *Prinz Eugen* finished the shooting phase by firing at the *York*, with its single turret starting a fire.

In the end phase fire continued to burn on the *Renown*, the *York* put out their fire and the *Scharnhorst* put out all but one of the fires still burning on the ship.

Turn 9 – German Initiative

The *Scharnhorst* began the turn by firing its turrets and secondary weapons at the *Renown* and its Torpedoes at the *York* scoring 4 hits on the *Renown* and leaving it perilously close to being sunk. The *York* fired everything at the *Scharnhorst* but failed to cause any damage with its guns. The *Graf Spee* fired at the *Renown* and the *Southampton* with its guns causing 0 and 1 hit respectively and its torpedoes at the *York*. The *Southampton* fired at the *Graf Spee* causing 3 more hits. The *Prinz Eugen* fired at the *York* but missed.

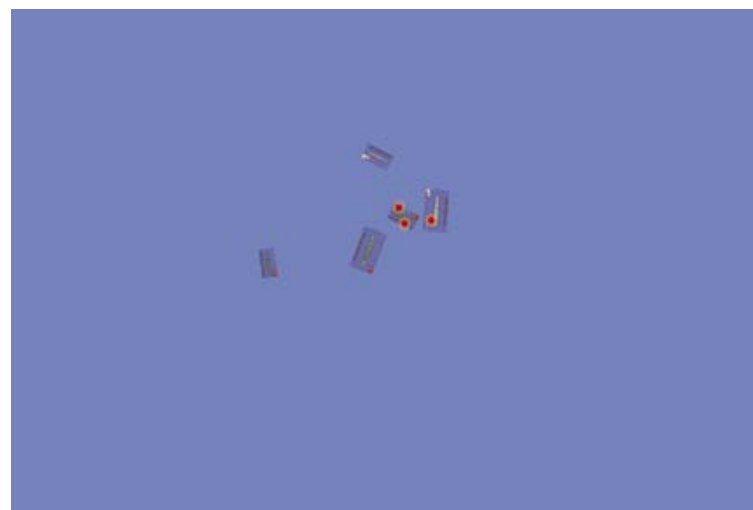
In the end phase the combined torpedoes from the *Scharnhorst* and *Graf Spee* at the *York* crippled and then sank the British ship. The torpedoes from the *York* impacted on the *Scharnhorst* causing 3 further hits. Fire continued to burn on the *Scharnhorst*.



Turn 10 – British Initiative

With the fleets just about fully past each other the *Renown* fired at the *Graf Spee*, inflicting 3 hits; crippling it and destroying the Y turret lost. The *Scharnhorst* fired at the *Renown* and did a single point of damage. The *Southampton* fired everything at the *Graf Spee* inflicting 2 more hits leaving it on 1 point of damage! The *Graf Spee* targeted the *Renown* but inflicted no damage. The *Prinz Eugen* tried to shoot the *Renown* but also failed to score a hit.

In the end phase fire continued to burn on the *Scharnhorst*.



Conclusion

This brutal naval engagement was over, with only one ship left on the board not crippled and three ships with only a single point of damage left. The *Scharnhorst* itself was just one point away from being crippled, testament to a real bloodbath of a battle.

The final score was 53:32 in Ted's favour.

Breaking the Stones Part II - Hrelar Amali

By Lawrence Whitaker

Part I of *Breaking the Stones* examined the city of Dangk. Part II details the temples ruins of Hrelar Amali and provides a number of scenario seeds for adventuring in this region of Ralios.

A temple of some kind has stood at the site of Hrelar Amali since The Green Age: first the Great Tree that was Flamal, then the temple built by Lhankor Mhy and then smaller, more numerous structures of the Dangan Confederacy. The present ruins are a mixture of the remains of Lhankor Mhy's temple and the Dangan temple complex. They stand atop the earlier remains of several much smaller shrines, many of them Hsunchen in origin and even an incredibly ancient temple to Zorak Zoran, gnawed into the long-dead roots of the Great Tree.

The area has always attracted the devout; from those who worshipped the First Gods, through to the streams of theists who, up until Hrelar Amali's annexation, regularly came here to pray and seek divine enlightenment.

The annexation has angered hundreds of theists who saw Hrelar Amali as their divine locale, even though it has never been owned by any one cult or group. The God Learners have, in their arrogant contempt for theists, seized control of a deeply holy source and tensions run high. Security around the ruins is tight and is managed directly by Korlof Gerios. The area is surrounded by an earth and wood stockade and patrolled by members of the Rightness Army, especially drafted to the Revealers for security purposes.

However the faithful still flock to Hrelar Amali, using Dangk as a base for the pilgrimage. The God Learners tolerate their presence, (regulating it with a ticketing system); since they offer the perfect opportunity for proselytising and conversion to Malkionism and of course, study by the Revealers. Theists, misguided as they are in the God Learners' eyes, have their uses.

Access is strictly controlled using a ticketing system of Esclafi's devising and only those sections not being studied by the God Learners are open to theists. Time spent in the ruins is strictly enforced by Korlof's Security Faculty.

Bruyant believes it is necessary to allow theists access to Hrelar Amali because he is fascinated by the way the worshippers interact with the temple. He hopes that a particular prayer, spell or incantation may offer that vital spark of enlightenment that reveals Hrelar's real nature and he demands constant reports on what theists do, say and receive in return. So far he has been disappointed but as a paid-up optimist, he lives in hope.

Overview of the Complex

Hrelar Amali occupies a broad valley 25km south-east of Dangk. It is reached by a reasonably straight road built by the Seshnegi. The road is cobbled but rutted and thick with weeds at its borders; the feet of tens of thousands of pilgrims have worn the cobbles smooth over the centuries. The movements of the God Learners have added to the sheen on the cobbles and the road is always alive with trundling

carts and chanting Revealers as they file to and from the temple complex.

A small forest marks the start of the holy area and as one descends into the valley, the forest thins. Local Mreli (brown Aldryami) inhabit the forest but only as mourners for the passing of Flamal; they are morose and uncommunicative but watch the comings and goings of the God Learners with a mixture of curiosity and regret.

Outer Stockade

First comes the outer stockade, built by the Study Group. This 8m high palisade is made of stone and wood and protected by Zistorite magical anti-flying mechanisms. Anyone not carrying the appropriate magical ID (and all Study Group members do) who attempt to fly over the palisade, are attacked by 2d10 bolts of magical energy that inflict 2d6 points of damage to a random Hit Location. A Dodge test is permitted and a success reduces the number of missiles by half; a critical success by a quarter.

Getting through the stockade, which is patrolled by at least 15-20 Rightness Army soldiers, is only possible with a ticket that falls in the current ticketing range. Pilgrims who are early or late are turned back. A significant shanty town, consisting of disappointed pilgrims, is always present near the stockade.

Once through, a path winds down towards the valley floor, surrounded by trees on either side. The

full extent of Hrelar Amali is glimpsed through the branches and this trek down into the valley helps build the anticipation. Those who are sensitive to spirits or who have a POW of 16 or higher, can feel the air alive and crackling with holy, magical energy.

Inner Stockade

As the trees thin and the valley floor is neared, Hrelar Amali reveals itself.

First is the inner stockade, a rough circle of petrified wood, 500m in diameter, varying in height but 12m at its highest points and 2 metres at its lowest. This was not built by the God Learners but is the remains of the bole of the Great Tree, killed and partially eaten by Zorak Zoran during the Lesser Darkness. Only this huge, petrified stump remains, hollowed-out by unknown hands. The subsequent temple complexes are built inside the remains of the Great Tree and beneath it.

Rightness Army soldiers patrol the outer perimeter of the inner stockade – at least 20 are on duty at any one time. Scaffolds, platforms, cranes and winches line the ancient tree's remains at irregular intervals, Engineering Faculty members swarming over the structure, securing or dismantling sections as is necessary. Study Group researchers chip at the petrified bark or take readings of the inner structures. Entry to the inner temple complex is only possible from the southern edge of the inner stockade and pilgrims are forced to circumnavigate the remains of the tree under the watchful gaze of the soldiers.

Under the Tree

Dig down beneath the Great Tree, persevering through the remains of ancient stone and wood temples and eventually the enormous roots are found, disconnected from their trunk by time and the violence of Zorak Zoran. The roots are hollow, the result of Zorak Zoran's tireless appetite and this is an entire temple complex to the God of Hate and Vengeance; indeed, it is the *first* temple, created by Zorak Zoran himself. The runes of Darkness, Death and Disorder are available here, as are all cult spells. The root chambers are protected by the slumbering Mistress Race Death Lords who have continued to gorge on the primeval roots, completing Zorak Zoran's work. Only Initiates of Zorak Zoran may enter; the very presence of non-cult members awakens the Death Lords who then stalk the intruders through the fetid maze of tree-roots, eventually killing and eating them

The Temple Complex

Tickets are checked again at the main entrance to the temple complex. Those not entitled to be in Hrelar Amali are escorted, under guard, back to the outer perimeter. Once verified, every pilgrim or group is assigned a Revealer 'watcher' who follows the pilgrim(s) everywhere throughout their visit, listening, watching and making notes. The Watcher announces

when time is up and escorts the pilgrims back to the outer stockade, asking detailed and impertinent questions on the way.

The main entrance is under permanent guard (eight to ten) and these, unlike the Dangk garrison, are watchful and vigilant.

Within the inner stockade the ruins are large and sprawling. Time and thoughtless plunder of the stones has left little more than a shell, with large piles of stone scattered all around. The stones are untouched by moss, lichen or weeds - a combination of Flamal's enduring spirit and Lhankor Mhy's divine touch. Every rock in every wall and every pile is covered in a small, regular, deeply-etched script, a mixture of runes, letters, pictograms and complex, swirling iconography that sometimes seem to shift perspective, fading before returning to crystal clarity. Even the stones themselves exhibit strange, mutable characteristics, sometimes becoming a shadowy, half-real suggestion of rock. Indeed this peculiar nature is the subject of study by an entire Revealer Faculty.

The Revealers' scaffolding and platforms criss-cross the whole site allowing the Revealer Fellows to examine the stones with ease. Platforms support lifting equipment: winches, block-and-tackle and mechanical cranes provided by the good and righteous grace of the Clanking City. Some walls are in the process of being rebuilt, either to aid study or because study on a particular pile is complete. Hrelar Amali is a hive of activity, day and night - both pilgrims and Revealers. It is sometimes difficult for theists to concentrate on their



prayers and rituals, such is the disruption around them but even the noise levels within Hrelar Amali is muted and pilgrims are able to complete their veneration without too much difficulty. Curiously, no-one ever feels like arguing.

Dangan Temples: Solar Pantheon

The smaller, beehive-like temples that ring the main edifice were built by the Dangan Confederacy, using rubble from the Lhankor Mhy temple and petrified wood from the tree. They represent (moving counter-clockwise from the smallest temple), the descent of Yelm into Hell, after he was slain by Orlanth. The huge antechamber that leads up to the main temple represents Hell itself and then the parade of circular temples represents Yelm's re-ascent, arming himself as he grew in strength, eventually returning to his prime position as Emperor and helping to defeat Chaos.

It is unusual to see sun-dome inspired temples side-by-side with Orlanthi-influenced structures but the Dangans were a progressive people. King Dan understood that the main temple represented the Lightbringers' Quest but had no idea of its true architect, merely assuming it was some long-forgotten First Age Orlanthi king.

Most of the sun temples are ruined but their beehive nature is obvious and members of the Solar pantheon have no trouble recognising their nature. God Learners swarm, bee-like around these ruined hives, still documenting the God Script etched deep into every surface. None are scaffolded but some have been roped-off for reasons best known to the Revealers.

Hsunchen Totems

Scattered liberally around the inner complex are the remains of Telmori totems left by the Telmori Hsunchen before the Dangan Confederacy and Seshnegi came to the area. The totems, despite having been strewn around the complex, tell the story of how Telmor, leading his pack, came across a Great Tree. As the pack were new to the area, Telmor duly marked it in the way wolves do and his urine was so strong that it caused the bark of the tree to turn to stone and the tree itself withered and died. Telmor took this as a sign that all these lands (Ralios) belonged to the Telmori pack and that is why they settled here.

The God Learners have little time for the Hsunchen totems, which are carved from chunks of petrified bark. Yet to Telmori, there is potency in these stones. Urinating upon them, in either human or beast form reactivates some of the magic inherent in Telmor's own urine.

Lightbringers' Temple

The central part of the complex is the huge Lightbringers' Temple. It is built on the point where the Lightbringers entered Hell in search of Yelm and where Yelm re-emerged. The Great Compromise was forged here and so this is the place where both life and Time, began.

The temple is built to a design unique to Lhankor Mhy's whim and it exhibits a certain rugged symmetry. Within are separate shrines to each of the Lightbringers and at the apex of the main causeway running through the temple, a shrine to Yelm (added as part of the Great Compromise). The many rooms and chambers of the temple were built to accommodate the priests

and sages of those early days after the Compromise was forged but time and events caused the caretakers of the temple to leave and eventually it fell into disrepair and ruin: such is the erosive nature of Time.

The temple is divided into four main sections, representing Orlanth, Chalana Arroy, Issaries and Eurmial (Lhankor Mhy being represented by the walls of the structure). Two small shrines on either side of the main causeway recognise Fleshman and Ginna Jar, although neither is given any particular veneration.

All the temple areas are open to the sky and all are in comprehensive disarray, despite the God Learners' best efforts to reconstruct parts of the structure. However, the nature of each section is evident to anyone with any knowledge of Orlanthi theology and elements found in other Orlanthi holy places are easily identified.

The great entrance hall and causeway leading up to the shrine was built by the Dangan Confederacy and is free from the God Script. The God Learners use the main hall (which is, ironically, a representation of Hell) as their study area, with dozens of study areas, desks, lecterns and so on and swarm backwards and forwards through the temple complex.

There are no catacombs beneath the temple. As the temple marks a return to light, the structure has no areas of importance below ground.

The Magic of Hrelar Amali

Hrelar Amali offers many forms of magic. For convenience these are summarised as follows:

Entry to the Hero Plane. This is a function of the place, rather than the Lhankor Mhy temple. Hrelar Amali is an entry point for Aldryami, Hsunchen

Orlanthi, Solar and Uz HeroQuesters. Anyone using Hrelar Amali to access the Hero Plane arrives in the midst of a most grievous funeral. Aldryami and Ernalda cultists earn 1d3 Hero Points by pausing to take part in the funeral (which is for Flamal, the Seed Father) and Uz must pass-by quickly or risk the wrath of the nature gods (represented by the loss of 1d3 Hero Points).

Source of Life. Flamal's spirit is still strong here. Fruits and vegetables never go rotten when within the petrified bole of the Great Tree. Healing, too, is enhanced: all Healing skills and magic work at *double* their normal levels. If the healer is a Chalana Arroy Healer or High Healer, then the effects are *tripled*.

Defence against Chaos and Darkness. Chaos creatures and worshippers cannot pass beyond the perimeter of the Great Tree. Those that try suffer an immediate 2d6 points of damage to a random Hit Location for every round they remain within the temple complex. Darkness, also, cannot penetrate, for the stones of Hrelar Amali glow at light, providing a constant, comforting (if eerie) light that is strong enough to read by.

Power of Compromise. In forging the Great Compromise, the gods sat down in negotiation and reached a lasting agreement. Mortals can do the same. Any arguments or disagreements suddenly seem meaningless within Hrelar Amali, with each person finding an innate understanding and inner peace. Religions can co-exist – although this is anathema to the God Learners and they are desperate to break this particular ability of the ruins.

Runes. Runes can and do, manifest here. Anyone making a successful Perception test has a POW x1 chance of finding a randomly-determined rune. A rune can only be found once per visit. Integrating a rune is also easier: increase the Persistence success by +20% and by +30% if the rune is associated with a Lightbringer cult.

Divine Magic. Divine spells can be renewed at Hrelar Amali, irrespective of the cult that provides it. Lightbringer cults may pray for and received (on a successful Lore (Specific Theology) test), ONE cult Divine magic spell at no cost in POW (one use only). Divine spells attained in this way still count towards the standard Divine magic limitations.

Sorcery. Sorcery can be worked inside the temple complex but it takes twice as long and is twice as hard. This is the reason why all sorceries are carried out in Dank rather than on-site.

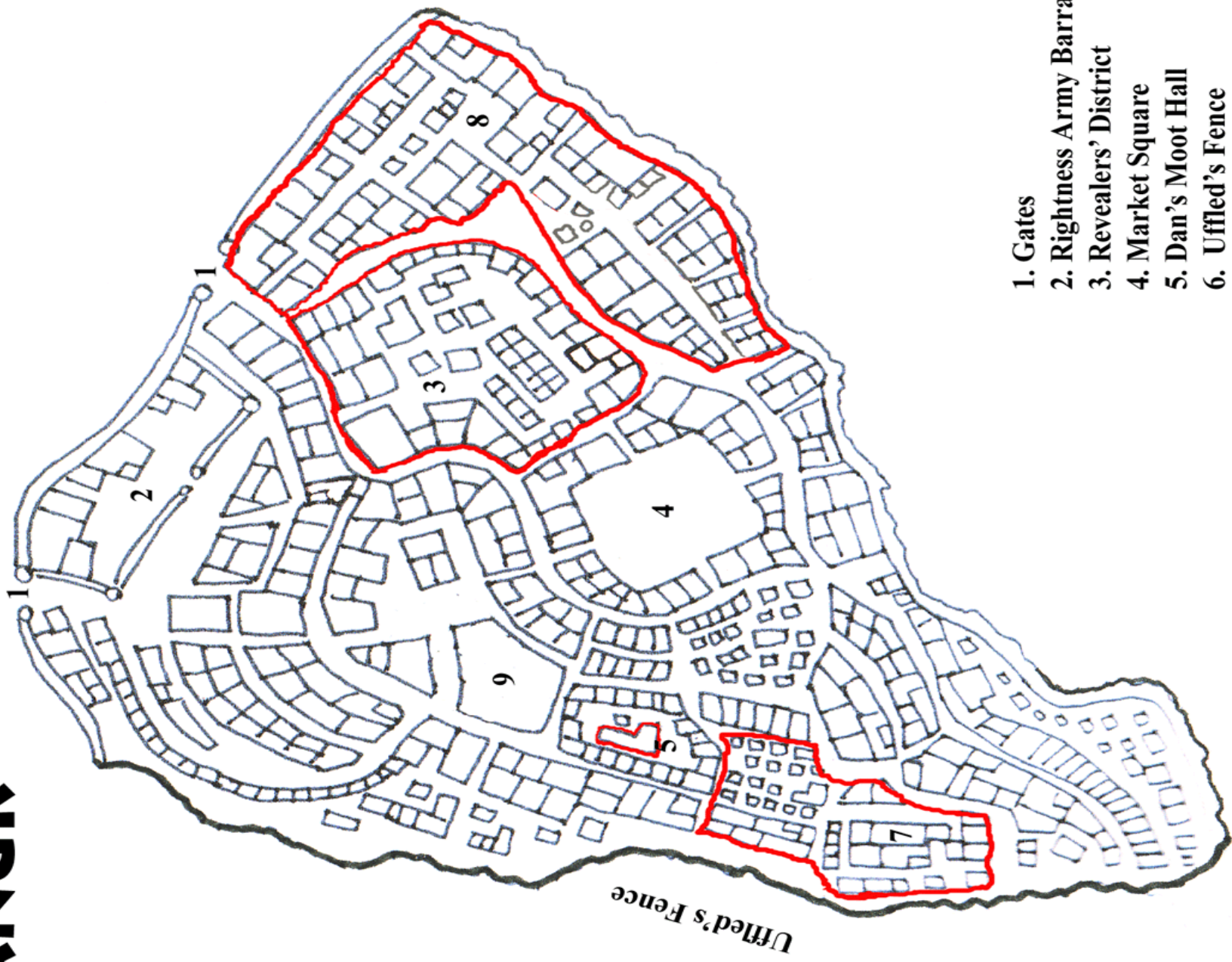
Lightbringers' Learning. Members of Lightbringer Cults can pray for and receive, an additional 1d10 points for any Cult skill they already know. This increase is achieved in the same way as praying for Divine Magic (see above).

Telmori Learning. Urinating on one of the Telmor totems grants the Hsunchen the ability to attempt to integrate a spirit at one level less than that described on page 32 of *Cults of Glorantha vol.2*; thus, a minor integration is free, whilst a Major integration is at the cost of a Minor and a Greater at the cost of a Major. Hsunchen can also pray for and gain, a related cult skill using the same method as Lightbringers' Learning (urination is mandatory).

Maps to go with the Breaking the Stones Scenario

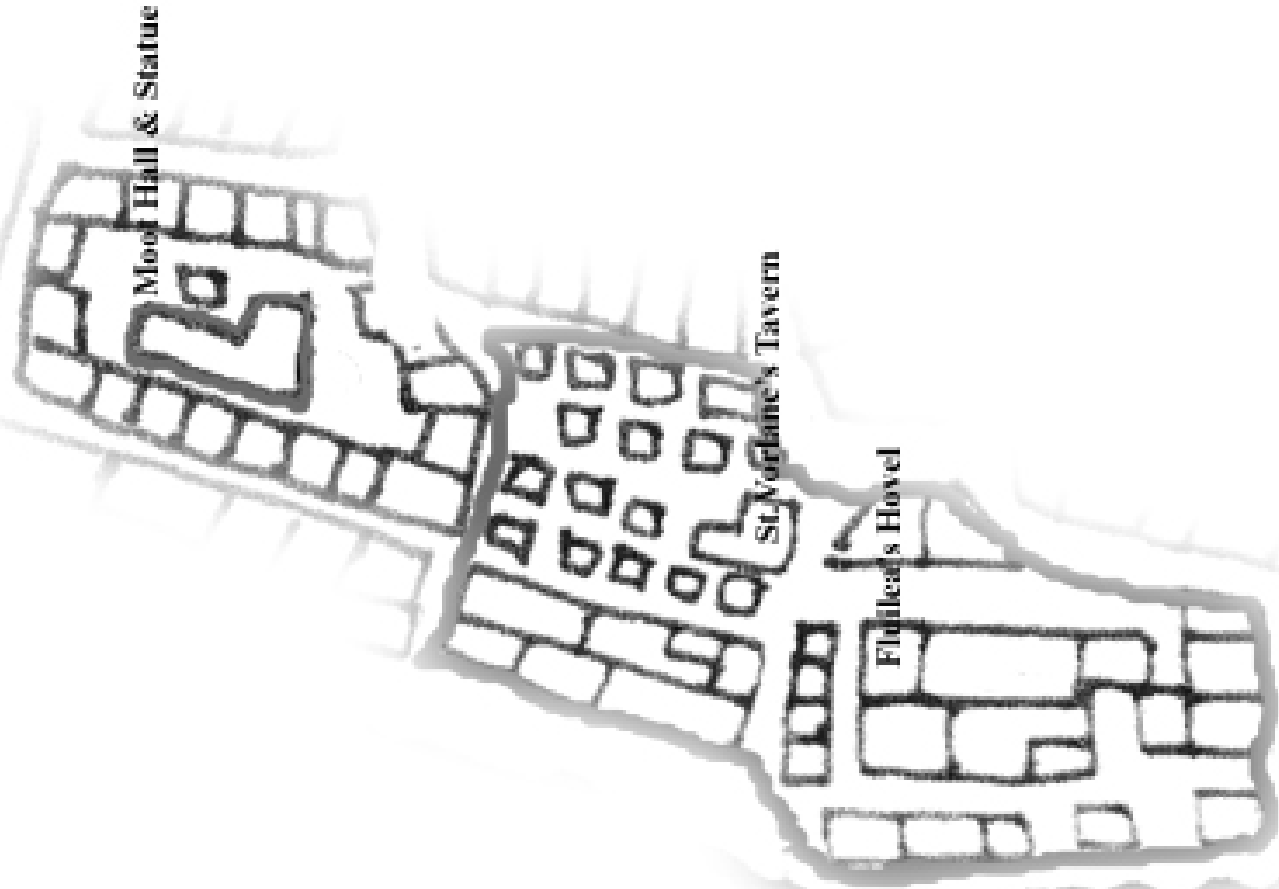
The following pages contain six maps for use with the Breaking The Stones Campaign. Feel free to print out these individual pages for use in your own games.

THE CITY OF DANGK

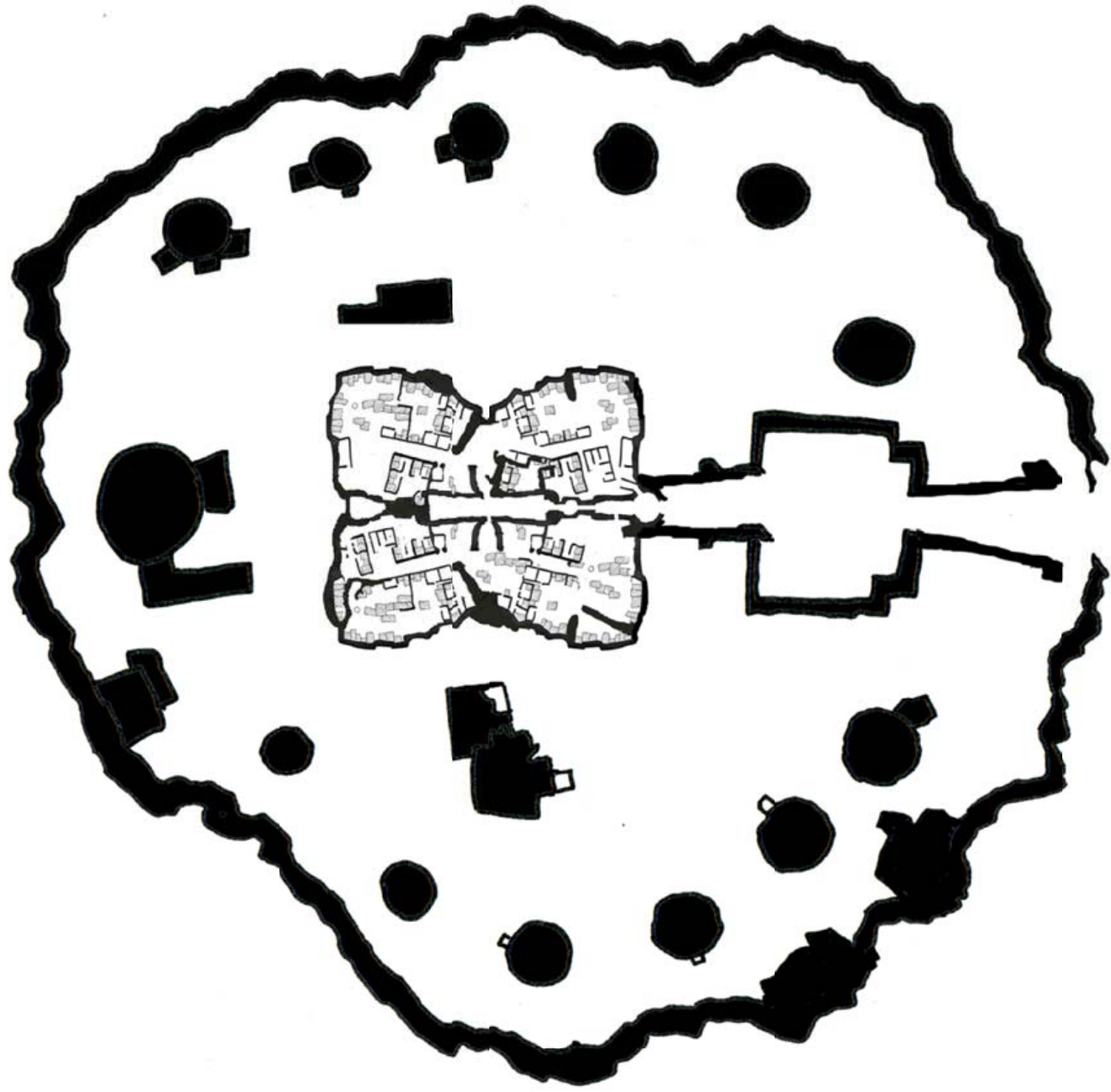


1. Gates
2. Rightness Army Barracks
3. Revealers' District
4. Market Square
5. Dan's Moot Hall
6. Uffled's Fence
7. Fluilea's District
8. Pilgrims' District
9. Church of Malkion

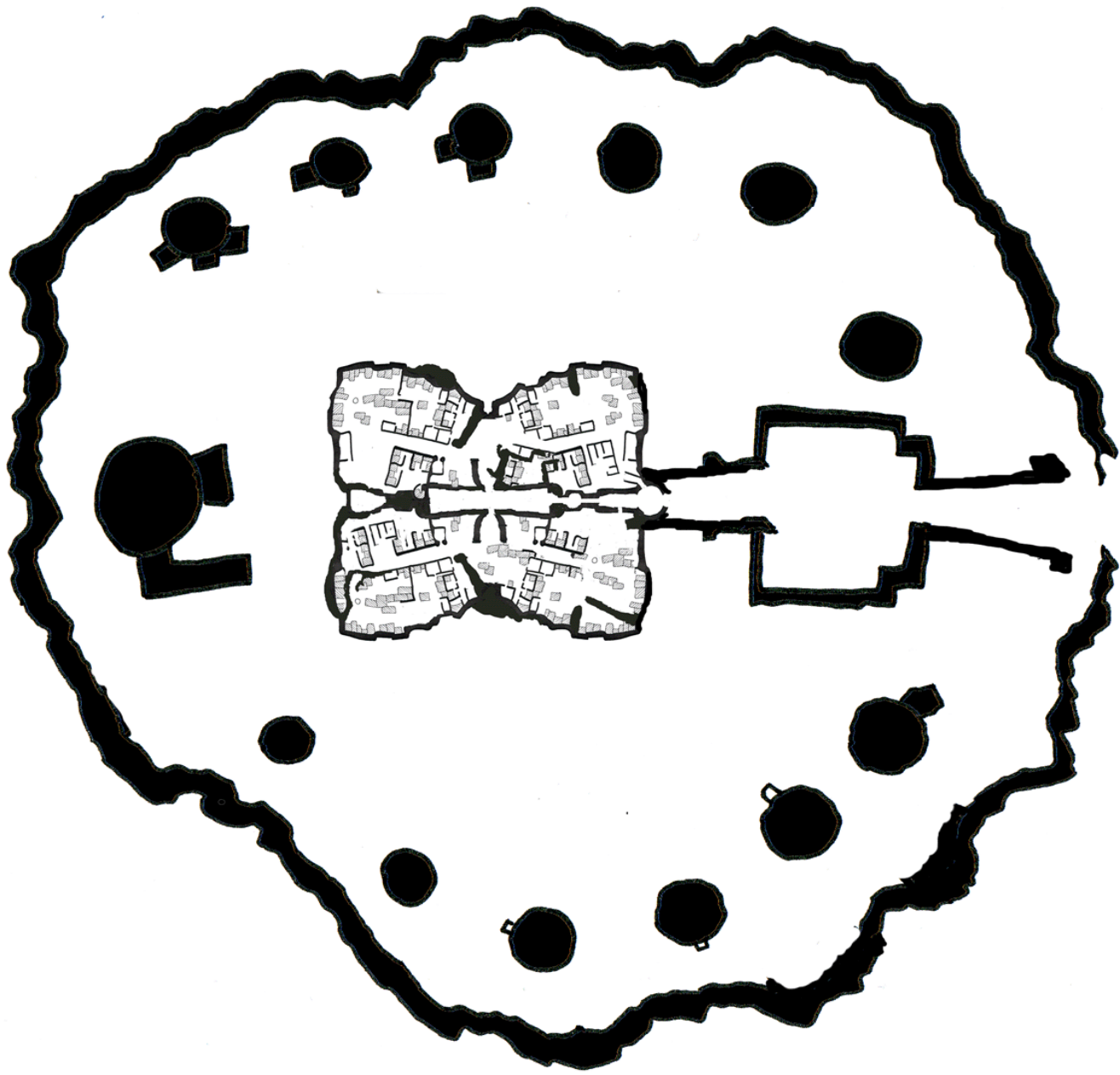
MOOT HALL & FLUILEA'S DISTRICT



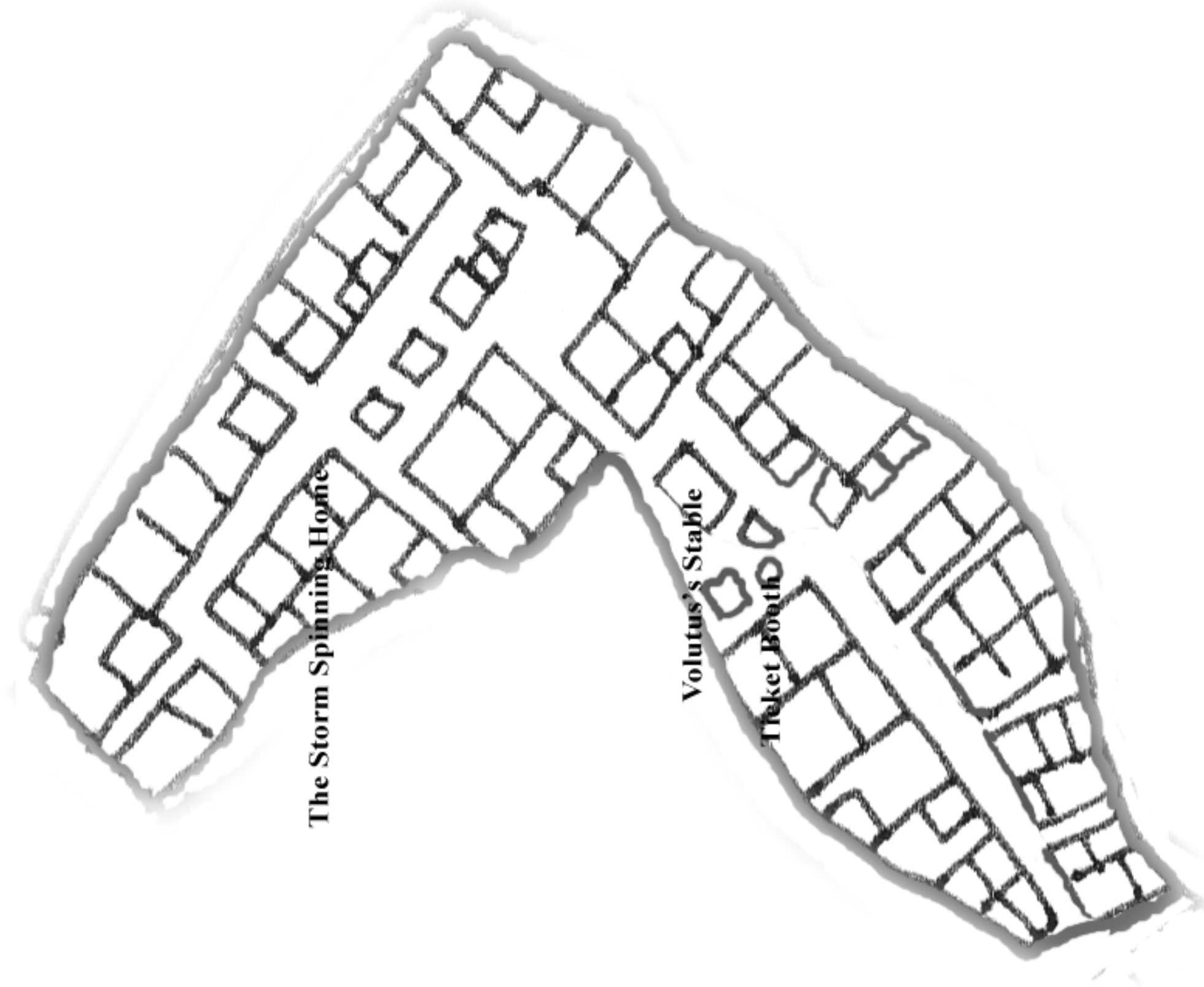
THE RUINS OF HRELAR AMALI



THE RUINS OF HRELAR AMALI



PILGRIMS' DISTRICT

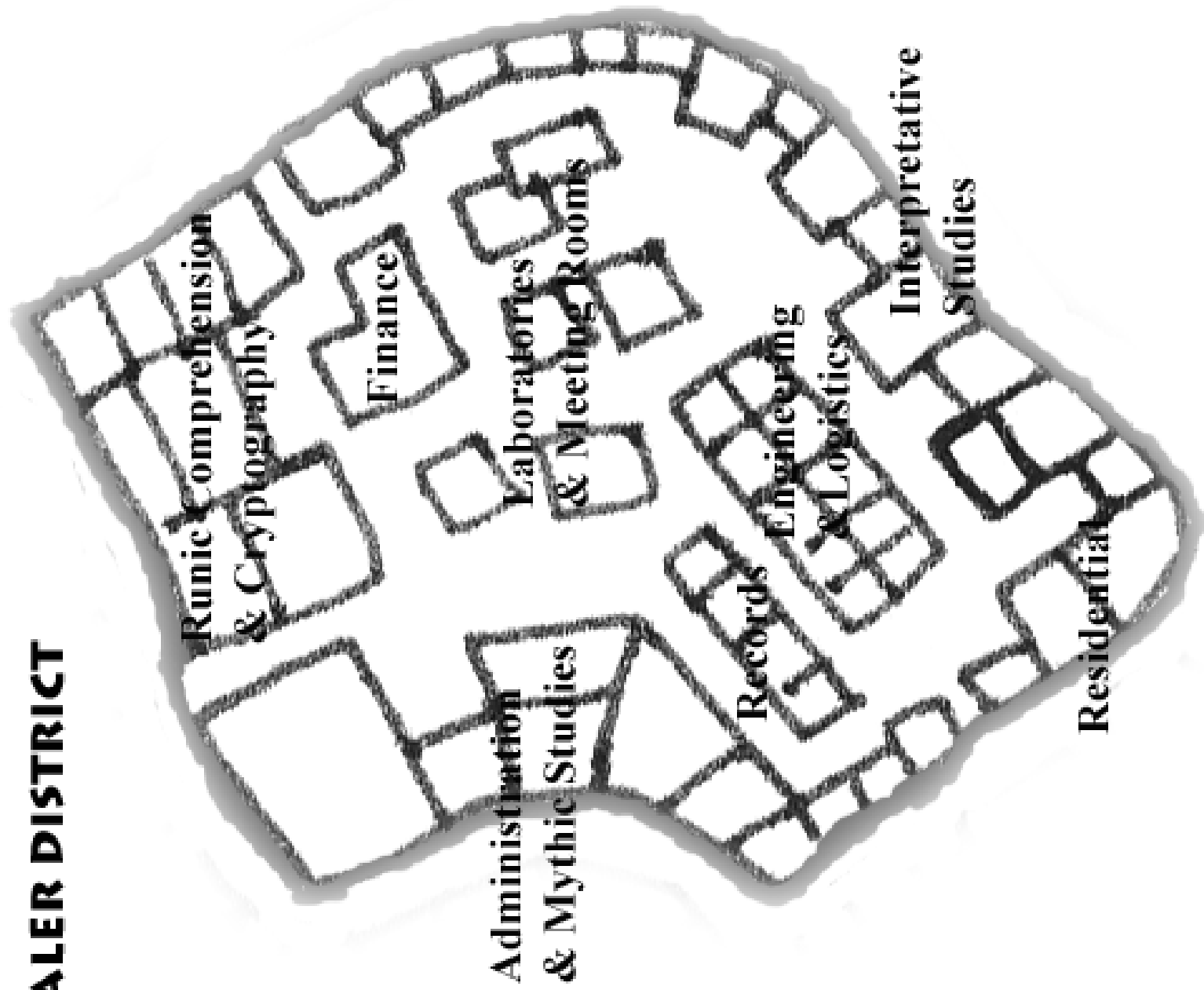


The Storm Spinning Home

Volutus's Stable

Theket Booth

REVEALER DISTRICT

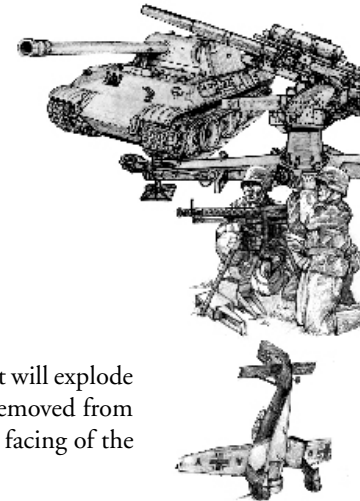




Soviet Assault Engineer Dog Mines

A New Unit for Soviet Forces in Battlefield Evolution: World at War

by Agis Neugebauer



Dogs mines are a new unit option for the Assault Engineer unit of the LATE WAR SOVIET ARMY INFANTRY list. They can be added to any Soviet Assault Engineer unit as described below.

Dog Mines were an unconventional approach to create an anti tank weapon by the Soviets in WW II; they were hungry dogs with explosives harnessed to their backs and trained to seek food under tanks and armoured vehicles. By doing so, a detonator would go off, triggering the explosives and damaging or destroying the military vehicle.

The actual realization of that idea was not always successful. The “Hundeminen”, as they were called by the Germans, had been trained with Soviet tanks and therefore sometimes turned round after being loosed and attacked the Soviets’ own forces. Other times the dogs would simply run away after hearing the rumble of a vehicle’s engine.

Dog Mines can be used as a Shoot action on any model of Size 2 or more. It will explode immediately with 2xD10 Damage Dice after reaching the target and is removed from play. Since the Dog was trained to go under the tank always use the Rear facing of the target.

Option: Either team of a Soviet Assault Engineer unit may be equipped with one Dog Mine for +20 points each.

Extended Soviet Armoury

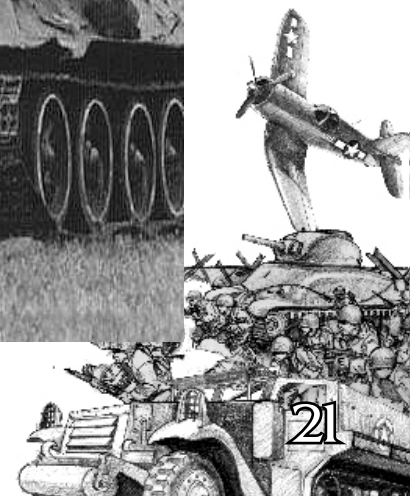
Weapon	Range	Damage	Trait
Dog Mine	10”	2xD10	Lethal Zone/2”, One-Shot, Piercing/1, Retaliate

Type	Size	Move	C l o s e C o m b a t	Target	Save	Kill	Traits
Dog Mine	1	5”	D6	4+	6+	6+	-

Unit Options

Dog Mine: The Dog Mine must be represented as a model on tabletop. They become part of the unit, benefit from all special rules of the unit (Ambush, Elite, Dedicated) but can also be killed just as other as other squad members.

If all humans of the section the Dog belongs to are killed the Dog wanders randomly over the tabletop. At the start of the next Game Turn both players roll a D10, whoever rolls higher will control the Dog. Re-roll any ties. The controlling player can move the Dog immediately as many inches as he rolled. If the Dog Mine reaches any model of Size 2 or more the Dog mine will be triggered as described below.





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Fair Game

By Carl Walmsley

Introduction

The myriad worlds of known and unknown space are full of opportunities for explorers and entrepreneurs. Unfortunately, humanity's technological progress has not always been matched by advancements in ethics and morality. Some of those who trade in the far reaches of known space are little more than pirates and smugglers. Delivering contraband or acquiring illegal materials is the lifeblood of their trade.

Amongst the darkest of all such operations is the capture and sale of slaves – both human and alien. In the time of the Third Imperium, the slave trade is not dead: it has simply moved to the stars.

Adventure Background

Matthew Rexel is a wealthy businessman, based on the planet *Hashanah*. Officially, he runs an organisation that surveys and maps remote mineral deposits for large mining corporations. These operations are just a front, however: Rexel's real interest is in the capture and sale of exotic species.

Many worlds have restrictions on the sale or captivity of alien creatures. Wilfully imprisoning sentient beings – human or alien – is outlawed in just about every known settlement. Despite this – or perhaps because of it – there is a huge market for Rexel's wares. Illegal

Fighting rings make use of ferocious alien beasts – and what better subjects to pit them against than humans or sentient aliens? Wealthy nobles like nothing more than to populate their grounds with exotic species in order to display their wealth – regardless of how it might impact on the indigenous wildlife. There are even private zoos that obsessive collectors fill with oddities from across the stars. Rexel's skills and merchandise are in constant demand.

Four weeks ago to the day, Rexel dispatched a ship – the *Brook* – to a remote world called *Sinai*. The crew, led by Captain Jensen Cole, was charged with acquiring a list of indigenous plants and animals and returning with them to *Hashanah*. They are now one week overdue.

Rexel suspects that the mission has run into difficulties – and he is correct. However, the difficulties are not anything that he could have anticipated.

Assigned to the crew is a xeno-biologist named Kate Anderson. It is the first time that she has worked for Rexel and she believed, rather naively, that the mission was a legitimate attempt to gather research samples.

The day before the crew was set to leave, Anderson realised that one of the plants that they had gathered was a sentient life form. She relayed this information to Captain Cole but was appalled when he seemed not to care. As far as Anderson is concerned, this fundamentally changed the nature of the mission: the crew are no longer smugglers, they are slavers.

The following day, as the ship lifted into orbit, Anderson sabotaged key systems on board the ship – forcing it to return to the planet. It was a bumpy landing, further damaging the *Brook* and weakening some of the cages used to hold the captured animals.

Cole was furious but before he could deal with Anderson she jumped ship and escaped into the jungle. To make matters worse, several of the caged beasts escaped, killing a member of the crew. Stranger still, Cole's head of security – a man he has worked with for six years – released the sentient plant and fled with it into the jungle.

Cole and his remaining crew are now trapped on the planet. They are attempting to recapture the escaped beasts, to track down Anderson – who has stolen some key components from the Jump drive – and to locate the missing head of security, Zolo Renick.

Adventure Synopsis

The PCs are hired by Rexel to track down his missing shipment of alien plants and animals. Whilst the exact nature of the animals is not revealed, they are told that some of them are dangerous.

Upon arrival on *Sinai*, they will need to work out whom they can trust and why there has been such friction between the crew.

Captain Cole is determined to gather up every lost animal and complete his mission. Stalking some of the escaped beasts through their natural habitat is not easy.

The PCs will find that Anderson, the xeno-biologist, is hidden in the forest: she will try to contact them and enlist their aid.

Chief Renick is being psionically dominated by the *Bohfa* plant. His senses have been altered so that he perceives the plant as an injured comrade. He will do all that he can to protect it, driving away any intruders with whatever force is necessary.

One way or another, the PCs will need to help gather up some, if not all, of the missing creatures and help repair the *Brook* if they are to complete their mission and earn the payment promised to them by Rexel.

Chapter One

Characters who ply their trade either as explorers, mercenaries or traders can be introduced to this adventure quite easily. The PCs will need to have access to a Jump capable ship. One of Rexel's employees will get word to them – either in person or electronically – that Mr Rexel would like to meet with them and discuss a business opportunity. In order to legitimise this meeting, it will take place in the offices of RexelTech. This building is located in *Kynan*, an industrial city on *Hashanah*. *Kynan* has a Class B starport and despite its rather built-up and hectic environment, is home to any number of prosperous organisations.

Mr Rexel is a charismatic host of mixed Asian and Caucasian heritage. He will treat his guests well, ensuring that they are comfortable before negotiations begin.

Read or paraphrase the following.

About a month ago, one of my ships – the *Brook* – was sent to the planet *Sinai* to gather plant and animal samples. These are of interest to various pharmaceutical companies looking to develop new drug treatments.

The Brook was due to return a week ago but has failed to report in. I am increasingly concerned for the safety of the crew.

I would like you to travel to Sinai – it is a pretty remote world and whilst the atmosphere is breathable, there are some indigenous life forms that are quite dangerous. Locate the Brook, ensure that the crew is ok and then help them to complete their original mission. If you can do that for me, you will be generously reimbursed for your efforts.

The PCs will no doubt ask Rexel why he does not send some more of his own people to locate the *Brook*. He will state that any other vessels he owns that are suitable for this task are off-world performing survey-work. There is some truth in this but Rexel's real reason for hiring outside help is that if *Sinai* has turned out to be more dangerous than he had anticipated he does not want to lose any more men and equipment.

Rexel is reluctant to provide full details of all the plants and animals that the *Brook* was sent to collect. He claims that a confidentiality agreement with the nameless (and bogus) pharmaceutical company prevents him from doing so. Rexel will state that most of the samples are harmless, though there will be a large predator amongst the shipment.

Rexel should offer enough money to make this a tempting assignment – notwithstanding any reservations the PCs might have about Rexel's refusal to reveal exactly what the *Brook* was sent to collect. He can be persuaded to cover expenses such as fuel, if the PCs haggle.

Investigation

Cautious PCs will likely wish to do some checking up on their prospective employer, Mr Rexel. They will find nothing official to indicate he is anything more or less than a respectable businessman – taxes paid, no criminal record and so on. More inventive means, such as rumour gathering in the local black-market hot spots, may turn up the following:

- Employees of RexelTech are surprisingly well-armed for planetary surveyors (Effect total 2+).
- Employees of RexelTech have a habit of getting injured or even killed whilst out on missions (Effect 4+).
- Rexel's ships are sometimes used for smuggling contraband (Effect Total 6+).

If the PCs confront Rexel with any of these rumours, he can shrug off all but the accusation of smuggling. He will make no secret of the fact that surveying work – and occasional side missions to acquire organic samples – can be dangerous. If the PCs call Rexel a smuggler, he will advise them to keep such thoughts to themselves. He insists that free trade is the lifeblood of the universe. If the characters are foolish enough to threaten Rexel – either with blackmail or a report to the authorities – they will be making a powerful enemy. Rexel has more than 200 employees, many of whom are capable of eliminating interfering characters.

Sinai

Assuming that a deal can be struck with Rexel, the PCs can make the Jump from *Hashanah* to *Sinai* – a distance of one parsec. Rexel provides co-ordinates to where the survey team was due to land.

However, once the PCs arrive they will find that the *Brook* is no longer there – the ship originally left the planet and then was forced to return when Anderson sabotaged several systems.

If the PCs ship has powerful enough sensors, they may be able to locate the downed *Brook* from orbit. Alternatively, they will need to make contact using their ship's communications system. If they identify themselves as in some way working for Rexel, Captain Cole will answer the hail and provide the PCs with landing co-ordinates.

However, Cole is not the only one listening: Anderson has a portable transceiver. Once the PCs are within her 500 km range, she will send them the following message in a panicked tone:

'Don't trust him! He'll lie to you – just like he lied to me!'

At this point, Cole will jam Anderson's signal using equipment on the *Brook*. The PCs will now most likely be very suspicious. Cole will try to placate them with a promise to explain everything once they land. If this does not work, he says that a rogue member of the crew, who caused the ship to crash, sent the signal.

If the PCs follow the co-ordinates provided by Cole, they will see that the *Brook* has crash-landed atop a rock promontory that sticks up above the surrounding jungle. Cole himself stands outside and waves them in.

Chapter Two

Once the PCs make planet fall, Cole will invite them inside the damaged *Brook* to talk. He explains that after his crew had gathered the plant and animal samples they were sent to collect, they tried to leave the planet. However, whilst still in orbit, the ship lost several key systems. The pilot managed to make an emergency landing on the plateau of rock where the *Brook* now rests. They have been here for two weeks.

According to Cole, the crash damaged the holding cages and released some of the captive beasts. One of these – Subject Five – killed a member of his crew. Two other crewmembers have gone AWOL – the team's xenobiologist (Anderson) and the head of security (Renick).

Cole speculates that Renick might have received a concussion during the rough landing (causing him to act irrationally) or that he is suffering from post-traumatic stress brought on by his years in the star marines. He wants to locate and safely recover his friend.

Cole will state his belief that Anderson is a saboteur. Her radio message is, he claims, further proof of this. He says that she caused the crash by sabotaging key systems and has now fled taking with her some key components from the Jump Drive. Until these are recovered, the *Brook* is grounded. Cole wants the parts returned – but not Anderson.

Cole will ask the PCs if they can help with a number of things:

- Capturing Subject Five and Subject Twelve (the *Bobfa* Plant) – the last two escapees
- Locating Renick
- Locating the spare parts Anderson stole
- Finishing repairs to the *Brook*

The Brook

As the PCs are working for Rexel, they will be given more or less free reign of the *Brook* in order to utilize any equipment stowed on board and to help with repairs. Cole says that only two areas are out of bounds – the crews' quarters (specifically his cabin) and the specimen cages. This latter restriction is for the PC's own safety.

The *Brook* is a 'Fat Trader' (*Traveller Core Rulebook*, pages 119-120).

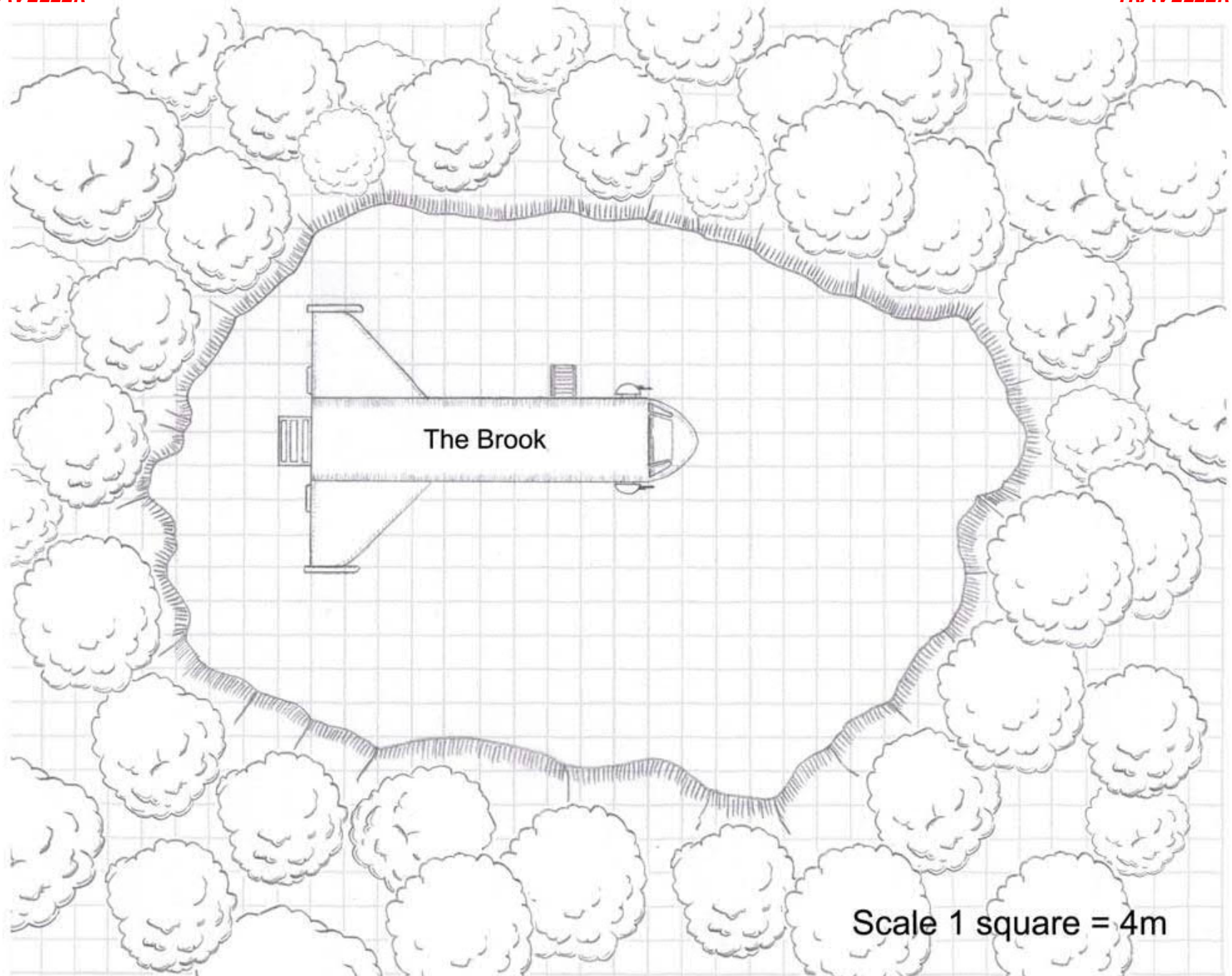
The Main cargo bay has been specially converted to hold 20 specimen cages. All but one of these is full when the PCs arrive on *Simai* – leaving room for the *Bobfa* plant.

The Forward Cargo Bay is converted into a single reinforced caging area to hold Subject Five. This part of the ship was damaged during the crash, allowing the beast to escape.

The Rear Cargo bay contains a thruster pack, a tent, a large net, a Geiger counter, six vacc suits (one of which is damaged), a medkit, a stunner (TL10) and an artificial gill. All of these items can be found in the equipment section of the *Traveller Core Rulebook*.

Access to the crews' quarters is restricted by a keypad lock. A character with Engineer (Electronics) can try to bypass this device. The DM for the check is -2. An Exceptional Failure triggers a ship-wide alarm.

Cole's room is secured with a biometric lock. Any attempt to open this suffers a DM of -4. Any failure activates the alarm. Stashed away beneath Cole's bunk is a collection of plant samples that he plans to sell on for his own personal gains. If the PC's learn about this, Cole will be desperate to prevent Rexel from finding out what he is up to. Of course, whether this means the PCs are able to manipulate him or that he tries to take them out of the picture will depend on how they play their hand. Cole can certainly be persuaded to share the profits from the sale (2d6 x 1000 credits) but he will not simply do whatever the PCs might demand. If he needs it, he has the backing of the crew – and he is a ruthless man.



Along with Captain Cole, there are currently six other surviving members of the crew, one of whom is his co-pilot, Seth McKay. With the exception of Anderson, everyone aboard the *Brook* has taken part in a range of smuggling and slaving operations.

Captain Jenson Cole

Str 9, Dex 10, End 9, Int 8, Edu 8, Soc 7

Astrogation 2, Carouse 0, Comms 2, Deception 2, Gunner (Turrets) 2, Mechanic 1, Pilot (Spacecraft) 3, Recon 0, Sensors 1, Stealth 1, Gun Combat (Slug Rifle) 2, Melee (Unarmed Combat) 1
ACR (3d6, Auto 6)

Co-pilot Seth McKay

Str 7, Dex 9, End 8, Int 8, Edu 7, Soc 7

Astrogation 2, Comms 1, Deception 1, Engineer (Jump Drive) 2, Gunner (Turrets) 2, Mechanic 2, Sensors 2, Pilot (Spacecraft) 1, Gun Combat (Energy Pistol) 2, Melee (Blade) 1
Laser pistol (3d6, TL9), Blade (2d6)

Brook Crewmembers (5)

Str 7, Dex 8, End 8, Int 7, Edu 6, Soc 6

Deception 1, Stealth 1, Gunner or Sensors 1, Gun Combat (Slug Rifle) 2, Mechanic 0, Melee (Unarmed Combat) 2

Assault Rifle (3d6, Auto 4)

Repairs

Having had two weeks to work on the damage sustained during Anderson's sabotage and the subsequent crash, the crew have got the *Brook* more or less in working order.

There is a single point of Hull Damage still to be restored that a mechanically minded PC can help iron out. What is really needed, however, are the irreplaceable components from the Jump Drive that Anderson took with her – having taken the time to destroy all the on-board spares.

The Environment

The region of Sinai where the PCs find themselves is extremely hot and humid. Up on the rock promontory, there is at least a cooling wind. Down beneath the canopy it is as hot as hell: masks steam up, metallic objects become hot to the touch and characters will find that they sweat constantly. Even at night, when the temperature drops by a good 10 degrees, it is still in the high twenties.

Subject Five

The dense jungle surrounding the rocks where the *Brook* set down is extremely humid and littered with primeval pools. Consequently, one of the dominant predators that have managed to evolve in this region is a giant purple-skinned amphibian. This creature has regenerative capabilities, not unlike an earth salamander and a long prehensile tongue loaded with toxin, which it uses to hunt. Imagine a cross between a bullfrog and a hippo.

The crew of the *Brook* originally captured Subject Five using a tranquilliser gun. Unfortunately this was destroyed in the crash. Added to that, the crewmember who died was the team's expert hunter. Without his skills, they have been unable to recapture Subject Five – or another of his species.

Cole will suggest staking out one of the large pools in the forest floor and waiting for subject five to show up. There are known to be a number of dangerous life forms down in the jungle, so up until now he has not been willing to risk any more of his crew. With the PCs help, he feels it should be safe...ish.

Subject Five

Type	Habitat	Str
Dex	End	Int
Instinct	Pack	
Pouncer	Jungle	Amphibious
11	1	7
		3
(Carnivore)		
Recon 1, Athletics (Co-ordination) 2, Survival 2, Melee (natural weapons) 2		
Teeth (3d6), Tongue (1d6), Thick skin (4). Number encountered: 1		

The toxin in subject five's tongue reduces the target's Int and Dex by 1D6 if an Endurance check is failed. The DM for this is -3. The effect lasts for 1-6 hours. The effects of multiple hits are cumulative.

*On dry land, subject five is more cumbersome than when in water, hence the reduction in Dex. Its Movement is half that of a human on land (3 metres) but it is much faster in the water (7 metres).

If the PCs follow Cole's plan, they will have to hide beneath the layer of mouldy detritus that blankets the forest floor and wait 1D6 hours for a member of Subject Five's race to show up. A successful Stealth check is required to locate a suitable hiding place.

The beast will eventually show up, moving slowly across open ground before entering the pool.

One method of capture that the PCs could use is to utilize the large net from the cargo hold of the *Brook* to rig up a snare. A Survival check Opposed by Subject Five's Recon skill will be required to set this up effectively. This will at least immobilize the creature long enough to medicate it or subdue it physically.

If the PCs badly injure or even kill Subject Five, the despairing captain will tell them that a dead or mutilated specimen is of no use to him. Cole will not give the order to leave the planet until he is in possession of either a member of Subject Five's race or the *Bohfa* plant. The PCs might therefore find themselves repeating their hunt.

What the Hell is This Thing?

Every new planet that the PCs visit should seem strange and unfamiliar: stepping out of that airlock onto alien soil should be an exhilarating but daunting experience. One way to accomplish this on *Sinai* is to have the characters encounter peculiar animals that they have no idea how they should react to. Two examples are included below but feel free to invent some oddities of your own.

A Hair-Raising Encounter

Within the dense forest canopy is a breed of nest-building deconids (think 10-legged insects). Human hair is perfect weaving material for their nests. At some point, when the PCs are stationary – possibly whilst laying in wait for subject five – one descends from the trees and begins plucking. Given that the deconids are 20cm across, this might sound like a terrifying encounter. However, these creatures emit a song that has a lilting, lullaby quality. Any character that cannot

pass an Endurance check with a –2 DM is compelled to stand around and listen to it – and thereby serve as a willing source of bedding material for baby deconids. With enough of these critters around, a character could conceivably wind up bald.

If attacked, these timid creatures immediately flee and the tone of their song alters. Soon, untold voices ring out through the forest. Whether this is a warning to other deconids to beware the PCs or something altogether more sinister is entirely up to you.

Sleep Tight

A species of microscopic bugs infests every inch of the planet. These tiny creatures feed almost exclusively on salt. When the human body perspires it releases enough sodium chloride to feed a veritable colony of these things. Added to this, human tears are extremely salty. Consequently, the tear ducts form a perfect feeding ground for these bugs, which flock to them like animals to a watering hole.

As these creatures feed, they excrete. Not a lot individually, but en masse, they are surprisingly productive. A character who falls asleep with a colony of these bugs on him will wake up covered in a crusty residue. This is not enough to immobilize him – the residue can be picked off like a scab – however it will seal his eyelids with the equivalent sticking power of super glue. The realisation that he has been to sleep encased in a shell of tiny alien bug faeces should be enough to remind any character that the universe is a strange place.

Rogue Biologist

Cole's men have been trying, without success, to locate Anderson for almost a fortnight. Her knowledge of xenology and survival has allowed her to find shelter and to scavenge enough food to stay alive.

If Cole or any members of the crew are questioned about Anderson, they will state that she did not fit in with the team from the word go. Cole speculates that she might be some enviro-freak set on protecting this world from outsiders. Cole makes it clear that he does not care whether Anderson is found or not – if she is, Cole will refuse to allow her back on the *Brook*. All he cares about is locating the missing components.

Note that the PCs should not simply be able to take parts from their own ship and use them to patch up the *Brook*. The parts required must be a perfect match.

Searching for Anderson

If one or more of the PCs has the appropriate skills, he might try to locate Anderson's tracks. She is camped out only 1 km from the plateau where the Brook is located and has made daily visits to check up on the crew.

Any character with Recon can conceivably look for tracks but those from primitive worlds are likely far better suited. You should apply a –2 DM to checks made to locate Anderson's camp for characters from worlds with TL 8+.

Attempts to pick up Anderson trail using Recon are Opposed by her Stealth skill.

Kate Anderson

Str 6, Dex 8, End 10, Int 9, Edu 10, Soc 8
Animals (Veterinary) 2, Comms 1, Deception 0, Life Sciences (Biology) 3, Mechanic 1, Medic 1, Space Sciences (Xenology) 3, Stealth 2, Survival 2, Gun Combat (Shotgun) 1, Melee (Blade) 1
Shotgun (4d6), Dagger (1d6+2)

As soon as one of the PCs is out in the forest unaccompanied by a member of the *Brook's* crew, Anderson will approach him and ask for help.

Anderson's Story

Anderson will claim that Cole and his men are slavers and that at least one of the organisms they wish to transport off world – the *Bohfa* plant – is sentient. According to Anderson, the plant ‘spoke’ to her; through a series of what she believes were psionic images.

Anderson will freely admit to sabotaging the *Brook* and still has the stolen Jump Drive components stashed at her camp. She will admit that she acted rashly but claims that she had no alternative. She really does not know what to do now that the *Brook* is stranded. She does not want to see anyone get hurt but she feels that she must protect the *Bohfa*.

As you may have gathered, Anderson has no idea that Renick has taken the plant and fled the ship. If she learns this, she will willingly give up the Jump Drive components so that the *Brook* can leave.

As Anderson will not be allowed back on the *Brook*, the PCs may represent her only chance to get off *Sinai*. If the opportunity presents itself, she will request passage and whilst she has no funds to offer, she can earn her keep with her medical and scientific skills. She may even make a useful addition to the crew.

Kate Anderson is a tough, outdoor-type who has roughed it on a number of harsh alien worlds. If the PCs try to take her by force, she will do everything she can to defend herself – and she certainly knows which end of a shotgun is which.

We Don't Leave Our People Behind!

Zolo Renick was Captain Cole's right-hand man for six years. Now – thanks to the psionic influence of the *Bohfa* plant – he believes that he has been betrayed by

his crewmates. More than this, he perceives the *Bohfa* not as a plant but as a wounded comrade that needs to be protected until help arrives.

Until an attempt has been made to rescue Renick – from himself if need be – Cole is unwilling to leave the planet. If an attempt is made and it fails, resulting in casualties, Cole will reluctantly agree to leave his old friend behind.

If asked whether there was anything odd about Renick's behaviour before his disappearance, Cole says that he was suffering with bad dreams. Cole believes these might be a result of Renick's military experiences, which were quite taxing. The truth is that the dreams were an early sign of his latent psionic talents picking up on the unhappiness of the *Bohfa* plant.

The crew of the *Brook* are reluctant to go after Renick – they know how well trained he is and how hard it will be to capture him. Cole would, genuinely, like to search for him himself but feels he has a responsibility to remain with the ship.

Renick is an expert survivalist and soldier. He served two terms in the star marines and received numerous commendations for bravery.

Zolo Renick

Str 10, Dex 9, End 11, Int 7, Edu 7, Soc 7

Battle Dress 1, Comms 1, Deception 0, Drive (Wheeled) 2, Explosives 2, Gunner (Turrets) 1, Gun Combat (Slug Rifle) 3, Heavy Weapons (Launchers) 1, Leadership 0, Melee (Blade) 2, Recon 3, Stealth 2, Survival 2, Tactics 2

ACR (4d6, Auto 6), Grenade Launcher (Frag: 5d6/3d6/1d6), Blade (2d6), Flak Jacket (TL 8, Protection 6)

Renick's Snares

Renick has set up a series of snares designed to detect and ward off intruders. There will be no talking him down – he is willing to defend the *Bohfa* plant with his life, rather than let it be captured by ‘the enemy’.

The crew of the *Brook* already knows the approximate location of Renick's camp but so far no one has dared to try to capture him.

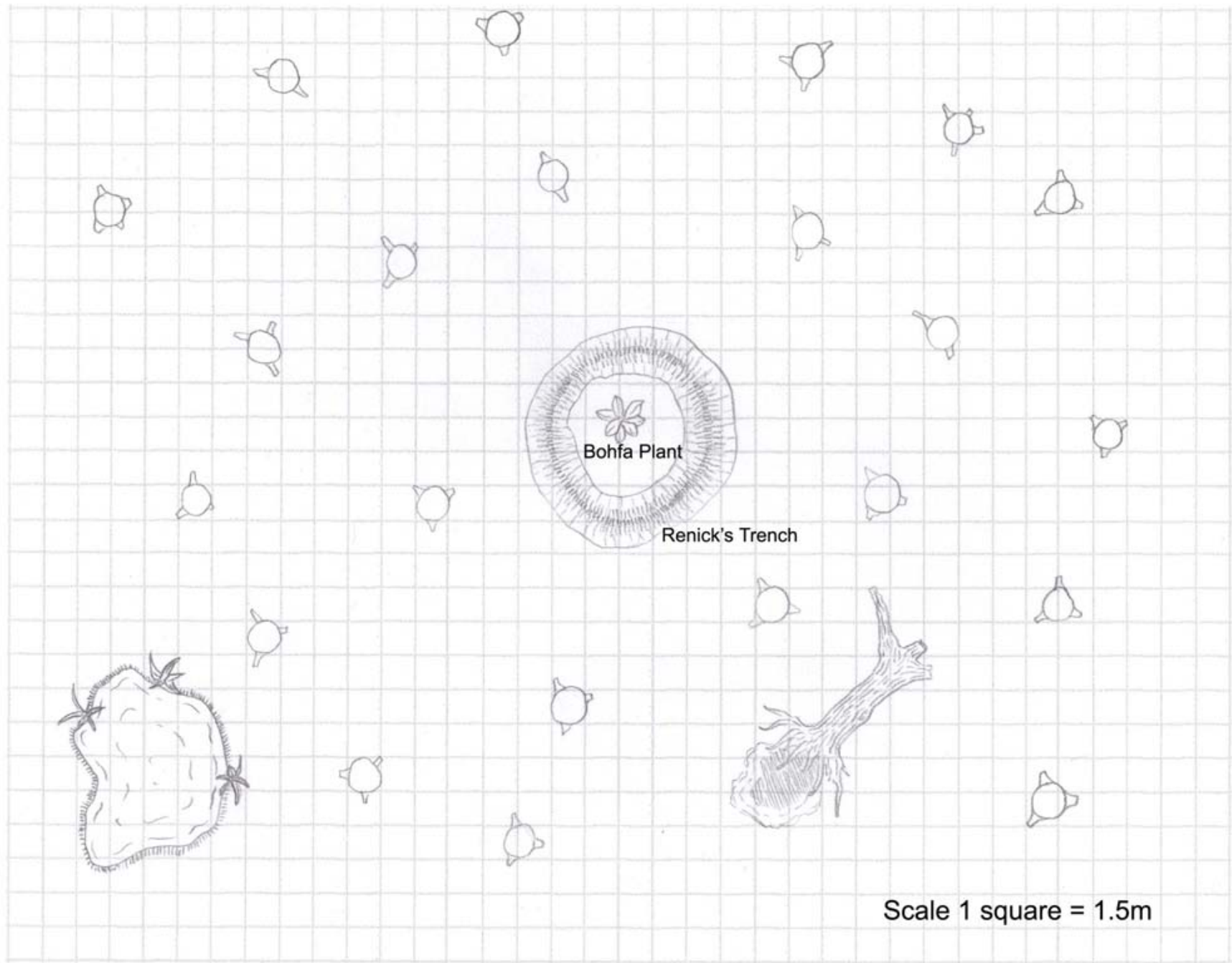
Renick has established a series of perimeter tripwires. Spotting these requires a Recon check. If triggered, these tripwires rattle wind chimes and alert Renick to the presence of intruders.

Beyond the tripwires are a variety of snares:

Staked pothole: This covered pit is only 0.5 metres deep but it is enough to impale and possibly break someone's leg. Damage 2d6. If this damage reduces the target to Endurance 0, any further damage must be subtracted from Dexterity.

Leg Snare: A sprung trap that uses a bent branch, this snare closes a noose around the target's leg and catapults him into the air. As the target turns, his head is smashed into the ground. This trap immobilises a target until he is cut down. Damage 1D6+2. If this damage reduces the target to Endurance 0, he is knocked unconscious as his head connects with the ground.

Grenade Trap: Far and away the most lethal snare that Renick has set, this simple tripwire pulls the pin from a grenade. It detonates one second after this occurs. A character who immediately throws himself prone suffers 3d6 damage. Otherwise, the poor soul who triggers this explosive takes 5d6 damage.



Each of these snares can be spotted with a Recon check. The staked pothole has a DM of -2.

The exact location of these traps is not marked on the map, in order that you can use it with your players to keep track of their positions as they go after Renick. You should have each character involved in the hunt encounter a tripwire and one of the snares as they approach his camp.

The Trench

Renick is hunkered down inside a trench that he has dug for himself. It provides him with $\frac{3}{4}$ cover (*Traveller Core Rulebook*, page 63). If the PCs have managed to get through the tripwires and snares undetected, there is a chance that Renick is sleeping. Roll 2d6 – on a result of 2 to 6, he is catching some shuteye. If not, the PCs will need to make a Stealth check Opposed by Renick's Recon skill to get close enough to see the old soldier. The area around Renick's camp is thick with vegetation, providing ample cover for anyone sneaking around (+1 DM on Stealth checks).

If Renick detects intruders, he will use every skill and weapon in his arsenal to take them out.

If Renick can be isolated from the *Bohfa* plant for 24 hours, he will go through a sort of psionic withdrawal. Once he has endured this, he will be back to normal.

The Bohfa Plant

This large green and yellow plant has an intelligence that is comparable with a human child. Whilst it needs to remain in soil, it is able to uproot itself and move – very slowly – to new areas. It has remained near Renick as it senses that he wishes to protect it.

How much the Bohfa can communicate with the PCs is up to you. Any character with psionic abilities should be able to receive its thought projections quite clearly. Any characters with latent psi-abilities will understand some of what the creature is trying to communicate (both Anderson and Renick fall into this category). If your campaign is making use of psionics, this could be a significant first-contact meeting that might lead on to other adventures: an entire race of psionic plants could be of interest to all sorts of people.

The PCs will have to decide for themselves whether they are comfortable handing over a sentient creature to Cole so that it can be examined in a laboratory. If they do so, Anderson will still try to get the PCs to help her off world – she has the good sense to stay quiet until then – but she will go her own way at the first opportunity.

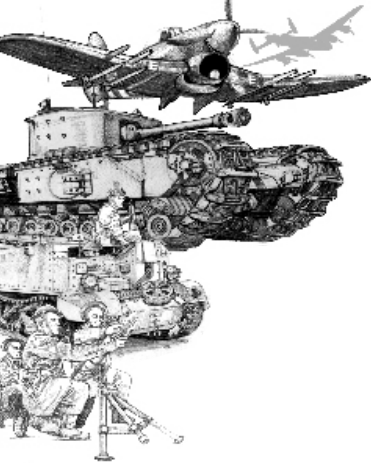
Return to Hashanah

If the PCs help Cole and his crew to fix the Jump Drive and the *Brook* returns safely to *Hashanah*, Rexel will accept that the PCs have carried out their end of the bargain and pay them for their services.

However, this payment can be modified – up or down – according to certain considerations:

- Neither the Subject Five nor the *Bohfa* plant are included as part of the shipment (-30%)
- Either Subject Five or the Bohfa plant is not included in the shipment (-10%)
- The PCs played a major role in helping to subdue Renick and he is now able to resume his duties (+20%)

Mr Rexel could be a useful contact for the PCs and if their work was good, further offers of smuggling or acquisition work might well be forthcoming. As the man said, free trade is the lifeblood of the universe...

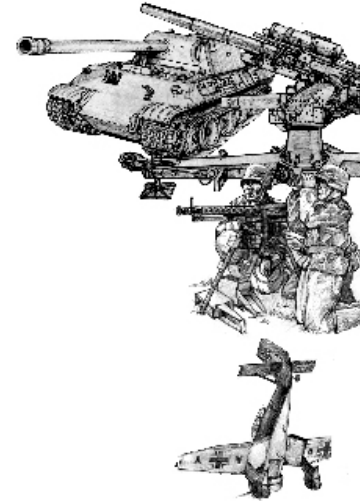


Operation One Day Army

Build a Complete World at War Army in a Single Day



Matthew Sprange



Attention all gamers of limited time!

We all know what it is like in this hobby. A new game comes around that you would love to get into but you have a guilty voice in the back of your head (some people call this a 'wife') reminding you of a literal ton of unpainted lead somewhere in a cupboard, the wreckage and detritus of dozens of unfinished projects that you have been meaning to get around to. Sometime.

So, how can you justify getting into yet another game?

Well, the new *Battlefield Evolution* games (*World at War* and *Modern Combat*) are intended for both 'traditional' metal miniatures ranges and 1/72nd scale plastic kits. The latter option gives you a huge range of models to play with, from many different manufacturers. Just as important, they are incredibly cheap – and with the rising price of metal set to continue throughout this year, they are going to look more and more attractive.

Price is not the only factor, however. Time spent building and painting an army must be considered too.

As an experiment, I took on a challenge – build an entire army for *Battlefield Evolution: World at War* in a single day. By 'entire army', I was not going to wimp out and put together a 'starter' force of just a few points, the sort you have to add to immediately after your first battle so you can start playing 'proper' games. Nope, this was going to be a full-blown, 3,000-odd point, all Assets covered fighting machine!

Warning: If you consider yourself a 'serious' painter, run a mile right now! This article contains brush abuse and short cuts!

The Waffen SS

Regular readers of *Signs & Portents* will have seen our German Grenadier force in previous issues, usually mauling my Brits in a battle report. This was an army we put together whilst *World at War* was but a twinkling in our eye and it has suffered many, many playtesting sessions. It was time for something new for my own 'personal' collection.

Enter the Waffen SS. No mere mortal soldiers for me! The elite of the elite within the German forces of the War, the Waffen SS get some sexy rules (splitting fire, taking advantage of cover and generally ignoring Suppression), plus I would get a chance to, finally, have a German army in proper late war 'dark green' uniforms.

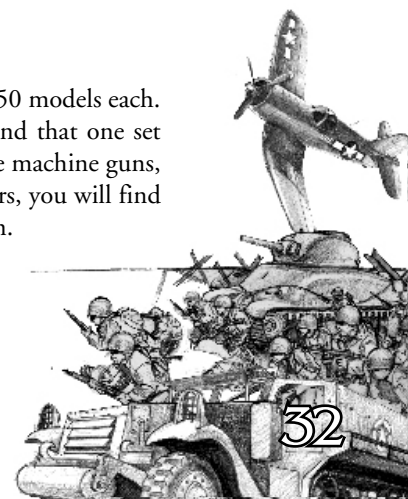
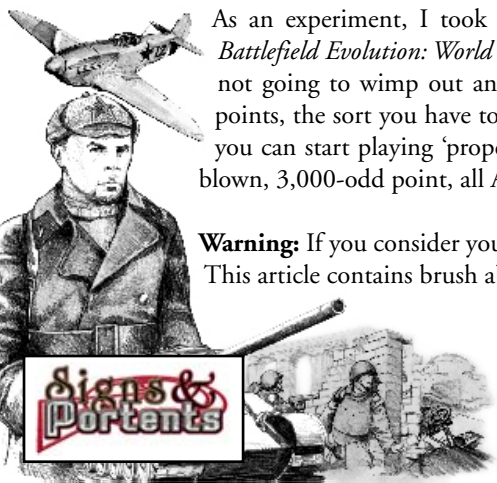
What You Need

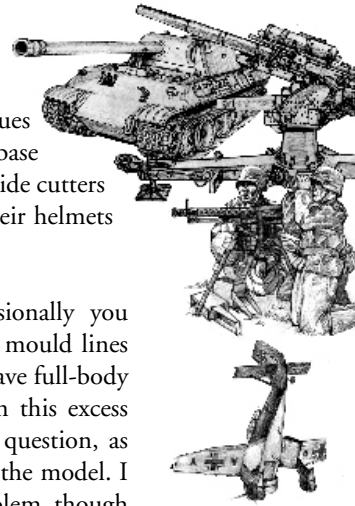
So, I picked up the following;

Two boxes of 1/72 German Infantry – one from Italeri, one from Revell
Three Panzer V Panthers from Airfix

Total cost at retail? To you, Sir, just £20!

The infantry box sets are usually £4 each and they contain around 50 models each. Ostensibly, this is enough for a platoon but you will inevitably find that one set contains a serious lack of machine guns (say), while another has the machine guns, but no officers. If you get a box set from two or three manufacturers, you will find you have enough models of each type to build a convincing platoon.





The vast majority of infantry on these sprues are connected at just two points – under the base and on top of the helmet. A quick snip with side cutters set them free and a craft knife swept over their helmets and bases made them ready for the next step.

Incidentally, a quick tip here. Very occasionally you will find these plastic figures have extended mould lines around them, making them look as if they have full-body halos. I cannot recommend you try to trim this excess plastic unless you really need the model in question, as it is a right pain to do so without damaging the model. I usually just discard any models with this problem, though it is rare with recently manufactured sets – I had less than a handful in these two boxes.

Basing

While these infantry come equipped with their own moulded bases, they are not suitable for gaming purposes – far too top heavy.

The answer is a little more expenditure. Grabbing bagfuls of coins from the local bank, I set to work. I usually use one penny pieces for most infantry, going to two penny pieces for models armed with mortars or those lying down (remember, base size does not matter in *Battlefield Evolution*, so use those prone riflemen – they look good on the table top!).

If you want to get *really* scientific about it (and have time to spare, of course!), take a visit to www.plasticsoldierreview.com. Just about every infantry box set in the known universe is reviewed here, complete with pictures, so you can work out exactly what is in each box set and how many you need to build your force. However, for the purposes of this project, I knew those two sets would contain what I needed and more besides.

Preparation

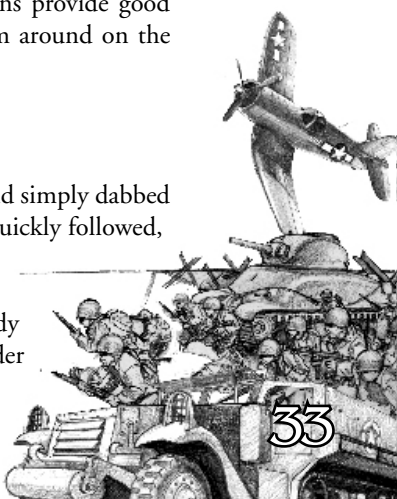
I did not want to get too bogged down here, so the Panthers went together at a rapid pace with no options or frills, leaving the infantry to be flown through.

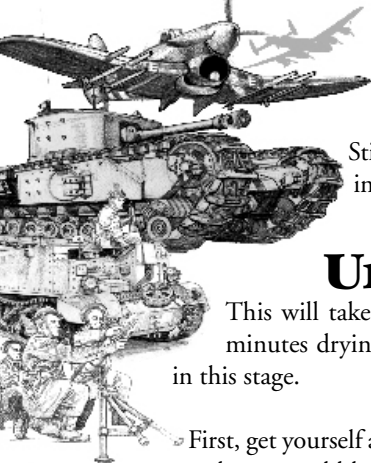
If you are outside the UK, you will have to use your own judgement for your local currency but any low denomination coin is likely to work. Coins provide good stability to the figure and give it a nice ‘heft’ when moving them around on the table.

This added around another Pound to my current costs.

For maximum speed, I lined coins up on my desk in rows of 12 and simply dabbed a spot of super glue on each one. Squirt, squirt, squirt. Infantry quickly followed, being placed centrally on each coin.

So far, I had spent little more than an hour on this army and I already had a force that many players down our local shop would consider ready for battle!





Still, I think *Signs & Portents* readers have a little more pride in their armies, so we will continue. . .

Undercoating

This will take you all of five minutes to do, with perhaps another 10 minutes drying time, tops. However, there are a few things to look for in this stage.

First, get yourself a thick piece of cardboard (thicker than the back of a cereal packet – an old hardback book is perfect). Using blue-tac, attached each of your infantry to the card. You can squeeze them fairly close together, to fit them all on one card (speed, remember).

Using black spray undercoat (I used Games Workshop's black primer for this), give the models a generous coating – front, back and each side. You should find this sufficient to give the models a decent covering, which is vital for the next stage. Make sure you occasionally angle the spray upwards slightly, to cover the areas beneath their chins and arms.

The tanks are actually the biggest hassle here, as you will need to turn them over when touch dry and spray their underside. Again, this will be vital for the next stage. Oh and remove the turrets and spray them individually, unless you have glued them fixed to the hull. . .

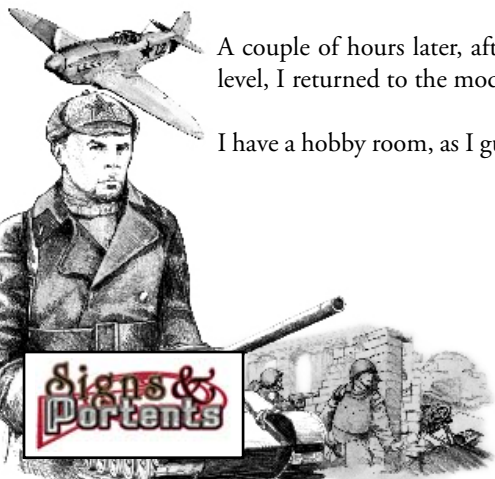
Painting

Around an hour and a half gone and I am confronted by an entire platoon, with support elements, neat in its black undercoat. Frankly, I was well on target.

Pleased with this, I put my feet up for a game of *Civilisation Revolution*. . .

A couple of hours later, after deciding no mortal can compete at 'King' level, I returned to the models. Still black.

I have a hobby room, as I guess many of our readers do, an area dedicated



for modelling projects. However, I had just been loaned Season Four of *The Wire* (is Baltimore really like that?) and saw the opportunity to kill two birds with one stone.

Bringing with me a painting mat, brushes, water pot and a few paints I knew I would need (we will be dealing with a limited palette here!), I set up shop in the sitting room and switched on the TV. McNulty is in trouble again. . .

This is actually less frivolous than it seems – if you are painting while something else is going on in the background, you may find you can plug away steadily for *hours*. Frankly, DVD box sets seem made for this task (and I actually start timing myself with each painting stage, aiming to get them complete with each episode – but enough of my own sadness. . .).

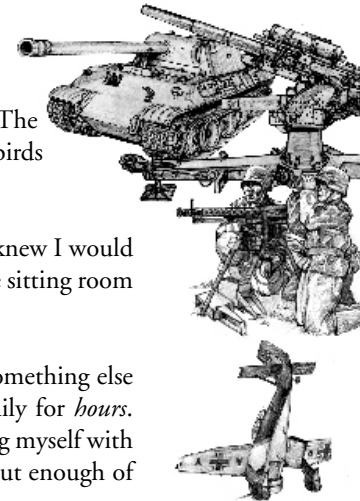
The Four Stages

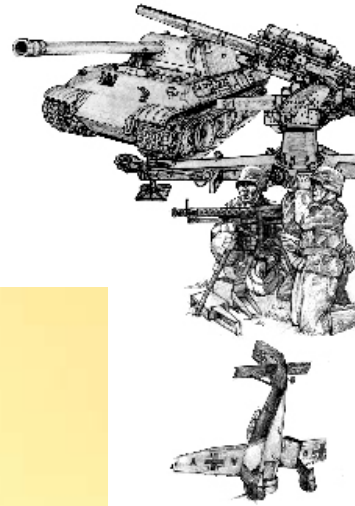
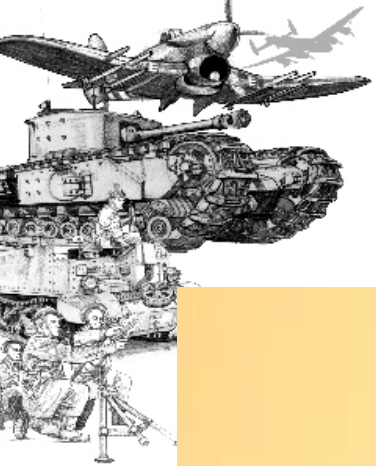
The secrets to painting a large *World at War* army quickly are these;

- That undercoat is not just an undercoat – it is the base coat
- Dry brushing is your friend
- Treat 1/72nd scale models like 15mm in terms of detailing
- A good DVD in case you get bored

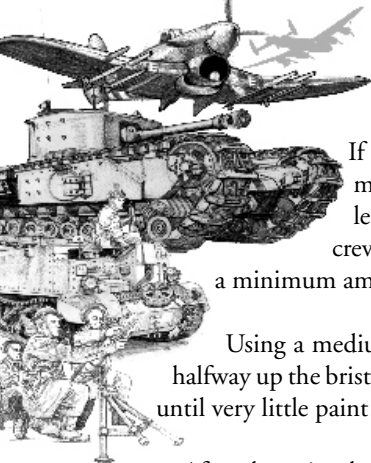
Depending on which army is chosen, you may find you need an extra stage or two (I have never needed more than one extra) and of course, you may decide to add more detailing. However, I had a deadline to beat and the Xbox had already claimed two vital hours, so it was on with the show.

This picture shows the stages used in painting the Waffen SS – these stages accounted for nearly all of the infantry, with just a few needing the odd bit of detailing here and there (notably the MG 42s mounted on a box).





The Four Stage Painting Process



Uniform

If you do not know what dry brushing is, it is simply a method of applying paint to large surfaces very quickly, while leaving the black undercoat showing through in cracks and crevices. This creates quite convincing shadows and shading in a minimum amount of time.

Using a medium-sized brush (size 3 will do the job), dip it in the paint halfway up the bristles. Then, drag it across your paint mat, side to side quickly, until very little paint is being left in its wake.

After that, simply pick up the first infantry and rapidly repeat the motion, side to side, at a rapid pace. Specks of paint will be left behind on the model but it will not sink into the cracks. Figure about 10 to 20 seconds for each model, depending on how nimble you are and it is done! Do not worry about the paint being dragged across areas other than the uniform, such as the face or base – it really does not matter at this stage.

You can see the results on the second figure in the picture. I used Games Workshop's Catachan Green for this stage but purists will likely find a better match for German uniforms!

Time taken thus far – four hours (of which half of which have been wasted – only two have been spent on the actual models).

Weapons and Boots

Time to crack out the black paint again!

With a slightly finer brush, I painted the weapons and boots of the models in black (the Kar-98k rifles received a quick coat of Scorched Brown first for the wood work). You will find there is no need to be very neat with the boots, as the shadows created by dry brushing the trousers gives you a large margin of error, though the weapons can stand to receive a little more care. That said, do not worry about dragging the paint brush over hands, as they will be dealt with next!

Another hour gone. For some reason, someone I seem to remember as a policeman in earlier seasons is now working in a school. . .

Skin

Now, painting the skin on all these tiny, tiny models will seem like a chore. However, it is

actually a very rapid process, with just three or four 'dabs' of paint applied to each model.

I usually do the face first, smearing (you do not see words like that in other painting guides!) a dab of Dwarf Flesh on each cheek, taking it up to the eye line. Do not be too concerned about getting to the far sides and top of the face, nor the neck – if you leave these untouched, it adds to the effect of 'shadows' on the model.

Face done, each hand is literally one dab a piece. Sometimes, you might find a fully formed hand that is not carrying anything – I sometimes drag the brush across the fingers gently in a sort of 'semi-dry brush', leaving the undercoat just peeking through between the fingers. However, this is not necessary and the effect is not going to be seen when the models are on the battlefield. More attention could be paid to the thumbs that occasionally appear on the opposite side of a weapon (being opposable and all) and yet are sometimes forgotten about.

Another half hour gone but here is the thing – the models are actually finished. All they require now is the basing stage.

Suitably pleased with that, I decide a spot of lunch is in order.

Basing

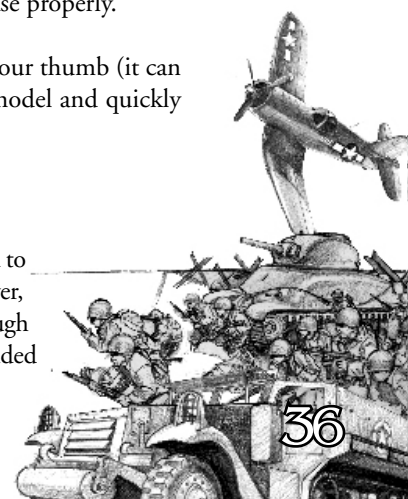
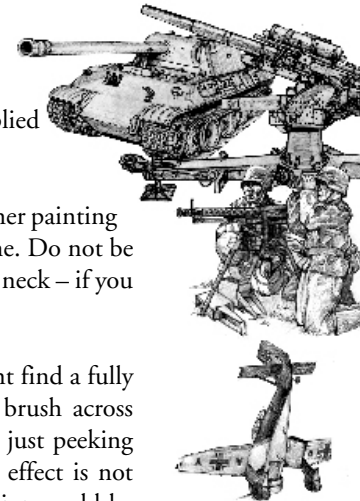
If you are anything like me, this is where you will be thankful of a DVD while you work.

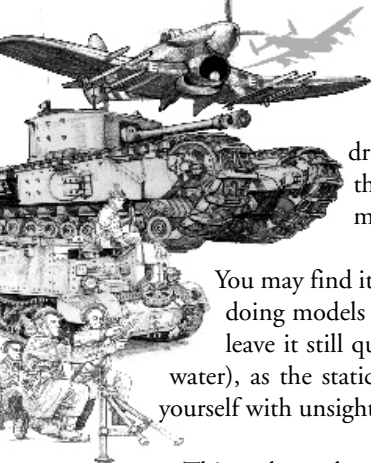
Get a large-ish brush that can carry a lot of paint and, taking care not to run too far up the boots (seriously, what we do next will cover any, umm, indiscretions in this regard), paint the top of the base/coin in Goblin Green. You will find the easiest way to hold these models while doing this is by putting a finger on the helmet of the model, while gripping the underside of the base with your thumb – you should only need to change your positioning once, to get to the back of the base properly.

This done and making sure you have not got any green paint on your thumb (it can happen, if the brush runs under the base!), grip the head of the model and quickly paint the rim.

Leave to dry!

The final touch for the infantry is to put a covering on the base. I tend to use static grass for this; you may prefer simple flock at this scale. However, the static grass can make your models look as if they are wading through undergrowth and more importantly, will cover the models own moulded base *and* hide any 'issues' you had with green paint on boots!





Paint a quick covering on top of the base (wiping any drips that creep on to the rim) in PVA glue, then sprinkle the static grass on top. Set to one side, and grab the next model.

You may find it useful to water down (very slightly) the PVA glue when doing models this size, as you have less space to work with. However, leave it still quite thick (if it runs like milk, you have used too much water), as the static grass will not take to it otherwise and you will leave yourself with unsightly bare patches when finished.

This took me about an hour – what takes just as long is waiting for the PVA glue to dry properly, especially if you have watered it down.

The Tanks

If you thought painting an entire platoon (plus supporting teams) was fast, you will find tanks can be even quicker.

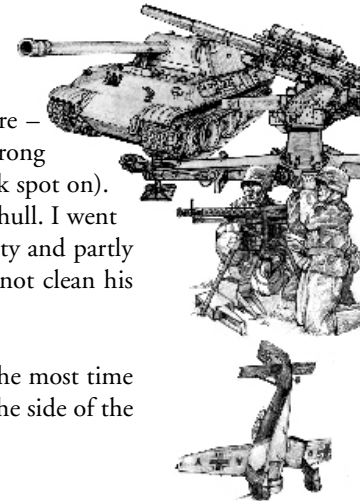
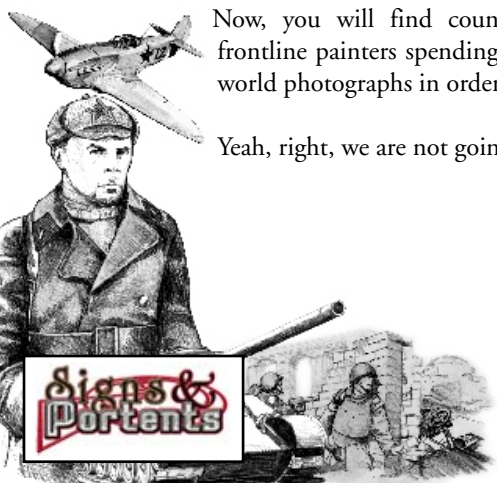
The trick here is picking the right colour scheme and here I ran into problems. German tanks often have tricky camouflage colours, usually requiring a spray brush, if they are not to look. . . dire.

However, a quick Google search proved my salvation, as I found an all grey scheme for Panthers (you might call it ‘Codex’ Grey as that is exactly the colour I used. . .).

The same dry brushing technique used on the infantry was applied to the tanks, though I went slightly heavier with the paint to create a few less shadows. You will find this looks better when dealing with large, flat surfaces, such as the hull of a tank. The tracks were touched up in black and then it was on to weathering.

Now, you will find countless volumes detailing weathering, with frontline painters spending hours tweaking their effects, studying real world photographs in order to see where the mud and oil lie. . .

Yeah, right, we are not going to be doing that here!



A dry brush is applied again, this time using Bestial Brown (a note here – looking at the pot, you might start thinking that Bestial Brown is so the wrong colour to use for splashes of mud but trust me, when it dries, it will look spot on). Liberal dry brushing is given to the tracks, wheels and lower part of the hull. I went up to the turret on one of the tanks, partly because I wanted some variety and partly because I had decided the commander was nicknamed Stinky and did not clean his little tank much.

After having lost the transfers for these tanks (cock up, long story. . .), the most time consuming part in painting them was the iron crosses and numbers on the side of the turrets. They must have taken, oh, 10 whole minutes for all three tanks.

Here’s a Couple I Added Earlier

I could go on with more armour and a plane but frankly, Doctor Who is on soon and Billie Piper is coming back – she deserves my full attention.

To round off the army, I employed another secret weapon of 1/72nd scale armies – pre-paints! The likes of Dragon Armour and Corgi provide a truly massive range of ready made, ready painted models. Simply take them out of the box and they are ready for the battlefield!

As the core of my army was similarly ready for action, this seemed an appropriate thing to do. An Sd Kfz 251/7 from Dragon Armour retails at around £11.99, while a Fw-190 set me back a tenner. Some transport for my troops, a touch of air support and the army is done!

The Finished Army

Within a day (and, honestly, I could have done it in far, far less time if I had not been plonking around), I had taken an army from bare plastic to full fighting fit and painted. Money spent? About £42, though if I had picked up plastic kits of the 251/7 and Fw-190, it would have been less than £30. That is less than some single models cost and here I was, with a 3,000 point army.

Let’s take a look at it.





Air Asset x 1

Fw-190

180 points

Total: 3,000 points

Job done!

Insider Secret 1 - Cost

Throughout this article, I have made much about the low cost of a force like this (and to be fair, 3,000 points is quite large in *Battlefield Evolution: World at War*, so it is not like I was skimping!) and have suggested a saving of more than 25% simply by using build-it-yourself kits, rather than a couple of quick pre-painted models.

However, the more astute of you will have already twigged that there is an even cheaper way.

First, always check down your local model store, as pre-painted models tend to have quite a high cycle rate, especially those deemed to be 'collectible'. Manufacturers often produce only limited runs of each colour scheme and so there is always pressure to get the latest versions in stock – this can mean older models are reduced for clearance.

Second, there is eBay. My all time record here is a complete British Commandos platoon for a penny (plus shipping). Try and beat Commandos for a penny!

Ahem.

There are downsides here, of course. First, you might try to get a bargain, only to find you are constantly outbid at the last moment. Second, you can never be 100% sure of the quality of what you are getting. Many of the infantry sets sold on eBay are of the older variety and some have truly horrendous moulds lines. Vehicles that others have put together can have mis-placed parts or great gobs of glue splashed all over their hulls.

If you really are looking for an army on the cheap, this is worth considering. However, if you value being able to specify exactly what you want (and be able to return things if they are not complete!), then support your local games store.

Command Asset x 1

Command Squad

115 points

Squad Assets x 4

Waffen SS Squad x 4

960 points

Support Assets x 3

Pionier Squad 245 points

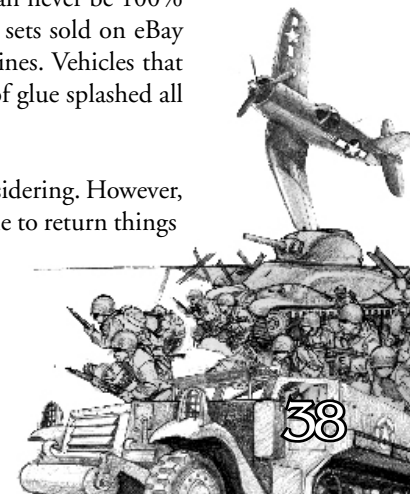
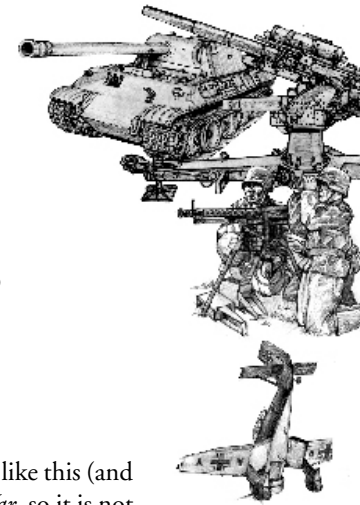
with Sd Kfz 251/7 85 points

Sniper Team 70 points

Panzerschreck Team 85 points

Armour Assets x 3

Panzer V Panther Tanks x 3 1,260 points



Insider Secret 2 - Time

I do have a confession to make with regards this army and the times I listed. Hanging my head in shame, I did not actually paint all these models in the few hours shown above.

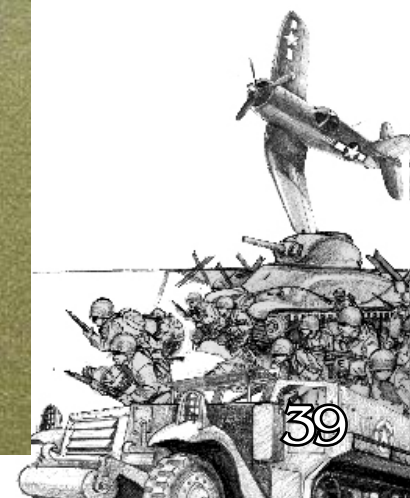
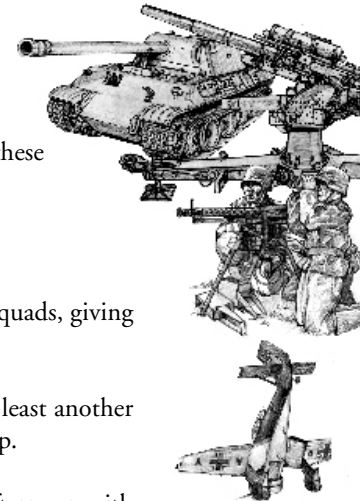
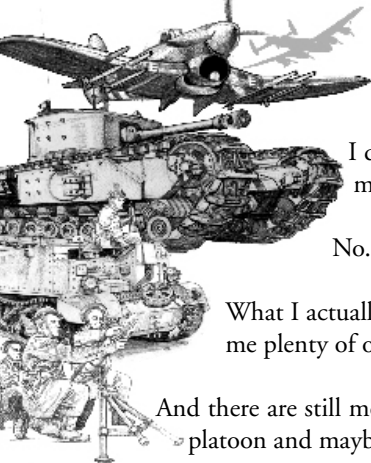
No. I painted a great deal more.

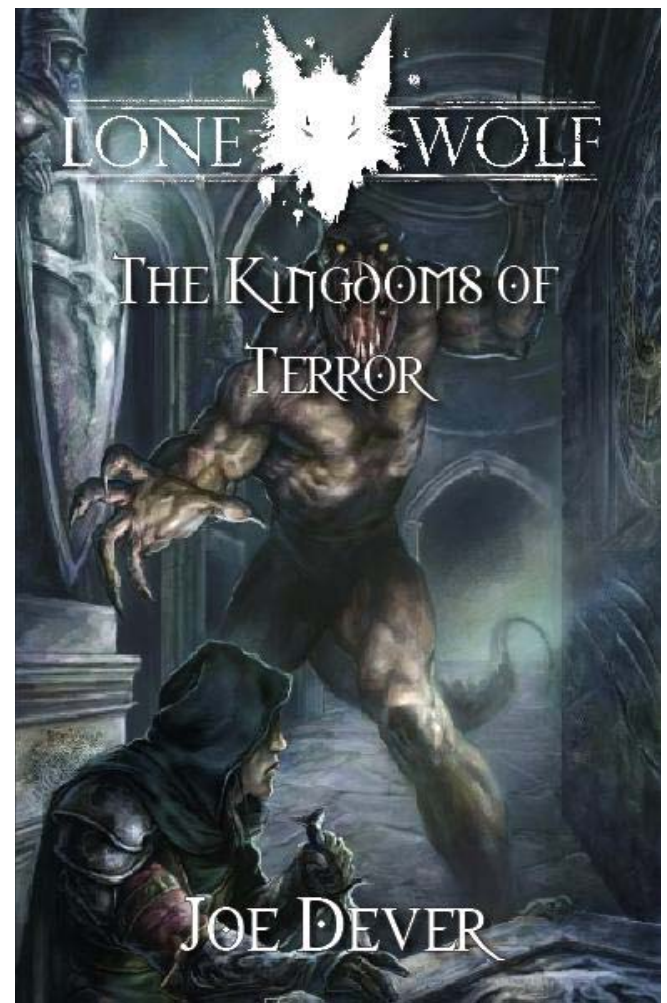
What I actually have are multiple support units (snipers, mortars, machine guns, you name it) and enough machine guns to upgrade each of my squads, giving me plenty of options when fielding this force.

And there are still models spare on top! If I collect just a few more riflemen (which I have already done!), I will have enough supporting models for at least another platoon and maybe enough to field a complete company. I even have a couple of crews painted and ready for PAK40 AT guns I am currently eyeing up.

An army painted in this fashion is never going to win any awards for art. However, you can get an early start on a Saturday morning and be playing later that afternoon with a force that looks perfectly acceptable on the table.

So, what are you waiting for? Grab yourself a few Airfix kits (or whichever manufacturer floats your boat!), a handful of paints and your latest DVD box set and get an army going in record time!





LONE WOLF

Book 6 The Kingdoms of Terror, the latest instalment from Joe Dever's Lone Wolf Series.

Available in August 2008, only from Mongoose Publishing.

New Ships for the Royal Navy

By David Manley

This article follows on from my earlier one on additional Kriegsmarine ships and again falls out of the work that was done in preparing the “Order of Battle” supplement. The task of cutting down the list of ships for the Royal Navy was an even bigger task than that for the Kriegsmarine! The resulting list presented here is a mix of early types, mid war destroyers and late war ships (some of which were commissioned at or just after the end of the war, others that had progressed to the detailed design stage before being cancelled) that complement the Z Plan ships published earlier in S&P and OOB.

Priority Levels

The Pls for the new ships are as follows:

Priority Level: Patrol

A to F class destroyer
G / H class destroyer
I class destroyer
L/M Class destroyer
Scott Class Destroyer
“War Emergency” Class Destroyer
Battle class destroyer
Hunt Class destroyer escort
River class frigate
Captain class frigate
Abdiel class cruiser minelayer
Adventure class cruiser minelayer

Priority Level: Skirmish

Daring class destroyer

Priority Level: Raid

Minotaur class cruiser
Yorkshire class cruiser
Hawke class cruiser

Priority Level: Battle

Majestic class aircraft carrier
Centaur class aircraft carrier

Majestic class Light Aircraft Carrier

The Majestic class was similar to the preceding Colossus class but featured a stronger flight deck that allowed heavier aircraft to be operated. To counter the increased weight the amount of fuel and aviation spirit was reduced. All were completed too late to see service in WW2. Four ships of the class were sold overseas, to India, Australia and Canada. The Indian vessel, Vikrant (ex-Hercules) still exists as a museum ship in India.

Ships of this class: Hercules, Leviathan, Magnificent, Majestic, Powerful, Terrible

HMCS MAGNIFICENT (CVL 21)

**Speed:** 5"**Turning:** 2**Target:** 5+**Armour:** 2+**Damage:** 18/6**Crew:** 44/14**Special Traits:** Carrier, Radar**In Service:** 1945 (projected)**Aircraft:** 3 flights of Fairey Firefly, 3 flights of Grumman Avenger

Weapon	Range	AD	DD	Special
AAA	8"	5	-	

Length: 695 ft.**Displacement:** 18,085 tons**Speed:** 25 kts.**Crew:** 1,100

Centaur class Light Aircraft Carrier

The Centaurs were a further development of the Majestics and restored speed and fuel capacity to the design whilst retaining the ability to operate heavier aircraft. Only *Albion*, *Bulwark*, *Centaur* and *Hermes* were completed

of the eight originally ordered and then only in a modified design. The first two became helicopter carriers for the Royal Marines. *Hermes* also spent time as a helicopter carrier and ended her RN career embarking Sea Harriers. She fought in the Falklands campaign before being decommissioned and sold to India where she continues to serve as the *INS Viraat*. Note that the statistics provided below are for the original design and the post-war modified designs that were actually completed.

Ships of this class: Colossus, Albion, Arrogant, Bulwark, Centaur, Hermes, Elephant, Monmouth, Polyphemus

Speed: 6"**Turning:** 1**Target:** 4+**Armour:** 2+**Damage:** 27/9**Crew:** 56/18**Special Traits:** Carrier, Radar**In Service:** 1947 (projected)**Aircraft:** 4 flights of Fairey Firefly, 3 flights of Grumman Avengers

Weapon	Range	AD	DD	Special
Secondary Armament	14"	2	1	Weak
AAA	8"	6	-	

Length: 737 ft.**Displacement:** 26,200 tons**Speed:** 28 kts.**Crew:** 1,390

Abdiel Class Cruiser Minelayer

The Abdiels were the fastest major warships in the Royal Navy, able to make 40 knots. They had weak gun armaments but their real strength, at least as designed, was their mine load – 156 could be carried. They were soon pressed into service as fast transports, carrying vital supplies through contested waters. *Abdiel*, *Latona* and *Welshman* were sunk by mine, bomb and torpedo respectively.

Ships of this class: Abdiel, Apollo, Ariadne, Latona, Manxman, Welshman

Speed: 8"

Turning: 2

Target: 6+

Armour: 2+

Damage: 4/1

Crew: 10/3

Special Traits: Agile, Radar

In Service: 1941

Weapon	Range	AD	DD	Special
Secondaries	20"	2	1	Weak
AAA	5"	5	-	
Mines	-	-	-	Minefield

Length: 418 ft.

Displacement: 4,000 tons

Speed: 40 kts.

Crew: 246

Adventure Class Cruiser Minelayer

Adventure was the RN's first modern purpose built minelayer. Design defects led to her having a new stern added that was better suited to dropping mines. She was heavily damaged by enemy mines early in the war, then again later in the conflict. After this second successful attack she was repaired but served the rest of her career as a repair ship, her large mine decks making excellent workshop facilities.

Ships of this class: Adventure

Speed: 6"

Turning: 2

Target: 5+

Armour: 2+

Damage: 9/3

Crew: 16/5

Special Traits: Minelayer

In Service: 1927

Weapon	Range	AD	DD	Special
Secondaries	20"	1	1	Weak
AAA	4"	3	-	
Mines	-	-	-	
Minefield				

Length: 539 ft.

Displacement: 8,370 tons

Speed: 28 kts.

Crew: 395

Yorkshire class Cruiser

A larger heavy cruiser was on the design tables at the same time as the "Surrey" class. The bigger ship, referred to only as the "X" design shared many features of the *Surrey* but had a fifth 8" turret, giving it a broadside of ten guns. Like the *Surrey* the Yorkshire class were cancelled but unlike the *Surreys* names were never allocated. The names below are conjectural but follow the convention of naming heavy cruisers after British counties.

Ships of this class: Yorkshire, Lancashire, Rutland, Middlesex, Hertfordshire, Glamorgan, Fife, Sutherland

Speed: 6"

Turning: 2

Target: 5+

Armour: 4+

Damage: 15/5

Crew: 28/9

Special Traits: Aircraft 2, Radar

In Service: 1930 (cancelled)

Weapon	Range	AD	DD	Special
A Turret (2 x 8 in)	31"	1	1	
B Turret (2 x 8 in)	31"	1	1	
C Turret (2 x 8 in)	31"	1	1	
X Turret (2 x 8 in)	31"	1	1	
Y Turret (2 x 8 in)	31"	1	1	
Secondary Armament		14"	2	1 Weak
AAA	5"	4	-	

Length: 620 ft.
Displacement: 14,500 tons
Speed: 30 kts.
Crew: 700

Hawke class Cruiser

The Hawke class, sometimes referred to as the “Improved Belfast” would have shipped automatic triple 6” turrets in concert with six automatic twin 4.5” secondary mounts. The Hawke class cruiser was a gunnery officer’s dream and a nightmare for an opposing light cruiser. They also featured the heaviest torpedo armament carried by an RN vessel. Post war economics led to their cancellation, but the 6” gun went on to see service in the post war “Tiger” class ships of the RN.

Ships of this class: Hawke, Neptune

Speed: 7”
Turning: 2
Target: 5+
Armour: 3+
Damage: 16/5
Crew: 41/13
Special Traits: Radar
In Service: 1946 (projected)

Weapon	Range	AD	DD	Special
A Turret (3 x 6 in)	26”	3	1	Twin-Linked, Weak
B Turret (3 x 6 in)	26”	3	1	Twin-Linked, Weak
X Turret (3 x 6 in)	26”	3	1	Twin-Linked, Weak
Y Turret (3 x 6 in)	26”	3	1	Twin-Linked, Weak
Secondary Armament	12”	5	1	Weak
AAA	5”	10	-	
Port Torpedoes	-	4	4	AP, One-Shot
Starboard Torpedoes	-	4	4	AP, One-Shot

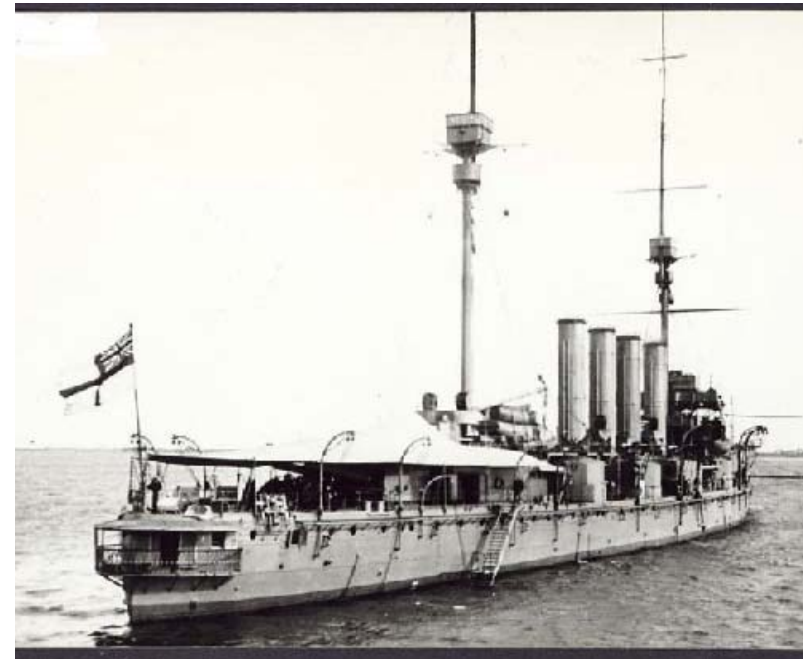
Length: 630 ft.
Displacement: 15,350 tons
Speed: 32.5 kts.
Crew: 1050

Minotaur class Cruiser

A development of the Hawke class, the Minotaurs replaced the triple automatic 6” turrets of the Hawkes with the twin turrets that were eventually used in *Blake*, *Lion* and *Tiger*. They also used the new automatic 3”/70 gun that was used on the later cruisers and ships of the Royal Canadian Navy until the 1990s. These ships would have proved fearsome opponents to any air attack.

Ships of this class: Centurion, Edgar, Minotaur, Mars

Speed: 7”
Turning: 2
Target: 5+
Armour: 3+



Damage: 19/6
Crew: 41/13
Special Traits: Radar
In Service: 1946 (projected)

Weapon	Range	AD	DD	Special
A Turret (2 x 6 in)	26"	2	1	Twin-Linked, Weak
B Turret (2 x 6 in)	26"	2	1	Twin-Linked, Weak
C Turret (2 x 6 in)	26"	2	1	Twin-Linked, Weak
X Turret (2 x 6 in)	26"	2	1	Twin-Linked, Weak
Y Turret (2 x 6 in)	26"	2	1	Twin-Linked, Weak
Secondary Armament	12"	7	1	Twin-Linked, Weak
AAA	5"	10	-	
Port Torpedoes	-	4	4	AP, One-Shot
Starboard Torpedoes	-	4	4	AP, One-Shot

Length: 655 ft.
Displacement: 18,700 tons
Speed: 32.5 kts.
Crew: 1050

A to F Class Destroyer

This series of six distinct classes (plus several expanded "destroyer leaders") followed typical RN design practice and can be considered a single group. They carried a decent gun and torpedo armament although like most pre-war RN destroyer designs their AA armament was lacking. As the war progressed many were refitted for various purposes, the improvement of their ASW fit being a popular option.

Ships of this class: Acasta, Achates, Comet, Crescent, Echo, +48 others

Speed: 7"
Turning: 2
Target: 6+
Armour: 2+
Damage: 3/1
Crew: 8/2
Special Traits: Agile
In Service: 1926

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	1	-	
Port/Starboard Torpedoes	-	4	4	AP, One-Shot
Depth Charges	3"	4	2	Slow-Loading

Length: 323 ft.
Displacement: 2,095 tons
Speed: 36 kts.
Crew: 190

G/H class Destroyer

The G/H classes were the follow-on to the A-F's with improved ASW performance. Many ships of the H class saw action at Narvik during the Norwegian campaign and were involved in close quarter combat with their German counterparts. *HMS Glowworm* challenged and rammed the German cruiser *Hipper*, causing serious damage but sinking in the process. As with their A to F sisters many were converted later in the war. Several ships became dedicated ASW escorts with a "Hedgehog" anti submarine mortar fitted in place of A gun (add Hedgehog characteristics form the "River" class)

Ships of this class: Gallant, Garland, Gipsy, Glowworm + 12 others

Speed: 7"
Turning: 2
Target: 6+
Armour: 2+
Damage: 3/1
Crew: 8/2
Special Traits: Agile
In Service: 1935

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	1	-	
Port/Starboard Torpedoes	-	4	4	AP, One-Shot
Depth Charges	3"	4	2	Slow-Loading

Length: 323 ft.
Displacement: 2,095 tons
Speed: 36 kts.
Crew: 190

I Class Destroyer

A further development on the G/H classes, the I class had a heavier torpedo armament. Like the G/H classes many were converted later in the war. Several ships became dedicated ASW escorts with a "Hedgehog" anti submarine mortar fitted in place of A gun (Add the Hedgehog characteristics from the "River" class)

Ships of this Class: *Icarus, Ilex, Imogen, Imperial, Impulsive, Intrepid, Isis, Ivanhoe*

Speed: 7"
Turning: 2
Target: 6+
Armour: 2+
Damage: 3/1
Crew: 8/2
Special Traits: Agile
In Service: 1935

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	1	-	
Port/Starboard Torpedoes	-	5	4	AP, One-Shot
Depth Charges	3"	4	2	Slow-Loading

Length: 323 ft.
Displacement: 2,095 tons
Speed: 36 kts.
Crew: 190

V/W Class Destroyer

This represents the basic V/W design, little changed from its original WW1 appearance. At the outbreak of WW2 many ships were reactivated and sent

back into service. All of these unmodified ships were sunk during 1940 with the exception of *Worcester*.

Ships in Class: *Venetia, Wakeful, Wessex, Whirlwind, Worcester, Wren*

Speed: 7"
Turning: 2
Target: 6+
Armour: 2+
Damage: 3/1
Crew: 5/2
Special Traits: Agile
In Service: 1917

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	1	-	
Port/Starboard Torpedoes	10"	3	4	AP, One-Shot
Depth Charges	3"	2	2	Slow-Loading

Length: 312 ft.
Displacement: 1,339 tons
Speed: 34 kts.
Crew: 115

Scott Class Destroyer

A WW1 Royal Navy destroyer class. One vessel, HMAS Stuart, remained in service in the RAN in WW2 and served at the battle of Cape Matapan.

Ships in Class: *Stuar.*

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

Special Traits: Agile

In Service: 1917

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	1	-	
Port/Starboard Torpedoes	10"	3	4	AP, One-Shot
Depth Charges	3"	2	2	Slow-Loading

Length: 332 ft.

Displacement: 1,530 tons

Speed: 36.5 kts.

Crew: 164

L/M class Destroyer

The L and M classes were built to an improved J/K/N design. They featured dual purpose 4.7" guns in powered and enclosed turrets as well as a heavy torpedo armament. *Orkan* was operated by the Polish navy.

Four ships, *Legion*, *Lively*, *Gurkha* and *Lance*, were built with eight 4" HA guns in place of their 4.7" weapons and served as mini AA cruisers (increase AAA AD to 3)

Ships of this class: *Gurkha*, *Laforey*, *Lance*, *Legion*, *Lightning*, *Lively*, *Lookout*, *Loyal*, *Maharrata*, *Marne*, *Martin*, *Matchless*, *Meteor*, *Milne*, *Musketeer*, *Orkan*

Speed: 7"

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 9/3

Special Traits: Agile, Radar

In Service: 1940

Weapon	Range	AD	DD	Special
Secondary Armament	12"	2	1	Weak
AAA	5"	1**	-	
Port/Starboard Torpedoes	-	4	4	A P ,

One-Shot

Depth Charges 3" 4 2 S l o w-Loading

** Increase to 3 for *Legion*, *Lively*, *Gurkha* and *Lance*

Length: 362 ft.

Displacement: 2,840 tons

Speed: 36 kts.

Crew: 226

"War Emergency" Class Destroyer

As the Second World War got underway in earnest it was apparent that destroyers would be needed in large numbers. The RN embarked on the "War Emergency" programme, taking the pre-war J-M class designs and stripping them down to the bare minimum. The result were the ships of the O-W, Z, Ca, Ch, Co and Cr classes. These ships were built in large numbers to broadly similar designs. Over 100 ships were completed. Many were rebuilt after the war as fast ASW ships, serving on into the 1970s.

Speed: 7"

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 9/3

Special Traits: Agile, Radar, Sub Hunter

In Service: 1942

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	1	-	
Port/Starboard Torpedoes	-	4	4	AP, One-Shot
Depth Charges	3"	4	2	Slow-Loading

Length: 340 ft.

Displacement: 2,500 tons

Speed: 36 kts.

Crew: 225

Battle Class Destroyer (1st Group)

The Battle class were built for the Royal Navy and the Royal Australian Navy. They embodied many of the hard-learned lessons of the early years of the war, in particular the susceptibility of destroyers to air attack. As a result their main guns were dual purpose types and they carried a heavy assortment of automatic weapons. They were larger than the "War Emergency" types and were seen as a successor to the "Tribal" Class. Only seven ships were completed by the end of WW2. Most of the later RN ships were cancelled at the end of the war.

Ships of this Class: *Armada, Barfleur, Cadiz, Camperdown, Finisterre, Gabbard, Gravelines, Hogue, Lagos, St Kitts, Saintes, Sluys, Solebay, Trafalgar, Vigo,*

Speed: 7"

Turning: 2

Target: 6+

Armour: 2+

Damage: 4/1

Crew: 13/4

Special Traits: Agile, Radar, Sub Hunter

In Service: 1944

Weapon	Range	AD	DD	Special
Secondary Armament	16"	2	1	Weak
AAA	5"	3	-	
Port/Starboard Torpedoes	-	4	4	AP, One-
Shot				
Depth Charges	3"	4	2	S l o w-
Loading				

Length: 379 ft.

Displacement: 3,300 tons

Speed: 35 kts.

Crew: 308

Battle Class Destroyer (2nd Group)

Ships of this Class: *Agincourt, Aisne, Alamein, Barrosa, Coronna, Dunkirk, Jutland, Matapan*

Speed: 7"

Turning: 2

Target: 6+

Armour: 2+

Damage: 4/1

Crew: 13/4

Special Traits: Agile, Radar, Sub Hunter

In Service: 1945

Weapon	Range	AD	DD	Special
Secondary Armament	16"	2	1	Weak
AAA	5"	3	-	
Port/Starboard Torpedoes	-	5	4	AP, One-
Shot				
Depth Charges	3"	4	2	S l o w-
Loading				

Length: 379 ft.

Displacement: 3,420 tons

Speed: 35 kts.

Crew: 308

Daring Class Destroyer

The Darings built on the design of the Battle class, with a heavier and faster firing gun armament. They carried a heavy dual purpose armament of six automatic 4.5" guns and heavy small calibre AA in radar directed mounts. Their design, in particular their machinery layout, also significantly improved survivability to enemy weapon damage. Ships of the class served in the Royal Navy until the 1960s and in other navies until the end of the 20th century.



Ships of this Class: *Daring, Dainty, Decoy, Defender, Delight, Diamond, Diana, Duchess*

Speed: 7"

Turning: 3

Target: 6+

Armour: 2+

Damage: 4/1

Crew: 14/4

Special Traits: Agile, Radar, Sub Hunter

In Service: 1949

Weapon	Range	AD	DD	Special
Secondary Armament	16"	3	2	Weak
AAA	5"	3	-	
Port/Starboard Torpedoes	-	5	4	AP, One-Shot
Depth Charges	3"	4	2	Slow-Loading

Length: 390 ft.

Displacement: 3,580 tons

Speed: 35 kts.

Crew: 330

"Hunt" Class Destroyer Escort

(Type 2)

The Type II Hunt class rectified the stability problems of the Type 1s, allowing the full armament to be fitted. The hulls were slightly longer, allowing more depth charges and an improved superstructure design to be used. Type 2 ships served with the Polish, Greek and Norwegian navies as well as the RN.

Ships of this Class: *Avon Vale, Badsworth, Beaufort, Bedale, Bicester +30 others*

Speed: 5"

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 7/2

Special Traits: Agile, Sub Hunter, Radar

In Service: 1941+

Weapon	Range	AD	DD	Special
Secondary Armament	12"	2	1	Weak
AAA	5"	2	-	
Depth Charges Loading	3"	4	2	S l o w-

Length: 264 ft.

Displacement: 1,625 tons

Speed: 27 kts.

Crew: 168

"Hunt" Class Destroyer Escort

(Type 3)

The Type 3 Hunt Class introduced a modest torpedo armament, testament to the impromptu use of earlier ships to engage enemy surface ships. The torpedoes were carried at the cost of one 4" gun mount, giving them the same gun armament as a Type I. The Type 3s served predominantly in the Mediterranean. Type 3 ships served with the Norwegian, Greek and Free French navies as well as the RN

Ships of this class: *Airedale, Albrighton, Aldenham, Belvoir, Blean, Bleasedale + 22 others*



Speed: 5"
Turning: 2
Target: 6+
Armour: 2+
Damage: 3/1
Crew: 7/2
Special Traits: Agile, Sub Hunter, Radar
In Service: 1941+

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	2	-	
Port/Starboard torpedoes	-	1	4	AP, One shot
Depth Charges	3"	4	2	Slow-Loading

Length: 264 ft.
Displacement: 1,590 tons
Speed: 27 kts.
Crew: 168

"Hunt" Class Destroyer Escort (Type 4)

The Type 4 Class were built to a completely different design. The hullform was distinctly different from the other classes in that it was optimised for slow speed operations. Accommodation was also improved and a heavier torpedo armament was carried. As a result their appearance was quite distinct from the Type 1-3s, which could be confused from a distance.

Ships of this Class: *Brecon, Brissendale*

Speed: 5"
Turning: 2
Target: 6+
Armour: 2+
Damage: 3/1
Crew: 7/2
Special Traits: Agile, Sub Hunter, Radar
In Service: 1941+

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak
AAA	5"	2	-	
Port/Starboard torpedoes	-	2	4	AP, One shot
Depth Charges	3"	4	2	Slow-Loading

Length: 296 ft.
Displacement: 1,561 tons
Speed: 26 kts.
Crew: 170

"River" Class Frigate

The River Class preceded the Loch class and used the earlier 'Hedgehog' ASW weapon rather than Squid. Over 150 ships were commissioned in the Royal Navy and the navies of Australia, Canada, South Africa, the Netherlands and Free France. Two Canadian ships even served temporarily with the USN whilst the US was short of ASW ships.



“Black Swan” Class sloop

The Black Swan class and Modified Black Swan class were two classes of sloop of the Royal Navy and Royal Indian Navy. Thirteen Black Swans were launched between 1939 and 1943, including four for the Royal Indian Navy; twenty-four Modified Black Swans were launched between 1942 and 1945, including two for the Royal Indian Navy; another five ships were cancelled in 1945. Like corvettes, sloops were specialized convoy-defence vessels, with anti-aircraft and anti-submarine capability. They were designed to have a longer range than a destroyer at the expense of a lower top speed, while remaining capable of outrunning surfaced Type VII and Type IX U-boats.

Speed: 4”

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 5/1

Special Traits: Agile, Sub Hunter, Radar

In Service: 1941+

Weapon	Range	AD	DD	Special
Hedgehog	4”	4	4	Slow Loading, Super AP
Secondary Armament	8”	1	1	Weak
AAA	5”	1	-	
Depth Charges	3”	4	2	Slow-Loading

Length: 307 ft.

Displacement: 1,370 tons

Speed: 20 kts.

Crew: 107

In World War II, Black Swan-class sloops sank 29 U-boats. The most famous sloop commander was Captain Frederic John Walker. His sloop *Starling* became one of the most successful submarine hunters, taking part in the sinking of eleven U-boats. After the war, sloops continued in service with the Royal Navy, Egyptian Navy, Indian Navy, Pakistani Navy and the West German Navy. In April 1949, *Amethyst* was attacked on the Yangtze River by the Communist People’s Liberation Army. Several Black Swan sloops fought in the Korean War.

Speed: 4”

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 8/2

Special Traits: Agile, Sub Hunter, Radar

In Service: 1939

Weapon	Range	AD	DD	Special	Weapon	Range	AD	DD	Special
Hedgehog	4"	4	4	S l o w	Secondary Armament	8"	1	1	Weak
Loading, Super AP					AAA	5"	2	-	
Secondary Armament	8"	1	1	Weak	Depth Charges	3"	4	2	Slow-Loading
AAA	5"	3	-						
Depth Charges	3"	4	2	S l o w-					
Loading									

Length: 307 ft.

Displacement: 1,758 tons

Speed: 20 kts.

Crew: 192

**The stats are for a late war "Black Swan". For an "as built" ship reduce the AAA Ad to 2 and delete "Hedgehog".

"Egret" Class sloop

HMS Egret (L75) was a sloop of the British Royal Navy, the lead ship of her class. She was built by J. Samuel White at Cowes, Isle of Wight and was launched on May 31, 1938. Egret had the dubious honor of being the first ship ever to be sunk by a guided missile. The Germans had used the Henschel Hs 293 glider bomb for the first time on August 25, 1943 against the 40th Support Group in the Bay of Biscay. Landguard and Bideford were hit and damaged, with one sailor killed. On 27 August 1943 the 40th Support Group was relieved by the 1st Support Group, consisting of Egret together with the sloop Pelican and the frigates Jed, Rother, Spey and Evenlode. The group was attacked by a squadron of 18 Dornier Do 217 carrying Henschel glider bombs. The covering destroyer Athabaskan was heavily damaged by a bomb and Egret was sunk with the loss of 194 of her crew. Egret's sinking led to the anti-U-boat patrols in the Bay of Biscay being suspended.

Speed: 4"

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 8/2

Special Traits: Agile, Sub Hunter, Radar

In Service: 1938

Length: 292 ft.

Displacement: 1,790 tons

Speed: 19 kts.

Crew: 188

Captain Class destroyer escort

The Captain class was the name given by the RN to lend-lease US Destroyer Escorts of the Evarts and similar classes. As well as escort duties several ships were modified for other roles. One ship of the class, *HMS Lawford*, was converted to a headquarters ship. She was sunk by a German Hs-293 glider bomb off the Normandy beaches on June 6th 1944.

Speed: 4"

Turning: 2

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 5/1

Special Traits: Agile, Sub Hunter, Radar

In Service: 1941+

Weapon	Range	AD	DD	Special
Hedgehog	4"	4	4	Slow Loading, Super AP
Secondary Armament	8"	1	1	Weak
AAA	5"	1	-	
Depth Charges	3"	4	2	Slow-Loading

Length: 289 ft.

Displacement: 1,360 tons

Speed: 20 kts.

Crew: 107

Fleet Command

Some Playtest Rules From Powers & Principalities

Matthew Sprange

Here at Mongoose, we have been working closely with the Five Good Men (who have not numbered five since they were first created, I think!) to create the next supplement for A Call to Arms. We have the Dilgar Invasion Era in the works at the moment, so I wanted P&P, as it has become known, to be a less tightly themed book, something that would make anyone, regardless of the fleet they used, pick up the book and go 'Wow! I can do *what* now?'

Of course, we have included a few rules and fleet list tweaks, there are new ship variants (such as the Chronos missile frigate and the White Star Enforcer command ship), some spiffing new Admirals and a really funky new set of rules for Space Stations (you can build them from components, customise them and everything. . .).

The really contentious part of the new book however (at least for the Five Good Men), is the Fleet Command chapter. This is basically the 'cool new things for fleets to do' section, designed to redress some balances issues with some fleets and give others a more unique flavour that better matches what happens on the screen in Babylon 5.

So, below are just a few of the items that are currently being looked at. Have a look, try them out and then report back to our forums to let us know what you think!

The Abbai Matriarchy

The following are official updates to the Abbai fleet.

Deploy Mines!

This is a new Special Action available only to Abbai ships.

Crew Quality Check: Automatic

Effect: To the pacifist minds of the Abbai, 'defensive' weapons such as mines are usually more preferable to large warships and entire regions of Abbai space are seeded with these powerful explosives, triggered to detonate when passed by predefined enemy vessels.

Any Abbai ship may perform this Special Action and deploy a mine. Leave a marker immediately behind the ship at any point of its movement. If an enemy ship (not fighter flight) moves anywhere within 3" of this marker, the mine immediately detonates. Remove the counter and roll Attack Dice for every ship (friend and foe) within 3".



Weapon	Range	Arc	AD	Special
Abbai Mine	-	-	*	AP, Double Damage, Energy Mine

* The number of Attack Dice rolled depends on the Priority Level of the Abbai ship that deployed the mine.

Priority Level	Attack Dice
Patrol	1
Skirmish	2
Raid	3
Battle	4
War	6
Armageddon	8

Divert Auxiliary Power to Shields!

This is a new Special Action available only to Abbai ships.

Crew Quality Check: 8

Effect: By channelling excess power to the main shield arrays and carefully monitoring the fluctuations caused by enemy fire, Abbai engineers have developed the skill to boost the recharge rates of their shields. If this Special Action is successful, the ship will have its second Shields score tripled for the rest of the turn. A Lakara-class cruiser, for example, will temporarily change its trait from Shields 12/2 to Shields 12/6.

The Dilgar Imperium

The following are official updates to the Dilgar Imperium fleet.



The Drazi Freehold

The following are official updates to the Drazi fleet.

Start Attack Run!

This is a new Special Action available only to Drazi ships.

Crew Quality Check: 8

Effect: Drazi crew are trained to use their forward facing weaponry to best effect, homing in on their target and withholding their fire until the last possible second. Only a non-crippled Drazi ship with functioning Fore and/or Boresight weapons may attempt this Special Action.

In the Movement Phase, the ship may make an immediate attack against any enemy target it moves through or over – this target must start the Movement Phase in the Drazi ship's Fore arc. All

Alpha Strike!

This is a new Special Action available only to Dilgar ships.

Crew Quality Check: 9

Effect: By taking the principles of the Pentacon formation used by fighters and applying them to warships, the Dilgar are able to launch punishing attacks. A ship leading a squadron may take this Special Action. If a successful Crew Quality check is made, an enemy ship must be specified as a target. Ships in the squadron may not attack any other target this turn. However, if a ship scores a critical hit against the same Systems (Engines, Reactor, Weapons, Crew or Vital Systems) as another ship in the Alpha Strike squadron against in the same turn, it will automatically be considered to have rolled a 6 for the effect of the critical hit.



weapon systems in the Fore and Boresight arcs may be used. The Crew Quality check is not made until after the attack has been completed – if it is failed, the Drazi ship will collide with its target, having not pulled out of the attack run on time! This is counted as a ram. If a ship uses this Special Action, it may not launch attacks during the Attack Phase.

The Earth Alliance - The Early Years

The following are official updates to the Early Years Earth Alliance fleet.



Bonehead Manoeuvre!

This is a new Special Action available only to Earth Alliance ships in Early Years fleets.

Crew Quality Check: 9

Effect: A suicidal tactic developed, in some desperation, during the Earth-Minbari War, this involves opening a jump point inside another existing jump point. The resulting resonating energies collapse both jump points in a titanic explosion.

If the Crew Quality check is successful, the ship acts as if it had performed an Initiate Jump Point! Special Action. A jump point counter can be placed within 8" in the front arc of the ship, on top of another jump point counter or functioning jump gate.

This achieved, both jump points are immediately removed and all ships within 8" of the counters immediately take a Catastrophic Explosion critical hit, as if struck by a Quad Damage weapon.

The Shadows

The following are official updates to the Shadows fleet.

Anti-Fighter

Defences

Any Shadow vessel armed with a Beam weapon can use the beam as a point defence system.

During the Movement phase, you may opt to convert the Beam weapon into one that will devastate enemy fighter formations.

The weapon will have its Range halved and lose the Beam trait, along with any Double, Triple or Quad Damage traits. In return, it gains the Accurate and Mini-Beam traits and

gains the Turret fire arc, if it did not already have it. It will retain these changes until the end of the turn.

Mind Scream

As Shadow vessels move between the stars, they leave in their wake a terrifying psychic scream. To any sentient being, this scream, more sensation than sound, is nerve shattering. For a telepath, it can be lethal.

Whenever a Shadow vessel (not Shadow Fighter flights) moves within 6" of an enemy ship that has the Psychic Crew trait, it will immediately cause Crew loss. The amount of Crew deducted from the enemy ship varies on the type of Shadow vessel.

Shadow Scout	1 Crew
Shadow Stalker	2 Crew
Shadow Ship (Young)	1D6 Crew
Shadow Ship (Ancient)	2D6 Crew





THE BOOK OF THE ELEPHANT

PART II

BY CHRIS LITES

ENCOUNTER SIX: THE PIT OF ARALLU - THE MAUL

The arena is filled with the smells of sweat, boiled pork and wine. The crowd clamors and shouts as five filthy curs are released from their pens to attack a bear chained to a steak below. The dogs yelp and howl as the great beast roars and the two sides tear into each other. The combat is violent, bloody and quick as the hounds rip flesh from the bear only to find their necks broken in its powerful maw and their entrails dashed from their bellies by a sweep of its claw.

The roar of the crowd and beat of the accompanying drums thrills the stomach and raises the hackles of the neck. Yet this is only the appetizer; next comes genuine gladiatorial combat, man pitted against foeman, with death the only escape and glory the only victor.

The Pit of Arallu is a gladiatorial arena owned by Heimdul the Vanirman. He was once a slave in the pits and arenas of Argos but won his freedom and came to Shadizar to make a fortune on his name.

Heimdul: 10th level barbarian, HP: 89. Not to be trifled with.

There are two reasons that the PCs are likely to visit The Pit. The first is that they are broke and in need of money. The second is that they

come seeking Servius. If they come seeking a way to earn then they will be told by Heimdul that any free man may enter combat. He pays 5 sp for the first fight, which he hardly expects a man to survive. Life is cheap, after all, in Shadizar. For the second fight he will pay 10 sp. To fight the current arena champion, Torgut, a Hyrkanian giant, he will pay 50sp, a fortune to many.

Treat the first and second fight with NPCs of your choice; the third fight is with the arena champion, Torgut.

Torgut: 6th Level Hyrkanian Nomad, HP: 47, Parry: 17, Dodge: 16, DR: 8, Init: +8, Atck: +8/+3, Dmg: 1d8 +4, AP: 4, Scimitar 18/x2

Betting is also commonplace and indeed provides the bulk of the revenue for The Pit. The PCs may get into the pit to see the fights but they must pay 1 sp each. If they explain that they are willing to participate, the guards will take them to Heimdul.

The Vanir's eyes gleam like the blue, frozen seas of his homeland deep in the north. His beard looks like licking flames of red balefire. He is a powerful man; his body a story told in scars. His life has been harsh and he has emerged the stronger for it.

He stands, arms folded across his broad chest and watches the combat below with the conflagration of memory behind his

eyes. He is Heimdul a Vanirman, a warrior and the owner of this place where brave men come to die and vultures come to watch and carouse.

The PCs may place bets as they like. The first fight will be between a Kushite slave and the arena favorite, Torgut. Torgut will destroy the Kushite quickly. The Kushite's odds are 20-1 while Torgut pays 1-7, as he is so highly favored. Any PCs entering the ring will likewise draw long odds from the bookmakers who run through the crowd. Heimdul, as owner, gets a piece of every wager placed.

Food and wine are also available.

If the PCs have come looking for Servius, they may find him here, betting heavily on the melees, wine jack in hand, money on his fingers, wench at his side. This is not a place, however, to start fights outside of the ring and the PCs will learn this if they attempt to do so. Bouncers will appear immediately and subdue the would-be duelists. They will then be tossed into the ring, weaponless, to fight the bear.

Use the stats for Tarsus if the PCs cause a fight.

Medium Humanoid Zamorian Soldier 6; HD: 6d10+12 (45 hp); Init: +3, SPD: 25 ft.; Dodge DV: 14; Parry DV: 17; DR: 11; BAB/Grp:

+6/+8; Atk: Bill +8; or short sword +8 melee; Full Atk: Bill +8/+3 melee; pr short sword +8/+3 melee; DMG: Bill 2d8+3/x3/AP 9, or short sword 1d8+2/19-20 x2/AP 3

Servius' stats can be found at the end of the adventure.

If the PC's threaten Servius or otherwise confront him, he will attempt to make his way out of the situation. He will explain that he was contracted to do a job, just as they were contracted to do a job. He will offer the observation that they are all of them sell-swords and rogues and there is little profit in killing him as he has just squandered all his profits gambling and wenching. He is rather charming and the GM should do his or her best to make Servius' point seem valid. After all, it is quite likely the PCs have themselves been contracted for thieving for hire or worse in their pasts.

Servius will, if compelled to do so, reveal that Vakos brokered an arrangement between himself and Lady Agnessa of House Kasamir. He will even go so far as to point her out if she is already at the games.

At some point during the matches, Lady Agnessa will arrive on a litter with her son Oleksander and her daughter, Oleysa, part of her ritual slumming and also, part of her new campaign to put a public face on her nobility so as to resonate in the minds of the populace when she might bid her son to take the throne. Mostly though, she comes to quench the bloody lust in her heart and to cavort with those of a lesser station, a vice particular to nobility.

Unto the scene comes a noble woman on her litter, flanked by her entourage and twin children, a boy and a girl, both in their late teens. The Lady Agnessa reclines into the brocaded silk finery of her

litter. She is borne by sweat gleaming naked slaves. She is fanned by her retinue and feeds a pet leopard, feline eyes like rare gems, which licks its lips, pampered better than any manservant or mere citizen.

Agnessa lays languorously, her half-lidded eyes looking listlessly over the display before her, where battle rages to the thrill and blood thirsty screams of the crowd. She appears to become ecstatic and even aroused at the slaying of men before her.

The PCs may watch her, if they do they will hear an argument between Oleksander and herself, one in which Oleysa takes her mother's side. There is clearly tension in this family and sexual chemistry between the two siblings.

Oleksander will eventually storm off alone. If followed, he will wind up at The Lonely Swallow. See encounter 9 for details on The Lonely Swallow.

Should the GM be so inclined, the Cult of Yag may show up here as well, searching for Servius and the Book of the Elephant. Such an event will contribute to the increasing sense of foreboding the party is encountering in relation to the cult and the book which they will stop at nothing to possess. The GM may either use common cultist, acolytes or priests, as outlined in The Temple of Yag encounter, later in the adventure.

ENCOUNTER SEVEN: THE ENFORCERS OF THE KING - THE MAUL

The crowds gathered in the street suddenly part as the King's Own guard appears. The guards helmets gleam against the light of braziers, their cuirasses reflect the emblazoned

likeness of Tirdates, King of all Zamora. They shout and bark orders at a populace used to being subdued under such tyranny.

Merchants and sell swords, cut-throats and purse filchers alike are ejected from their dens, their taverns and their places of revelry; as the soldiers ransack them. The soldiers delight in manhandling the populace, slaving over the women and helping themselves to token offers from citizenry so as not to go too hard on them. A full on sweep has The Maul galvanized with a collective and suppressed ire toward their king this night.

This sweep may occur at any time the GM sees fit but should happen at night. It can be used as both a clue and a way to help get the PCs back on track with the adventure should they dally in some den of iniquity or other hovel for too long.

The GM should have players roll a spot check DC 15. Any who succeed will notice that The King's Own seem to be searching for something in particular. A listen check at DC 15 will likewise reveal an overheard conversation in which the soldiers will make this reference, "To Arallu with that damn iron box Aharesus is after."

Questioning the soldiers is likely to get the characters into trouble by virtue of having gained their attention. Alternately, the GM may elect to have the soldiers shake the PCs down as well, searching them, hassling them and the like.

The King's Own stat blocks can be found in The Game Master's Guide on page 34.

Sample Royal Guard (4): 6th Level Soldier, HP: 45.

Questioning the populace with a gather information check of DC 10 will reveal

that this sort of thing happens often enough to be regular and earns the enmity of the citizenry against their king. The players can find out that the king himself is a drunk, paranoid and a tyrant. Yet he is not to be trifled with. Questions about Aharesus will be answered by citizens if not pushed too far. Their fear for the king is great and they may think the PCs are spies.

Further probing will reveal that Tirdates detests and fears wizards and had a great deal of trouble with one in The City of Thieves many years ago. There are rumours that this is why he began drinking to begin with. The priest in question is of course Yara, the wizard who imprisoned Yag Kosha in The Tower of the Elephant.

While the King's Own sweeps The Maul, any especially alert PCs (DC 20) may observe that a woman follows and watches the PC's. This woman is Shrialun, the Hyrkanian spy who works for Aharesus. She will disappear back into the crowd if spotted, making her escape down twisting alleys and the like.

Shrialun will follow the player's as soon as she is ordered to by Aharesus. He will do so when they begin to poke their noses into the business of The Book of the Elephant.

Shrialun: 7th Level Hyrkanian Thief, HP 41, Parry: 17; Dodge: 17; DR: 5; Init: +12; Melee: +8, Dmg 1d10+2, AP 4; Ranged: +10/+9, 1d10, 19-20x20 AP: 3; Point Blank Shot, Rapid Shot Feat

ENCOUNTER SEVEN: SHAPES IN THE MOONLIGHT - THE MAUL

Strange pipe music fills the air. Haunting, cacophonous and like nothing you have ever

heard, it is accompanied by inhuman shapes which dance against the moonlight along the rooftops.

Dark things, beastly, with sloped shoulders and covered in thick hair, they contort and writhe to the alien music in a mockery of movements possible by man.

The beasts descend from the roofs with the speed of jungle cats. No man moves as quickly or with such ferocity as these fell, gray things. They swarm as if hell sent demons, silver hairs glistening like poniards in the starlight.

Their open maws reveal yellowed incisors made to cut and rend flesh and bone. They are great simian things and their eyes gleam at the sight of your quarry. Mouths salivating, thick thews rippling under fur, they attack!

This is a variable location encounter though it likely takes place somewhere in The Maul. The dread wizard Lung Wu has sent these Lesser Grey Apes after the party. This can occur either when they are interrogating Vakos or Servius. Should the party somehow have acquired the iron box, the apes should descend upon them then. If Servius fails to obtain the box from them at the story's beginning and fails within the cities confines, then the apes may come to claim it. In this instance Lung Wu, fell sorcerer of Khitai and high priest of the Cult of Yag, will have learned of Vakos' betrayal and sent his minions after the box.

The apes are Lesser Gray Apes as outlined at the below. There should be six in number but this may be modified to suit the challenge level needed for the party.

They are accompanied by a Cultist of Yag who plays the pipes which spur them to fervour and obeisance. The pipe used are The Ape Pipes of Khitai, see page 54 in the *Scrolls of Skelos*.

The apes will attempt to abduct the NPC in question (Vakos or Servius) and make off with him across the rooftops which may initiate a chase.

The apes only goal is the NPC, once the NPC is secured the apes will flee. The Cultist is located some distance from the melee, directing the apes only by the music of the pipes. The players may decide to seek him out and kill him. They must make listen checks to follow the music at DC 15. he is located some 500 feet away on another rooftop and will flee when the PCs get near if he can spot them.

Commoner Cultist: 6th Level Commoner, HP: 21, see page 23 of *Den's of Iniquity*.

LESSER GREY APE

Medium Animal

Hit Dice: 4d8+12 (28 hp)

Initiative: +7 (+2 Dex, +5 Refl ex)

Speed: 30 ft. (6 squares), climb 30 ft.

Dodge Defence: 16 (0 size, +2 Dex, +4 natural)

DR: 2

Base Attack/Grapple: +2/+13

Attack: Claws +8 melee (1d8+5)

Full Attack: 2 claws +8 melee (1d8+5)

and gore +5 melee (2d8+3, AP 8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, crush 4d8+8

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 20, Dex 18, Con 14, Int 2, Wis 12, Cha 9

Skills: Climb +16, Listen +6, Spot +6

Feats: Alertness, Endurance, Toughness

Climate/Terrain: Warm forests

Organisation: Solitary

Advancement: 5-12 HD (Medium)

These apes are nearly identical to the Grey Ape on page 304 of the *Conan RPG*, except they are only medium sized, sacrificing strength for dexterity.

The apes do not require the music to be played in order to lope back to the temple but they will become a bit confused when it ends, effectively they have come out of a trance and will pause for 1d3 rounds before continuing their retreat back to the Temple of Yag. If they are currently in combat, the end of the music will have the effect of causing them to only miss their attack for one Combat Round. They may still dodge as their instincts for survival are intact.

The Chase: If the Lesser Grey Apes abduct the NPC and the party pursues them, a chase will ensue. This chase will take place across the glittering moonlit rooftops of Shadizar, most likely in The Maul. Each PC should make a Running check versus a DC 18 on the part of the apes. The biggest ape will take the NPC and its check will consequently be at -2.

Each turn the party must make the check. In addition, each member must continuously make Jump checks in order to reach the next rooftop. Treat the apes' check as a DEX check. The standard rooftop jump check is at DC 15 but may be modified by circumstance according to the GM.

For example: The next roof may be farther away than the last roof and the DC therefore increased or the next roof may have a steep incline which requires a Balance DC 15 check in addition to the Jump check.

In addition, rooftops along The Maul are not made to the highest Zamoran standards and may give under the weight of the apes and their pursuers. Each time someone lands on a roof, make

check on a D20 roll against the roof's ability to hold the weight. For the purposes of the chase treat the check as a DC 5. Anything under threatens a collapsing roof and the party in question must make a Balance check at DC 15 to avoid falling through the roof in a calamitous descent of roof tiles, rotting beams and dust.

Should the chase itself persist long enough, run checks for distance must also be made according to the standard Conan rules.

The overall point is to give the player's a dramatic chase, something pure pulp, like out of a matinee serial from the 1930's or an Indiana Jones film. The GM should feel at liberty to make adjustments to enhance this dramatic effect.

If the PC's are able to pursue the apes to the end, they will find their chase has led them to The Temple of Yag.

ENCOUNTERS IN THE MERCHANT DISTRICT

The following encounter takes place in The Merchant district of Shadizar. The GM may reference *Shadizar the Wicked* for any information he or she feels necessary to augment this encounter.

ENCOUNTER EIGHT: THE HOME ELOHAN

Palm trees flank the entrance of Elohan's home. Outside lies a gurgling fountain fed by the marble statue of woman pouring a decanter.

Inside are the lavish silk drapes, the fine Khitan cushions, the elaborate cornice work one expects from those with wealth

and the gaudy taste to abuse it. The pelt of a tiger lays spread across the floor. In one corner, an elaborate bronze statue of the goddess Ishtar stands, candles are lit there and small food offerings lay in front of the Earth Goddess.

A Shemite with a blue-black beard, gold glinting in ear-hoops, greets you as you enter. He wears the finery of his station, blue silk tunic draped over a slender frame, where his brother was fat, Eblis is thin; where his brother had the sanguine cheeks of the jovial, Eblis' face is dour and his eyes suspicious.

"Who has bade you come into my home? Quickly now before I summon soldiers to deal with the likes of you!"

Eblis was the pragmatic of the two brothers. His disposition is one of business and entitlement. Where his brother was personable and friendly, Eblis is withdrawn and suspicious. He was the accountant of the family and rarely did the personal palm pressing and grafting needed to keep a business afloat in Shadizar.

Eblis will take news of his brother's death in stride. The PCs will have to work to convince him that they are not in league with Servius and the Zuagirs who did away with his brother.

Elohan's wife, Zebah, will collapse into hysterics at news of her husband's death. Two children can be glimpsed through one of the silk curtains that lead to another room, watching wide-eyed at the dreadful news.

This should be a pure role-playing encounter unless the PCs decide to make it otherwise through a display of force.

Zebah, once she has recovered from her fit of histrionics, will urge Eblis to take revenge on the

thieves who have robbed her of a husband, her children of a father and Eblis of a brother. Being practical he is not inclined to pursue revenge but he does realize the need to retrieve the iron box as well as the need to save face for such a slight. He has no idea what is inside the box but knows that it was promised to a dangerous cult leader named Lung Wu.

Eblis will eventually come round to the idea that the PCs should be contracted to retrieve the item. Since they failed to guard the book in the first place, Eblis will not pay an outrageous rate. He will eventually agree to a price of 500 sp for the retrieval, possibly more if the PCs negotiate well. The GM is encouraged to role play the entire encounter rather than rely on dice rolling but that is merely a suggestion.

Eblis will agree to advance the party, collectively, only up to 50sp. He still does not trust them and has no way of knowing whether or not they can succeed. However, he has little choice but to employ them as the family has no sell-swords on retainer and the city watch is as likely to claim the box as their own as soon as return it.

Should the GM wish it, the Cult of Yag could show up and attack both Eblis and the party. Wanting the Book of the Elephant back, Lung Wu may have sent the Grey Apes here as well (see Shadows in the Moonlight Encounter) or perhaps he has merely dispatched cultists to retrieve his sacred text. In any event, the GM can help build drama and history around the cult by having them show up at this time to hassle the party.

ENCOUNTERS IN THE WEALTHY DISTRICT

The following encounters take place in The Wealthy district of Shadizar. The GM may

reference *Shadizar the Wicked* for any information he or she feels necessary to augment these encounters.

ENCOUNTER NINE: THE LONELY SWALLOW - THE WEALTHY DISTRICT

Marble columns flank the entrance to this two-story structure. Braziers lit outside burn sweet, cloying incense. Stairs ascend to the open foyer where steam clouds from the baths like an apparition. Huge bronze idols to Ishtar the Earth Goddess and Anu, the Bull God, tower over the lavish spectacle. Phalluses, exaggerated and swollen with tumescence, are painted and rendered in mosaic along the walls of this elite brothel.

Naked women and men rub each other with oil and engage publicly in all carnal coupling the mind can imagine.

Laughter, moans and the sounds of orgasm fill the air. Musicians, equally nude, render tunes that stir the soul with such titillation as these sights stir the loins.

A wealthy man's pleasure is something most will never see and fewer will partake in. It is hedonistic, decadent and tinged with only the thinnest veneer of the civilized.

The party will be lead here either by investigating the noble House Kasamir or by following Oleksander from The Pit of Arallu. They will learn that Oleksander of House Kasimir has a favourite



prostitute he visits here often. What is rumoured, though not widely known, is that Oleksander is in love with this prostitute called Boudicea.

There are also rumours that Oleksander's sister, Oleysa, is furiously jealous of her brother having

other lovers besides herself. In this instance, both rumours are true.

The PCs, if not finely attired, will be stopped at the entrance by two Shemite eunuchs.

Bouncers: (Medium Humanoid Barbarian 4/Soldier 2) HP 45, (2 in number)

The eunuchs are not hired for their intelligence and thus Bluffing them is only a DC 10 check.

Once inside the PCs will have to find Boudicea, the Brythunian whore whom Oleksander has come to love.

They will find her while she is beginning to service a fat man, Publius. Publius is a philosopher and a noble. He is hedonistic and scholarly. He will at first take affront to the presence of the characters but his curiosity will overwhelm him.

A Brythunian beauty with a golden waterfall of hair down one shoulder rubs the doughy back of a corpulent nobleman. Another girl fans him from the side with woven palm fronds as he moans softly under Boudicea's ministrations to his back.

Boudicea herself is clad only in arm bands, ringlets and sweet perfumes, her otherwise naked body sways slightly to the music that finds its way everywhere in the brothel.

The players will have to find a way to extract her from her duties or to convince her to meet them later. Mentioning that Oleksander is possibly in danger will get her to agree to either.

Boudicea knows that Oleksander loves her and will play up the angle that she loves

him and that the two star-crossed lovers are hopelessly outmatched by Oleksander's mother, Lady Agnessa Kasamir, who has designs on her young son's future.

Boudicea will suggest that only her love motivates her and will balk at any suggestion she wants to be with Oleksander for his money and power. In fact, she has begun to have feelings for him but her life experience has taught her that gold is far more reliable than the heart and that a woman such as herself must take whatever opportunities come her way in this life.

She will also inform the characters that Oleksander's sister and he had been lovers and that said sister is terribly jealous of her. She believes that Oleysa plots against her even now. She is right; Oleysa plans to sacrifice her to the Cult of Yag of which she has become a part.

As a girl, she was sold to her father and raised in a Seraglio where she learned the arts of seduction and man-pleasing. She will appeal to any males in the group and any females of that inclination.

Boudicea: 6th Level Brythunian Prostitute, HP 21, see page 17 of The Game Master's Guide for details.

What Boudicea can do for the characters:

As the lover of Oleksander, Boudicea knows much of the ins and outs of the family estate. She knows that Lady Agnessa has recently come into possession of an iron box of some value, though she knows not what it contains.

She can give the PCs information that will help them penetrate the compound. She may also be enlisted to aid in any plan to get inside, going as far as distracting the

guards or the like in order to help the player's get in. She will only do this if she is convinced they actually wish to help Oleksander or hurt Lady Agnessa, who has always stood between Boudicea and Oleksander.

For game purposes she can give the PCs a rough layout of the bottom floor of the estate and the surrounding grounds. She also knows how the place is guarded in the gardens and the interior.

The GM may wish to play up the forbidden love of Oleksander for a common whore and the rather impossible dream they share of being together. It may also serve as excellent contrast to underscore the fact that while his incestuous relationship with his sister raises no eyebrows, his relationship with a slave does. Strange and brutal is the culture of Zamora and that far flung Hyborian Age. Immerse the players in it.

ENCOUNTER TEN: THE PALACE OF THE KING - THE WEALTHY DISTRICT

At some point in the adventure, Shrialun, who has been following the PCs as part of her assignment to discover the whereabouts of the book, will have been ordered to bring the PCs in to Aharesus.

Likely, this will happen only after they have proven resourceful, as Aharesus has money and can hire the best. What he cannot do, however, is use the watch or any other Zamoran soldier because he cannot trust them.

The high walls surrounding the spires of the King's Palace glisten with spikes. The golden topped

minarets gleam under the mantle of night. Such money and power as this is known only to a few. It is lusted over, lusted after and brings many a man to his untimely end. Yet what splendour it may provide!

Past the portcullis and into gardens as thick as any Kushite jungle, lies dark vegetation that seems to breathe. Wondrous flowers blossom like gems in blue, crimson and vermillion. Fountains abound and great marble statues rise as if the entirety of the domain was the play thing of a giant sized artist, who merely stepped away for a moment to leave his brilliant creations untended.

The flagstone pathway leads within the palace itself, up a lush carpet in royal purple velvet to spill before the vast throne, which sits empty. The high backed chair gilded is in gold and festooned with precious gems. Twin leopards made of solid gold and poured in such a way as to appear to be leaping at you, serve as the mighty despot's armrests.

He is not here this night, likely sleeping off the drink in some antechamber or being seen to by his harem. No matter, next to the throne on a settee, sits Aharesus, the King's grand vizier and second only to Tiridates himself. He wears a silken robe slashed with scarlet and emblazoned with the King's Seal.

Aharesus is a hollow faced man. His eyes set into a skull-like visage, pry into one's soul as they flit over a man, judging his worth and usefulness in a mere instant.

He taps his bejewelled fingers against the inlaid wood of his own seat and waves the guards back. They form two lines on either side of the throne, spears lowered but still menacing.

"I have need of your... services," he wheezes.

Aharesus plans to betray King Tiridates by seizing the Book of the Elephant. He will claim that his designs are to destroy the book in order to protect the throne from the magic

that Yara the Priest once wielded. If the PC's have yet to uncover the back story of Yara and The Tower of the Elephant in full, this is a logical place in which it can be revealed to them. Aharesus, however, knows nothing of Lung Wu's actual plans and next to nothing about the race of Yaggites and their home world Yag.

If the player's question why he does not simply send the Zamoran army, he will explain that he would not waste such fine men on a task that may prove suicidal, nor can the throne be seen to be waging open war on a noble house or religious sect within the city. His lie works much better if the book is still in possession of House Kasamir.

If the book is in possession of Lung Wu and the Cult of Yag, then his lie holds less weight as the King has waged war on religious sects in the past. Aharesus may claim the throne fears reprisal from the priest Lung Wu.

During the conversation Aharesus will summon his spy, Shrialun, who will stand next to him. If the PCs have previously spotted her following them, then they will recognize her. Otherwise, Aharesus will explain that he has had his eyes and ears open to the songs of the street and Shrialun is one such lookout. Aharesus will tell the PCs that he already sent a man to spy on the Cult of Yag and they did not return. It is far safer to obtain the book from Lady Agnessa.

What Aharesus will propose is to pay the characters to steal the Book of the Elephant and kill the fell priest Lung Wu. He will negotiate as high as 1000 sp in gold and or gems. He will insist that his minion, Shrialun, accompany the party on their thieving. If the PCs are still unarmed or poorly so, he can agree to allow them access to the armoury but it is not to be seen as a shopping spree.

If the PC's refuse his offer, he will become outraged and have the guards seize them. Should they be captured, they will find themselves in the King's Dungeons, subjected to all manner of tortures both horrific and undreamt of by sane men.

The PCs now have yet another offer to obtain the book for yet another party. Any codes of honour may start to conflict with working for multiple parties and/or lying to one about another. Such is the way of The Wicked City where there is little tolerance for honour and one's word is only bound by the amount of gold behind it.

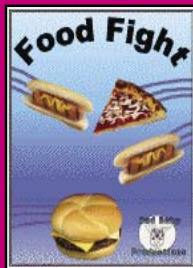
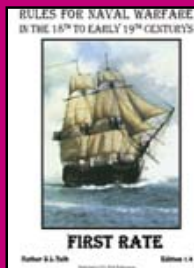
The PCs may soon find themselves in one kind of quandary or another.

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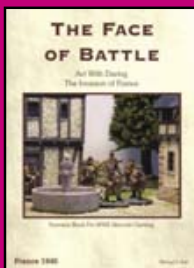
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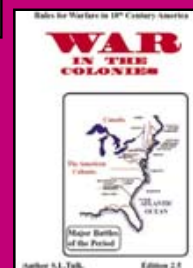
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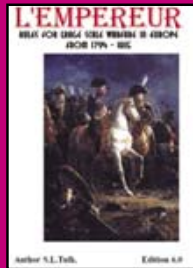


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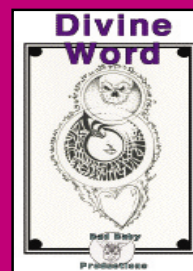


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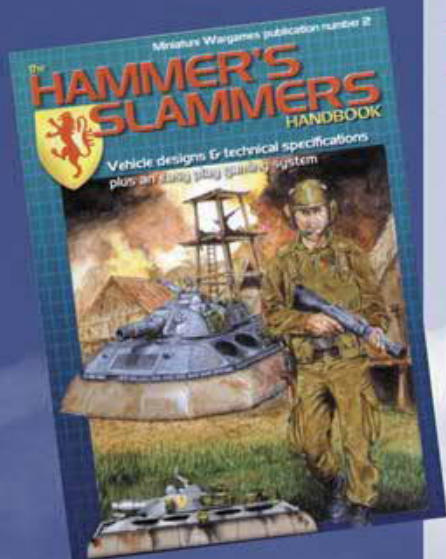
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Wars of Today and Tomorrow

A Peek at the recently released
Battlefield Evolution: Modern
Combat

Matthew Sprange

As you read this, *Battlefield Evolution: Modern Combat* should be just hitting the shelves of your local stores. So, what is in store for you?

Well, for a start, if you have been playing *Battlefield Evolution: World at War*, which features forces of the late Second World War across Europe, then you will already know how to play *Modern Combat*. The core rules for all of the *Battlefield Evolution* rulebooks will not change, meaning if you have got to grips with one, then you can automatically play another!

This means all of the things you know and love about the *Battlefield Evolution* rules – such as Reactions, the two action system, a split between Hits/Kills and so on – are still present in your game. However, we have moved the focus away from the Second World War and into the realm of modern and ultra-modern warfare.

A New Age of Warfare

The *Battlefield Evolution* system is amazingly adaptable and we have already used it for fantasy skirmish games and through to battles in the far, far future. Any genre that needs fast-paced action with a healthy amount of detail and

BATTLEFIELD EVOLUTION MODERN COMBAT



ULTRA-MODERN MINIATURES RULES



'chrome' is fit for conversion to *Battlefield Evolution*. You should see what we have done with the Star Wars range from Wizards of the Coast. . .

The principle changes between *Battlefield Evolution* games can be found in three main areas – the Traits given to units and weaponry, the Advanced Rules and the Army Lists themselves.

Traits for Modern

Combat

Traits are special rules that allow models and weapons certain 'exceptions' to the core rules of the game. For example, if you successfully roll against the Target of a model

but not it's Kill, it gets an Armour Save. However, if your weapon has the Piercing trait, you get to apply a negative modifier on the model's Armour Save, making it harder to survive your attack – it really is that easy!

Many of the traits in *Modern Combat* will be familiar to those playing *World at War*, as traits like Piercing are fairly generic across all *Battlefield Evolution* games. However, there are some new ones to reflect the more advanced nature of weaponry in the modern age.

World at War players who regularly read *Signs & Portents* will already know of Killshot, the trait that effectively doubles the number of Hits you cause on an enemy. However, in *Modern Combat*, it is part of the core rules, as there are a great many missiles and tank shells that are capable of destroying the heaviest armoured vehicle with a single shot. Even the mighty Abrams and Challengers, with Hits/4 each, can be knocked out in a single shot with a weapon that has Killshot. It is a good job they have such high Kill scores!



In *World at War*, weapons used against enemy aircraft are generally effective against ground targets too (it really did not take soldiers long to figure out that rapid firing cannon intended for use against low-flying aircraft would be superb against enemy infantry. . .). However, modern weaponry can be a great deal more specialised – however hard you try, an ASRAAM is never going to work well against a sniper in cover. So, we have added an AA-Only trait which allows you to use the weapon against Air Units (normal weapons face a lot of restrictions against Air Units, remember) but restricts their use against everything else.

Advanced Rules for Advanced Warfare

You can think of Advanced Rules much like traits, in that they are exceptions to the 'core' rules of *Battlefield Evolution*. However, they tend to be a bit more complicated than the simple one line traits and tend to affect a great many units. They are used primarily to define the genre that the *Battlefield Evolution* game is representing and can have a great influence on the game.

As with traits, many Advanced Rules work well for both *World at War* and *Modern Combat*, considering the nature of warfare both present. For example, Suppression is obviously vital in both games and minefields still exist today.



However, tank guns are stabilised these days, allowing vehicles to fire on the move with relative impunity, so that Advanced Rule is no longer found in *Modern Combat*.

Advanced Rules also allow us to do some really funky things. Imagine for a moment. . .

Your elite US Rangers squad team is being flown onto the battlefield in a Black Hawk. Surveying the maelstrom of firefights, explosions and rocket trails below them, they spot an enemy squad sneaking round the flank of the US Army's main force. Tapping the pilot on the shoulder, they get him to fly over to a convenient building in front of the enemy's advance. Grabbing ropes, they dive out of the helicopter, onto the building's roof, where they take cover and prepare an ambush.

You can do all of that in *Battlefield Evolution: Modern Combat*, just by using a few of the Advanced Rules!

Forces of the Future

When designing the army lists for *Modern Combat*, we wanted to give each force its own unique 'feel', sometimes by special rules for the entire army, sometimes by specific units within their lists. What we desperately wanted to avoid was all army lists looking the same – after all, all military forces these days have a basic infantry squad, a main battle tank, an APC and so on. The challenge was to have these essential forces but still make each unit (and the army as a whole) different and with new tactical challenges.

The British Army

Without doubt, the finest military force in the world. Apart from the RAF (what do you mean, we are biased?).



Aside from being British ourselves here at Mongoose, the British Army is an interesting force and as it seems to get itself involved in enough rucks around the planet (if you ever have time, check out which nations are in the top three for being involved in the most wars since WWII!), its inclusion is a must.



The British Army is a good blend of extremely sophisticated technology (whenever discussion turns to which is the best tank in the world, the Challenger II is always a contender), mixed with other hardware

that other nations might charitably call junk! There are a lot of 'older' vehicles and weapons still in use with the British Army – most of them still active because they work just fine! With this army list, you can really mix and match your forces, going for 'just around the corner' future technology, with a force equipped with FIST and supported by the Typhoon II or one that would not have looked out of place 10 years ago or more, concentrating on Pinzgauers, Saxons and Spartans!



For supporting units, the SAS do, of course, make an appearance and they get a complete suite of 'spec ops' special rules, which other special forces effectively get to pick and choose from – the SAS are the only such unit to get all the rules. Why? Because they are the best. No arguments. . .

Other supporting acts for the British Army include the loveable Land Rover, Starstreak missile defences, Warriors in many different flavours, with a dash of US-designed equipment, such as the Apache and Chinook. Everything you need to prop up the flag of an old Empire!

The USMC

The US Marines share a great deal with the US Army in terms of equipment but there are also a great many differences and we wanted to focus on these to create two forces that really felt different on the battlefield.

Both have superior Intelligence (a boon of UAVs and satellite observation) and both have Abrams and other common hardware. However, with the USMC, we wanted to concentrate on the units that really made them different from the Army. The EFV and Osprey are two obvious examples of Marine-specific equipment but there are also some more subtle features too.



For example, the vast majority of land armies rely on their air forces for the majority of their air support. In *Modern Combat*, we reflect this with having such units as Air Force Assets. However, while the Marines can benefit from Air Force Assets, they also have direct access to their own air support, so aircraft such as the F/A-18E and F-35B are included as Battalion Assets, giving them a quiet edge in some scenarios.

Special forces are represented by the Force Recon teams and we have also included the Shadow RST-V, for those who have the models from the original *Battlefield Evolution* (all those units are in this book, we promise!).

The US Army

In the original *Battlefield Evolution*, we included the USMC but not the US Army. After some rather frightening US Army servicemen visited our offices and explained to us that Marines were not, in fact, cooler and had certain deficiencies in mental capacity (their words, I promise you – don't send the Marines round to us!), we just had to include the Army this time around. Or else.



The main difference we wanted to build on with the Army, aside from the alleged IQ disparities of course, is that the Army tends to get far more toys to play with. True, the USMC has its own projects, such as the Osprey but the US Army gets a big tick in the Technology column.



One way we reflected this was in the squad options. With both the USMC and US Army, you get a choice of fielding troops as they are today or equipping your platoons with the Land Warrior suite, which gives them weapon-mounted cameras, data feeds from squad members and commanders, active maps and all sorts of other bits and pieces. However, only the US Army has the ability to go a step further and use the Future Force Warrior hardware – this is an all-over redressing of the modern infantry, with superior armour that does not hinder mobility, exo-skeleton arrangements, caseless ammunition and full integration into the digital battlefield. It is expensive but it is there for you!

Returning closer to the modern day, and you still get a huge choice. From the M113s, to Black Hawks, to Rangers, to the A-10 Thunderbolt II, a player of the US Army is going to have the right tools for the job, whatever mission he is given.



If you want an attack helicopter, you get a choice of Havoc or Hokum, both of which look just plain mean on the battlefield. While your infantry are scattering from the hail of cannon fire from those beasts, they may find themselves running straight into an ambush led by a Spetznaz squad – and then your problems will really begin.

The Russian Army

Everyone likes Russian armies. There is just something about Russia that made them 'cool' during the Second World War and despite the Cold War (or perhaps because of it), they have lost none of that tabletop desirability. They were certainly the most requested army in the original *Battlefield Evolution* and so they just had to be included this time around.

Russian soldiers get the Dogged rule, which allows them to escape Suppression just a little longer than most other armies and the army list gives you a choice to build upon either motorised or mechanised. In terms of hardware, it is AKs and BMPs all round, of course but then we get to the really interesting stuff. . .



Tunguskas will make the skies a no-go area for your aircraft and your tanks

will be running up against 152mm gun armed T-95s, while Fulcrums and Flankers continue to rain death down on your positions.

Just wave a white flag when you have had enough. Russian armies tend to have highly-rated equipment *and* the numbers to overwhelm you.



The PLA

Speaking of numbers, it is the return of our old favourites, the Chinese People's Liberation Army!

In the 'real world' the Chinese PLA is a massive organisation and levels of training and equipment vary wildly. For this army list, we decided to concentrate (mostly) on the idea that Chinese military technology has, in many areas, effectively leapfrogged a



generation, placing it only just behind forces in the west. You can field more standard PLA forces if you wish but this approach also allows players to take the 'interesting' units if they wish.



So, while the Type 96 MBT is cheaply available, a player can instead choose to go for the more expensive but vastly more capable, Type 99, with a corresponding increase in survivability.



Chinese Military Digest www.gsprint.com/cmd/cmd.htm

Of course, if you like the 'human wave' approach but someone in your club has already bagged the Russians, there is likely no better force than the PLA!

The MEA

We thought long and hard about introducing specific Middle Eastern forces into *Battlefield Evolution* but decided against it for three reasons. First, we would inevitably miss one that someone wanted to field. Two, there might not be huge differences between such forces anyway. However three, the clincher, is that we always liked the idea of the Middle Eastern Alliance in the original *Battlefield Evolution*, a kind of amorphous organisation whose members came and left as they pleased and whose forces were just as likely to be shepherds armed with AKs as frontline military forces. It represented a united people who were fed up of being pulled in one direction and then another by the Chinese, Russians and the West and had one cluster bomb too many fall on their towns.



It also, of course, made them a 'proper' army, rather than just a couple of squads scattered around a table trying to avoid gunships. . .

As suggested above, you can go one of two ways with an MEA army, with paramilitary or civilians taking up arms against an invader or official soldiers – or you could have a mix of the two, with one supporting the other!



This applies to hardware as much as the infantry. Technicals are still present, of course, as are other low-tech solutions. While researching Middle Eastern forces, we saw a photo of a guy on a bike, with his pillion passenger behind him, wielding an RPG – we just had to have that unit in the game and are hoping to see some great conversions from players!

However, the MEA also has access to some older Soviet equipment, so expect to see the Fulcrum making an appearance (though it does not get the weapon options of the Russian model), along with the T-72. There are also some home grown items, such as the Zulfiqar and my personal favourite, the radio-controlled Mirsad-1.



The German Heer

I wanted to include military forces from Europe right from the start. Just having the British flying the flag was not sufficient and we did not want to go down the original route of a combined European Task Force (which may well never, ever happen, at least as portrayed before. . .).

So, looking at our target markets and figuring out where the most Mongoose fans were, that left France or Germany.

Now, as much as I really do like fielding French forces (Free French for me all the way in *Victory at Sea!*), the Germans won out in *Modern Combat*, for two good reasons. First, they had easily available 1/72nd scale infantry.



Second, they get the Leopard 2 tank. 'Nuff said, really. In that discussion about best tanks in the world, someone will always argue for the Leopard 2.

It also made for a very nice counterpoint to *World at War* which, of course, predominantly features German forces, for very different reasons (or maybe not, when it comes to the tanks. . .).



So, what else does the modern German army have to offer?

Well, three types of infantry platoon, for a start - the Panzergrenadiers, the 'Jaeger' platoons and the Jaeger IdZ, all of which, joyfully as far as a games designer is concerned (!), have different structures within their squads. Thus, we included them all!

If you have been concentrating your military studies on just Western and Russian hardware (which probably covers every male reading this of a certain age. . .), then you are in for a delight when it comes to the Heer – they are going to have a lot of strange equipment that you have never heard of! For example, there is the Tiger gunship, surpassing the Apache in many ways, Fenek recon vehicles, Marder and Puma IFVs and wonderfully named Flakpanzers.



The Eurofighter makes an appearance here as well as in support of the British Army but it has a very different weapons load out. The Germans prefer their IRIS-T missiles to the ASRAAM and they still get to play with cluster bombs. . .



A New Army

So, whether you want to re-enact battles of the past 10 years or play out fictional (perhaps blue-on-blue) conflicts in a world gone mad, *Modern Combat* has just what you are looking for. A wide spread of armies with a huge number of options, all tied together with an easy to learn system that can still catch people out with its tactical depth!



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