

MONGOOSE PUBLISHING PRESENTS

55

Signs & Portents

Battlefield Evolution: World At War

An introduction to the product and lots of added extras

Traveller

A scenario and an introduction from the author

The Icething Cometh

A great new scenario for Cthulhutech

Plus. . . D20 supplement, new Granbretan Beast orders and much, much more!

Signs & Portents 55

April 2008

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Hello there guys and welcome to the first issue of Signs and Portents with a girl for the editor! This month's issue is jammed packed with some nice snippets in advance of the releases of *Traveller* and *Battlefield Evolution: World At War*. I have included quite a variety of contributors this month, in the spirit of keeping things interesting.

Firstly I would like to say that I really hope that I have managed to keep the essence of S&P alive and kicking and that you will all be happy with it. I have a few plans up my sleeve for the future but nothing too drastic so don't worry! I am strongly considering having a regular Q&A section, whereby you can email in your questions and have them answered in the magazine. I know that we have the forums for this but I do feel it may be of benefit as we would be able to give detailed answers and it would save all that time consuming scanning of the forum pages if the answer was right here.



I have had a busy month both at work and at home and am now thoroughly exhausted... I realised this the other day when everyone on the street were beginning to look like WWII soldiers... too much *Battlefield Evolution: World At War* I think! To be perfectly honest this last task of writing my editorial is almost too taxing. I am used to writing comedy reviews, which is a little different... for starters I get to be mean in them! So I have followed the tradition of S&P editors by using a picture to fill space. So here is a picture of me and my horse, *Vital Hesitation*, at a dressage competition last weekend... yes we did do really well!!! I did promise Matt that I would keep horses out of it so sshhhhhh... no one tell him!

Have a good month guys and please keep you article submissions pouring in if you want your talent to shine and pennies in your pocket!

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Signs & Portents

	MavenCon ACTA Tournament A detailed report by Bryan Steele	5
	Reasons To Be Cheerful A nice Paranoia supplement from Gareth Hanrahan	11
	A Key to Victory at Sea, Literally Tips and Keys for navigating the seas By Darell C Phillips	16
	The Icething Cometh A New Cthulhutech adventure By Carl Warmasley	24
	World At War An Introduction to the next in the BFE line from Matthew Sprange	38
	The British Army More info in advance of the upcoming Battlefield Evolution: Modern Combat By Matthew Sprange	42
TRAVELLER	The Road Travelled So Far... An introduction to the new Traveller by author Gareth Hanrahan	49

Contents

	World At War Mania!!! Matthew Sprange provides you with inside info into World at war. 3 articles including a Battle report between Matt and the Greek, the merits of 1/72 scale and the Wehrmacht Reinforcements.	50
TRAVELLER	The Rescue A scenario for the new Traveller by Gareth Hanrahan	62
	Curses and Incantations A generic D20 supplement by Maurice de Mare	68
	Beast Orders of Granbreatan Some new Beast Orders from Alan Oliver	73
Plus...		
	Convention and Events Diary	4
	Write for the Mongoose	80
	Mongoose Product List	82
	Mail Order Form	85

Convention and Events Diary

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

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

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

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

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

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/>

ConQuest VEGAS

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

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

MavenCon A Call To Arms Tournament Report

By Bryan Steele

It was a cold wintery day in Indianapolis, Indiana when 14 skilled and tenacious opponents brought their fleets to the Marriott hotel at a small hometown gaming convention called MavenCon (<http://www.indymavens.com/cms/>), to battle it out and give it their all. It was the official Mongoose Publishing debut of the Battle For Sector 14 Tournament Pack, likely the one we will be using (with some modifications) at GenCon Indy this year. It was a fantastic day and it would be host to a series of great games and lots of fun.

The combatants were told to bring a fleet of Six Raid Fleet Allocation Points worth of ships, with at least one vessel of Battle-level or higher to serve as their fleet's flagship. Of the entrants, we had four players from Omaha, Nebraska; four more from the Chicago, Illinois area; three from Lafayette, Indiana; one from Indianapolis; one from the Dayton, Ohio area; and one all the way from Pennsylvania! This lot braved the snow and the treacherous highways to come and play – and play they did.

Pre-Match Information

Although we had some issues with the table arrangements at the hotel, we managed to get everyone's fleets set up on a table to begin the judging of Attractiveness and Composition. I do not believe that a person's ability or inability to paint should have any reflection on their overall Tournament Score; that is why we have a separate award for Attractiveness. I do, however, feel that an unfairly or "cheesily" built fleet will have an unfair advantage over someone's fleet designed evenly

and with the overall idea of the narrative in mind. This is why I am a HUGE believer in the Composition scoring being a piece (albeit a small one) of the overall score. So long as the judging for these pieces of the overall score takes place *before* the games are played, it seems to be a pretty fair system.

The fleets were arranged and we had a good representation of several different types of fleets. The tournament players were:

- 2 ISA fleets with a single Gaim ally
- 1 "pure" ISA fleet
- 2 Narn fleets
- 3 Centauri fleets
- 1 Vree fleet
- 1 Dilgar fleet
- 1 Psi-Corps fleet
- 2 Abbai fleets
- 1 Minbari fleet

After everyone rated each other's Attractiveness and Composition, I handed out table assignment cards and began to add up the Attractiveness scores to get the average; the highest of which would win the Most Attractive Fleet award.

Those scores ended up as follows:

- 1st: Carlos Fernandez's Centauri with 8.69
- 2nd: David Jendrusiak's Vree with 8.38
- 3rd: Curt Goble's Psi-Corps with 7.30

- 4th: Tim Cornstubble's Centauri with 6.76
- 4th: Steve Cavaness's Abbai with 6.76
- 4th: Steve Blaske's Abbai with 6.76
- 5th: Kyle Toth's ISA with 6.53
- 6th: Kyle Fritze's Dilgar with 6.46
- 7th: Tim Cook's Centauri with 6.30
- 8th: Brian Martin's Narn with 6.23
- 9th: Aaron Fritze's ISA with 6.07
- 9th: Tom Ourada's Minbari with 6.07
- 10th: Jeff Nicholas' Narn with 5.69
- 11th: Alex Peters' ISA with 3.92



First Match

I enjoy the variety of random table and opponent allocation, so I used playing cards to assign the matches. Not only is it fast and utterly random but it is unlikely to ever play the same opponent. In the whole day we only ever had one draw that was the same opponents, which they happily switched to a different random foe. The cards were dealt and the matches were laid out as follows.

Minbari versus Vree

This match was a BLOODY one. If you asked Tom, he was pretty sure that his Minbari forgot to turn on their Stealth Suites. Every time I walked by their table the Vree were blowing something up. Hell, one time I got over there and the Vree blew up so much stuff that some of their own ships got caught in the chain reaction!

Result: Minbari 17 VPs, Vree 56 VPs

Abbai versus Centauri

Steve had to shake his head at this one. He botched a few Stealth rolls against Tim's staggering number of Rutarians and then got beat out of the planet at the end. From what I was told, the Abbai combat lasers were particularly set to "low power" for this match.

Result: Abbai 5 VPs, Centauri 55 VPs

ISA w/ Gaim versus Psi-Corps

As Curt is normally an ISA player, I was interested in this match. It would be the first time Curt dropped his Psi-Corps onto the table against his own normal fleet choice and Alex looked like he had put together a pretty mean force. The game saw a lot of missed beams however and one REALLY crashed Shadowcloak in an

asteroid field. The ISA got pretty lucky late in the game and tore apart the Marathon, which really sealed the win.

Result: ISA 25 VPs, Psi-Corps 5 VPs

Centauri versus ISA

This seemed to be a pretty solid match from the beginning but several critical hits and high-damage attacks later meant the action revolved around blasting one another in the gravity well of the planet. I never did see whether or not the planet was finally taken but a lot of ships were on fire by the end.

Result: Centauri 20 VPs, ISA 40 VPs

Narn versus Centauri

This was a slugging match. Both sides looked like they were taking a beating in space throughout the game and each side sent numerous Troops to the planet to duke it out. The 19 hits with 10 critical hits inflicted upon one of Brian's ships by a 6AD beam really hurt him but his high number of Troops allowed him to keep the planet for 10vps at the end. Due to the time constraints placed upon us in the convention and a wording issue in the Tournament Pack, the game ended a touch earlier than one player had expected, which I think caused some confusion – however it will be fixed for the next convention because of that.

Result: Narn 16.5 VPs, Centauri 11.25 VPs

Dilgar versus ISA w/ Gaim

Lots of deadly fighters and ship pounding in this one. Thoruns are mean and Klikkitaks cannot hope to out dogfight them but the advanced technologies of the ISA overcame the older engineering of the Dilgar. With

so many beams and dodges on the side of the ISA, the Dilgar just had a tough time dealing with those White Stars.

Result: Dilgar 10 VPs, ISA 37 VPs



Abbai versus Narn

Jeff's Narn was one of two fleets to bring a War-level ship, a neatly painted green and black G'Vrahn and it showed in how he took to the battle. Strangely enough, the Abbai was the other War-level ship. Although the Abbai are the masters of defence, their shields just could not stand up to the pounding that the Narn squadrons were dishing out.

Result: Abbai 13.5 VPs, Narn 57 VPs

Second Match

After the first round of bloodshed and planet-taking (those who cared to try), we took a quick lunch and got back to the business of killing one another. The next

scenario was 'Assassination!', which put a lot of tough ships against one another throughout the match. Some fleets would prove to have an easier time than others but it would be a good round. Fun fact about round two of matches; it was the only scenario that Hyperspace entry was an option – yet nobody took it!

ISA versus ISA

I always love it when White Stars have to pick on White Stars. There are always a zillion dodges and reduced damage all around, which normally means low casualties and high tactics. From what I saw of this match, this was somewhat the exception. Several ships that I did not think were exactly "fragile" ended up falling apart but Alex managed to pull out a sizeable victory

Result: ISA 16 VPs, ISA w/ Gaim 40 VPs

ISA versus Vree

This pair up was apparently one that had taken place countless times in these two players' home campaign in Chicago and Dave begged me to re-randomise his



match. Alas I could not and soon they were blasting into one another yet again. From one visit to the table I can remember the look on Dave's face when he suddenly realised that all of his fighters were clumped together and staring down the barrel of an allied Gaim photon volley...

Result: ISA 66.5 VPs, Vree 34 VPs

Narn versus Abbai

Strangely enough, this was *another* pairing that has happened in the past. Steve and Brian had fought this exact same match in my pre-tournament test that I ran the week before, so it was déjà vu for them. It was a well fought match and trying to kill a Lakara that does not want to be killed is not an easy task, so Brian went after *everything* else on the table.

Result: Narn 23 VPs, Abbai 12 VPs

Psi-Corps versus Narn

This looked like it was going to be a good beam bash but when the Psi-Corps lost their flagship Marathon in a single massive barrage early on, things went pretty one-



sided from that point forward. A trio of Motherships are all well and good but when up against a G'Vrahn and some of his smaller friends – the dice fell with Curt's Psi-Corps unfortunately in flames.

Result: Psi-Corps 8 VPs, Narn 53.5 VPs

Centauri versus Abbai

Tim's Centauri – including a veritable swarm of Rutarians – were once again pitted up against the Abbai. This time the Abbai seemed to have brought a real monster with them, the Juyaca. The Centauri just could not quite crack the shells of the matriarchate's warships and they also could not save their own Balvarin flagship.

Result: Centauri 17 VPs, Abbai 25 VPs

Minbari versus Centauri

It seemed that Tom's Minbari did not learn exactly where the fuses for their Stealth suites were for this match, either. Carlos' Centauri barrelled into the boneheads with savagery, his Demos squadron ripping a hole in the Minbari fleet in just a few seconds. It was a rough day for the Minbari and they really felt it in the 'Assassinate!' scenario. Their game was over in a record-breaking 56 minutes!

Result: Minbari 17 VPs, Centauri 61 VPs

Dilgar versus Centauri

Whenever two medium-ranged fleets clash, the results are the same – carnage. Kyle's Dilgar managed to get the few solid criticals when he needed them and deal with Tim's Centauri, although by a small margin. Both sides suffered some casualties but the warmaster managed to eke out a victory in the last few volleys.

Result: Dilgar 25 VPs, Centauri 16 VPs



Third and Final Match

Going into the final round we had a few fleets that looked like they were utterly ahead of the pack but anything could happen – especially in a fully random placement style... and did. The matches were fought hard and fierce everywhere I looked and a few ended up in big upsets that I did not see in the first few turns.

Centauri versus Vree

Dave really brought his A-game to the table for match three and from the amount of laughter, smiles and exploding ships – it really looked like a lot of fun for both players. It was simply a fast and hard-fought battle between two players who really knew what they were doing and moved quickly. Both sides were brutalised but it ended up with Tim's last three stands of Rutarians limping back home without any capital ships to help them escape the Vree saucers.

Result: Centauri 22.5 VPs, Vree 55 VPs



ISA w/ Gaim versus Psi-Corps

This match was one that I thought was really going to end differently. Between Curt's adrift Marathon almost getting an accidental aft boresight on a White Star and the White Star Gunship simply not coming up with anything resembling a 4+ for its beam attacks, I did not see the ISA coming out on top – especially as much as they did in the last two turns. Kyle pulled this match out of the fire and the tournament win because of it, by the skin of his teeth.

Result: ISA 52 VPs, Psi-Corps 20 VPs

Centauri versus Dilgar

This was another pairing that seemed like it would be a slugfest but without Interceptors or Dodge to avoid the torrent of fire that a few Demos and a Secundus can put out the Dilgar received the worst of it. I came by once to see poor Kyle pulling off one of his big capital ships and when I asked what happened he just shook his head and Carlos pointed at the mess of Centauri aimed at the

Dilgar pack. It was a really brutal game – exactly the kind I like to see!

Result: Centauri 47 VPs, Dilgar 10 VPs



Abbai versus ISA w/ Gaim

The Abbai are not an easy opponent to send waves of fighters against due to their high number of secondary, twin-linked weaponry. Alex learned that it is not *just* the quad arrays that fighter jocks have to worry about – it is also Combat Lasers! Steve managed to kill almost a half-dozen fighters with opportunistic beam lances during the game but it was not enough to deal with the deadly White Stars and Alex's Liandra.

Result: Abbai 3 VPs, ISA 21 VPs

Centauri versus Minbari

Although Tom claims that his Stealth was turned to half-power for this game, Tim's beams were doing well and he inflicted terrible damage on almost anything that did get into his sights. It was not a good day for the Minbari to be sure but they went out swinging and

managed to cripple several ships before final activation was called.

Result: Centauri 63.3 VPs, Minbari 15.8 VPs

ISA versus Abbai

I kept coming back to this table during the round because I love the Juyaca (it is one of my favourite ships) and love to watch it in action. When I came by once it was surrounded by prime ISA targets; this is the least favourable place an enemy can hope to be. A Juyaca that is allowed to alpha-strike with its weaponry is arguably deadlier than any other League ship currently in the game. That being said, Aaron's dodges and armour proved to protect most of his fleet from *dying* and they called it shortly after the Abbai warship finally cracked to concentrated Blue and White Star firepower.

Result: Abbai 20 VPs, ISA 43 VPs

Narn versus Narn

This battle seemed to move a little slower than some of the other battles, with lots and lots of careful manoeuvring around the planetary gravity well and the asteroid fields. I only came by the table a few times and every time it seemed like something was getting slashed or blasted to pieces by lasers or e-mines nonetheless. An early critical volley against Brian's Dag'kar combined with a lacklustre e-mine volley into Jeff's Thentus trio squadron was likely the straw that broke the Narn's

back and Jeff was able to pour massed firepower into the targets he needed to in order to get the win.

Result: Narn (w/ G'Vrahn) 40 VPs, Narn 3 VPs



The Final Standings

1st Place: Kyle Toth with ISA; 78.6 Admiralship

Points (8.66 avg. Sportsmanship, 7 Composition)

2nd: Jeff Nicholas with Narn; 76.48 AP (6 avg. Sport, 6.15 comp)

3rd: Alex Peters with ISA; 64.86 (6.33 avg Sport, 5.53 comp)

4th: Aaron Fritze with ISA; 64.19 (7 avg Sport, 7.46 comp)

5th: Carlos Fernandez with Centauri; 62.79 (8.33 Sport, 7.46 comp)

6th: David Jendrusiak with Vree; 61.21 (9.66 Sport, 6.61 comp)

7th: Tim Cornstubble with Centauri; 52.07 (8.66 Sport, 7.38 comp)

8th: Brian Martin with Narn; 46.23 (8 Sport, 8.23 comp)

9th: Tim Cook with Centauri; 43.53 (9.33 Sport, 7.53 comp)

10th: Steve Cavaness with Abbai; 32.38 (9 Sport, 7.38 comp)

11th: Kyle Fritze with Dilgar; 29.12 (8.66 Sport, 7.46 comp)

12th: Steve Blaske with Abbai; 23.29 (9.66 Sport, 7.69 comp)

13th: Curt Goble with Psi-Corps; 16.76 (7 Sport, 6.76 comp)

14th: Tom Ourada with Minbari; 16.10 (8.66 Sport, 7.46 comp)

The tournament was a good time and I cannot wait to run this format (with a few repairs here and there for clarification) again. I hope everyone had a good time and I look forward to playing or judging for you all again very, very soon.

Cheers all,

Bryan Steele – The American Mongoose



**BATTLEFIELD EVOLUTION:
WORLD AT WAR
28MM WORLD WAR II WARGAMING RULES**

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Reasons to be Cheerful

*Smile while your cover's breaking,
Smile, even when they're vivisecting...*

PARANOIA's elegant Catch-22 of character generation – every Troubleshooter, assigned to hunt down mutants and traitors, is himself a mutant and traitor – does mean that characterisation can get a bit blasé. You know that every other Troubleshooter is just as disloyal and corrupt as you are, so the question ‘who can you trust?’ becomes meaningless. You are not paranoid if they really are all out to get you.

This is fine for Zap style games and for most Classic-style play but jaded Classic players or thoughtful Straight players may appreciate the bit of uncertainty offered by (*drumroll*) Reasons To Be Cheerful.

That's Not Very

Reasonable

Each Reason To Be Cheerful is a motivation for the Troubleshooter to be treasonous. Reasons To Be Cheerful have benefits: for minor acts of deviance, the Troubleshooter receives bonus Perversity Points (usually 1–5, depending on important to his Reason To Be Cheerful the act was).

For truly heinous or heroic deeds, the Troubleshooter can Win.

Yep. Win*. Succeed, be victorious, get the golden ticket, beat the system, beat Alpha Complex at its own game. A character who fulfils his Win condition becomes

genuinely happy and The Computer can never take that away from him...right?

*: Stop hyperventilating, *PARANOIA* Gamemasters. While Reasons To Be Cheerful does allow characters to win, it is your sacred duty to ensure that this is pretty much impossible. Leave the players a tiny, tiny, tiny sliver of hope that they can succeed but crush them the vast majority of the time. They need to believe that success is possible but the game demands that failure or acceptance of The Commputer's regime are virtually inevitable.

There are 20 Reasons To Be Cheerful. Each Troubleshooter should secretly choose or randomly determined what Reason he has To Be Cheerful.

- 1 Traitor
- 2 True Love
- 3 Revolutionary
- 4 Secret Society Loyalist
- 5 Mutant Supremacist
- 6 Escapist
- 7 Aesthete
- 8 Historian
- 9 Survivor
- 10 Free Thinker
- 11 Secret Society Sympathiser
- 12 Cover-Up
- 13 Revenge
- 14 Revelation
- 15 Greed
- 16 Ambitious

- 17 Informer
- 18 Bootlicker
- 19 Alpha Complex Loyalist
- 20 IntSec Agent

Traitor

You're the average Troubleshooter: a mutant and a secret society member, just trying to survive in Alpha Complex. You've got no Reason To Be Cheerful and so, you're pretty much doomed to an unhappy end. On the bright side, at least you do not have the illusion of false hope.

Gain Perversity: When you amuse the Gamemaster.

Win Condition: Nope.

True Love



Maybe it's fate. Maybe it's destiny. Maybe you're allergic to the hormone suppressants. However it happened, you're in love! The object of your affections may have no idea how you feel and may not even know who you are – yet. You just know you've got to protect and cherish her. She's more important to you than your own life.

Gain Perversity: Protecting or aiding your true love; declarations of how you feel.

Win Condition: Having your affections returned wholeheartedly.

Revolutionary

Overthrow the system! Death to The Computer! Down with Alpha Complex!

You hate Alpha Complex and The Computer's regime and want to do away with it. Start with little acts of dissent and sabotage and work up to reactor meltdowns and Computer crashes. Maybe, just maybe, you can bring this whole corrupt Complex down.



Yeah, right.

Gain Perversity: When you make things go boom and screw up missions.

Win Condition: When Alpha Complex goes boom.

Secret Society Loyalist

Most secret society members only join up for the fringe benefits or because they were forced to join at gunpoint or because they ticked the wrong box on a form and got a brain full of propaganda. They'd turn traitor in a heartbeat if they could work out a way to turn in their fellow society members without incriminating themselves. You, however, are a true believer. You think that The Computer is really God/Bots are evil/Bots are great/Mutants are evil/Mutants are great/Humans rule/The Computer sucks/computers rule/tech's great/dude, these *drugs* are great/Communism works/greed is good/old stuff rules/stuff blowing up rules/outside is great/[not available]/delete as appropriate! Your secret society is the most important thing in your life and you'd die for it.

Gain Perversity: When you aid your society or complete secret society assignments.

Win Condition: When your society completes its ultimate goal.

Mutant Supremacist

Your mutant power is not just a handy quirk of genes – it's who you are. You glory in being a mutant and believe that your power makes you special. If you are not in Psion already, you probably should be. Your ultimate goals are to fully master your mutant power and to obtain other ones if possible, especially Machine Empathy.

Gain Perversity: Whenever you use your mutant ability successfully.

Win Condition: When you reach Power 20.

Escapist

You want to escape Alpha Complex. You want to leave the endless corridors and cafeterias behind, to bid farewell to the cloning tanks and crèches of your youth, to jack in your boring Service Firm and your unfortunately-not-boring-at-all-quite-the-contrary assignment as a Troubleshooter. In short, you want Out.

However, Outdoors is dangerous. It's full of things... things with teeth. Also other things, that don't have teeth but have other things but you don't know what they are. It is wet, too cold or too hot. The lights don't work. You don't want to escape Alpha Complex only to die of exposure Outdoors, you want to live out there. Therefore, you have got to stockpile supplies (like drugs, food, weapons, vehicles or fuel) and learn about Outdoors before you can make a break for it.

Gain Perversity: When you find exits to Outdoors or steal equipment that will be useful to you Outdoors.

Win Condition: Found a successful colony or commune Outdoors.

Aesthete

Mmm... drugs. HPD&MC may keep the INFRAREDs happy with Visomorpain and Gelgernine but you have got more *refined* tastes. You have tasted real food and you have been high on Rolactin and other high-clearance drugs before. You have known *pleasure* and you want more. You just want to blot out the horrible, distasteful aspects of life in Alpha Complex by indulging in rarer drugs and more exotic pleasures.

Gain Perversity: When you get drugs and other delights.

Win Condition: Blotting out reality with a happy fuzz.

Historian

Some citizens collect Old Reckoning artefacts or recordings as a hobby but for you it is a higher calling. The Computer and its minions are trying to control history, to control the past. Memories are erased, documents are shredded, records are censored, classified or changed. Recollection becomes untrustworthy. You want above all to *remember*, to preserve the wisdom of the past or proof of the crimes of others.

Gain Perversity: When you obtain Old Reckoning items or preserve records from the censors.

Win Condition: When censorship ends in Alpha Complex and everyone can learn about the past.

Survivor

You are a being perfectly adapted for life in Alpha Complex. All you care about is your own skin and you are not too attached to that either. You will betray anyone and everyone for one more minute of life. You have no conscience, no thoughts other than a reptilian drive to keep going. Like a shark, if a shark was a reptile. Or a lawyer.

Gain Perversity: When you screw over other people to survive.

Win Condition: When you are the last surviving Troubleshooter and everyone else is out of clones.

Free Thinker

You just do not fit in. You can see the insanity and the stupidity of The Computer and all the other clones, all the waste and the pointless paranoia. You are the one sane man in Alpha Complex.

You just cannot stay silent. You have got to speak up and point out their errors, to show them that there is a better way. Why, if we all just thought about this sensibly and

trusted each other a little bit more, then everything would be fine.

(You are *so* doomed.)

Gain Perversity: When you stand up and point out the stupidity or paranoia of Alpha Complex.

Win Condition: When they listen to you.

Secret Society

Sympathiser

You have heard rumours about a secret society (determine which one randomly) that seems to share your beliefs exactly. You want – no, you *need* to make contact with them, to join the underground and strike back against your enemies. You have got to find them. They're the only ones who can help you.

Gain Perversity: Aiding the society you sympathise with.

Win Condition: When you finally join the secret society, you become a Secret Society Loyalist. See that Reason's Win Condition.

Cover-Up

You committed some act of Treason in the past, like listening to Commie Propaganda or aiding a traitor and now your guilt and fear consumes you. You have committed far more treasonous deeds since then, of course but it is the thought of your original sin coming out that really scares you. You have got to deflect attention away from that original failing.

Gain Perversity: When you cover up your first treason.

Win Condition: When you have that original treason erased or forgiven.

Revenge

Someone in Alpha Complex – a fellow Troubleshooter,

a supervisor, a High Programmer, maybe even The Computer – has wronged you and you want *revenge*. You'll stop at nothing to see the object of your vendetta destroyed. Vengeance is more important to you than anything.

Gain Perversity: When you injure or discredit the object of your vendetta.

Win Condition: When you permanently kill the object of your vendetta.

Revelation

The people deserve the truth. You want to show the ordinary citizens of Alpha Complex what is really going on, to strip away all the propaganda and censorship and to show them the true nature of life in The Computer's regime. The truth will set you free!

Gain Perversity: When you record events or information that the authorities would rather keep secret; when you get the truth to the common clones!

Win Condition: When everyone realises what is going on.

Greed

The most credits wins. You are in this life strictly for the money. Money can be exchanged for goods and services.

Gain Perversity: When you get money.

Win Condition: When you get all the money.

Ambitious

You did not make the rules but you are willing to play the game. To the recycling vats with anything else, you just want to get promoted!

Gain Perversity: When you gain clearance levels.

Win Condition: Reach ULTRAVIOLET clearance.

Informer

The best way to get ahead is to betray your friends and co-workers. You may be a mutant and a traitor but everyone else is more mutated and treacherous, so it is only right that you betray them! Informing makes you feel good (or maybe that is just the drugs you get as a reward, you little Pavlovian snitch).

Gain Perversity: When you pass on proof of your fellow Troubleshooter's treasons to IntSec.

Win Condition: Be the last Troubleshooter standing.

Bootlicker

Higher-clearance clones are just *dreamy* and they always make *really gutsy decisions*. Friend Computer is just *infallible*. Why, your Team Leader is *decisive and forceful*

and you *wholeheartedly support him*. If you lick enough boots, then surely your superiors will protect and reward you, right?

Gain Perversity: When you lick boots and praise your superiors.

Win Condition: When your sycophancy is recognised and rewarded. Any day now...

Alpha Complex Loyalist

Traitor? You? Never. You really believe in Alpha Complex and Friend Computer's wisdom. You just want to do the right thing.

Gain Perversity: When you act to further the mission.

Win Condition: Completing all missions given to you successfully.

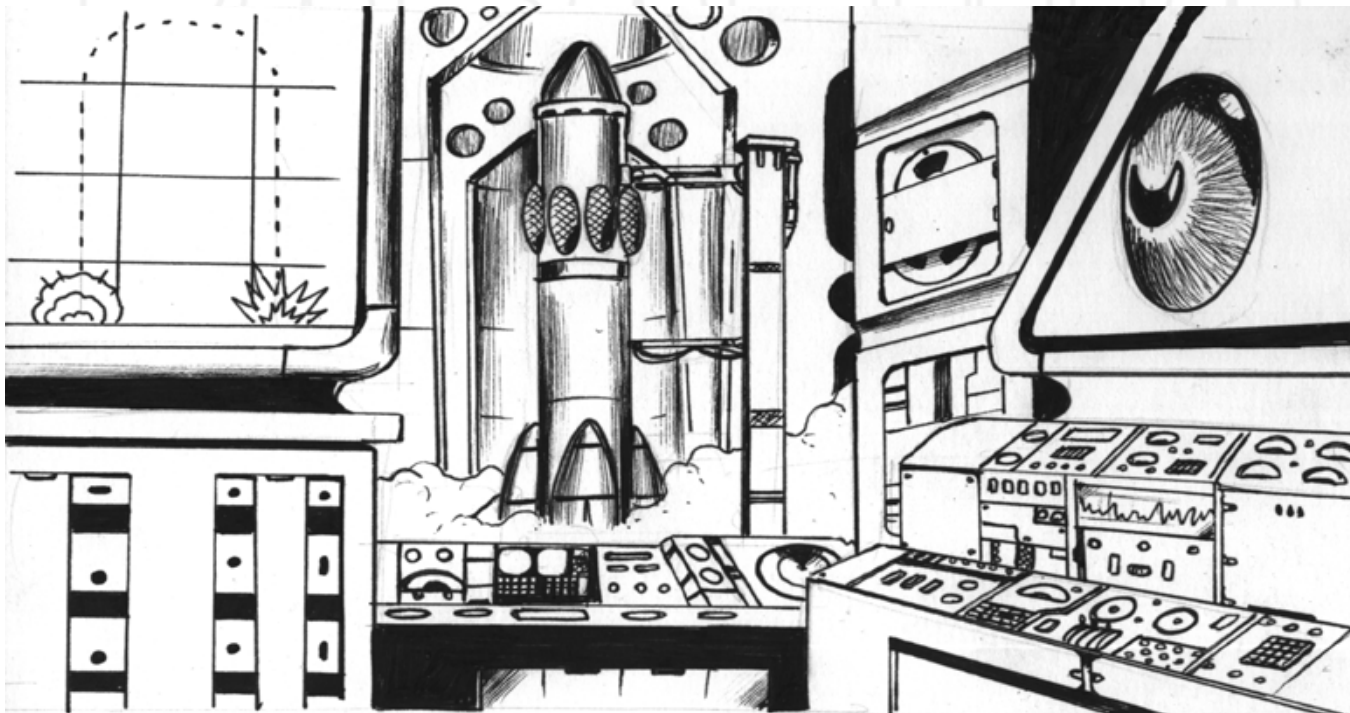
IntSec Agent

You're an agent of Internal Security, here to root out traitors.

Gain Perversity: When you uncover treason and spy on your fellow Troubleshooters.

Win Condition: When you're the last Troubleshooter left standing and everyone else has been executed.

Written By Gareth Hanrahan





“Ambassador...”

A key to Victory at Sea, literally.

Darell C. Phillips

While some of my projects are entirely my own, some are only completed with the help of others. To wit, I was reading the Mongoose Publishing public forums where a few players of Victory at Sea were looking at possibilities for optional turn keys. While the downloadable two-sided key does work fine, there were cases where having something that could be placed alongside of the ship counter or model would be advantageous. For example, a high table height would make it harder to use the look-down provided template, especially if the ship was in the center area of play. Having a turning key that could be used at an oblique angle might be a useful option.

'Bostich' started it off by asking about optional ideas for a key. David Manley (or 'DM'), a frequent contributor to both S&P as well as being a great asset to the forums, offered up a key as an alternate to the original one included with the game. Therefore, I can blame *him* for what transpired over the next few days.

My own take on that useful design was to think of adding a straight section to the back side of the key. That would provide another movement guide in addition to having the usual rulers lying about the table (or floor, as it happens sometimes). Though not replacing wood and plastic rulers or tape measures, it would be useful to have it at hand, especially if an imminent turn was going to make it necessary to grab the key soon anyway.

I offered up my angle on a turning key (pun shamelessly intended), knowing that some would say it was "too short" for a ruler/key combination. I was prepared to say that it would work fine for a majority of the ships, especially the slower battleships and cruisers. It was fairly easy to also use the key twice for faster ships, by sliding it back after a first use. Juggler69uk thought that

it should be long enough perhaps for a French Le Fantasque destroyer and that my straight rule could be curved to add length (a really "out of the box" idea). Of course, that would force the rule to be used always on edge but it was showing creative input, to be sure. Then something else transpired that would convince me to redesign the overall shape of the key.

Juggler69uk then suggested having an alignment "notch" for each of the turn numbers, at the rear of the ship. The current design left the rear area of the first angle leg open and it needed a good gamer's eye to start the turn. I justified that a ruler end could be placed behind the vertex point but that adds a step to the key that should be built in. It would mean adding an outboard section to the existing key that aligned the rear of the counter. As it turned out, my solution to juggler69uk's request was to take the existing key design and turn it inside-out. With inset guides, you would have the added help of squaring up the counter or ship base rear with the beginning of the turn number needed to turn with. By having a 90-degree offset from the open side of the turn, the ship model or counter would be placed correctly. Really, I have this worded backwards. What I should be saying is that the key can be fitted to the back of the *ship*, square with the rear edge of the counter or model base. I added a red perpendicular dash at the square base line for those players that use ship models *without* bases.

It's just a simple matter then of swinging the ship towards the key edge and stopping when flush. In a bit of serendipity, the new key shape allowed for a longer measurement rule. I was able to bring the straight edge up to a length of 10 inches. This is what the Flank Speed! movement would be of the fastest warship in Victory at Sea, using the new Order of Battle supplement: the *Le Fantasque*.

Juggler69uk also offered the idea that the key could be reversible, being that my redesign of the key would lose the symmetrical usage of the earlier key shape. Thus, I made the key that Mongoose Publishing was kind enough to allow to be published for the use of the fans of Victory at Sea. My thanks go to juggler69uk for contributing many of the ideas that were visualized in the updated play-aid.

I'd recommend gluing this over a cardstock or thin plastic backing, then laminating it for added durability. If you are patient and careful in your assembly, you can either separate the two sides at the 'spine' and glue them separately or leave the dual key as one piece and fold it over onto a thin backing. I've done it both ways with equal success.

Although I've spent some considerable effort in doing the graphics and final look, I can say that it was really a team "think tank" effort. Thanks go to David Manley for really starting off the project by offering assistance to another forum member. My thanks to the other forum members as well that gave feedback and assisted me in its design as well as to Mongoose Publishing that was gracious in their acceptance of an alternate optional player tool for a great game – Victory at Sea.

Note: I've included a one-sided key for those that want to make an easier aid that doesn't require a "sandwich" assembly and proper alignment of the pieces. I'm guessing that most of you however will take the time to have both sides finished and I'd bet reinforced and laminated as well. It's what we gamers like to do.



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CUT AWAY & DISCARD

COUNTER / STERN

2


USE THIS SIDE FOR STARBOARD

1

COUNTER / STERN

CUT AWAY & DISCARD

"Your key to Victory at Sea"



MOVEMENT GUIDE AND TURN KEY

COUNTER / STERN

3


CUT AWAY & DISCARD

COUNTER / STERN

3

MOVEMENT GUIDE AND TURN KEY

"Your key to Victory at Sea"



USE THIS SIDE FOR PORT TURNS

1

COUNTER / STERN

CUT AWAY & DISCARD

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2

COUNTER / STERN

CUT AWAY & DISCARD

MOUNT TO HEAVY BACKING AND TRIM AROUND KEY EDGE.
LAMINATING THE KEY WILL PROVIDE ADDED DURABILITY.



**EXAMPLE: SET KEY BEHIND THE COUNTER OR MODEL.
 IF A MODEL, THEN CENTER ON RED LINE.
 TURN THE MODEL (PIVOTING FROM STERN) UNTIL
 PARALLEL WITH THE TURN ANGLE STOP.
 IF USING A COUNTER, TURN UNTIL TOUCHING THE
 TURN ANGLE STOP**

USE THIS SIDE
FOR TURNS
TO STARBOARD

MOVEMENT GUIDE AND TURN KEY
"Your key to Victory at Sea"

USE THIS SIDE
FOR TURNS
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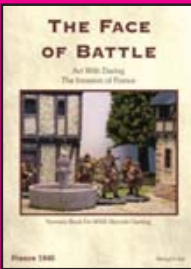
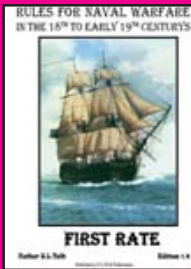
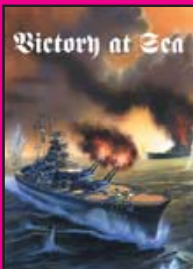
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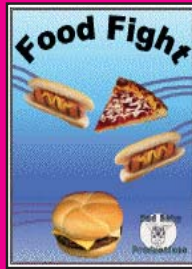
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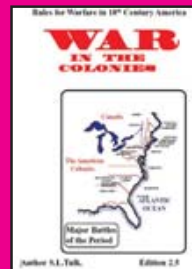
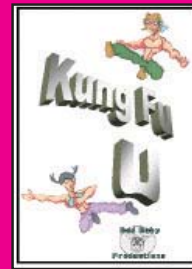
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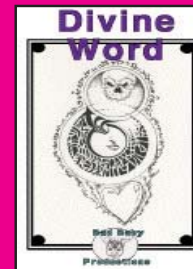


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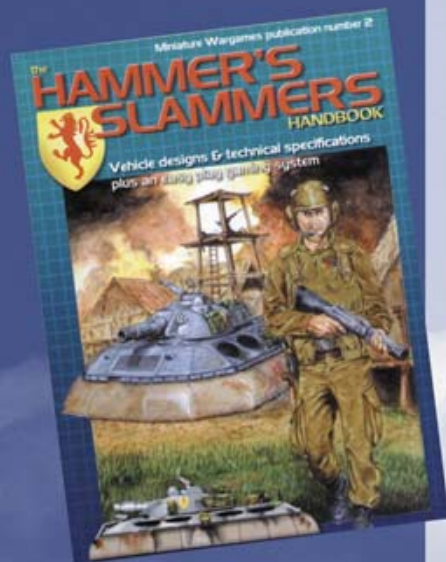
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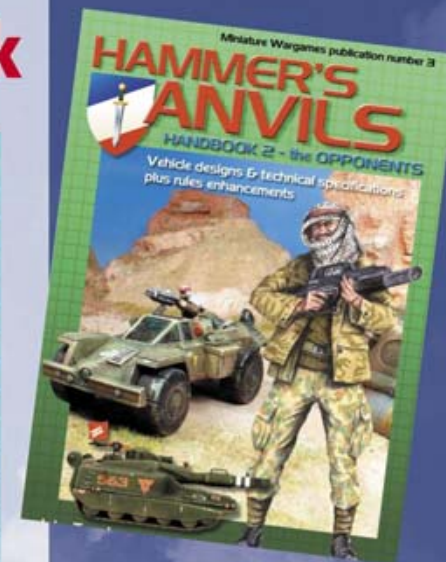
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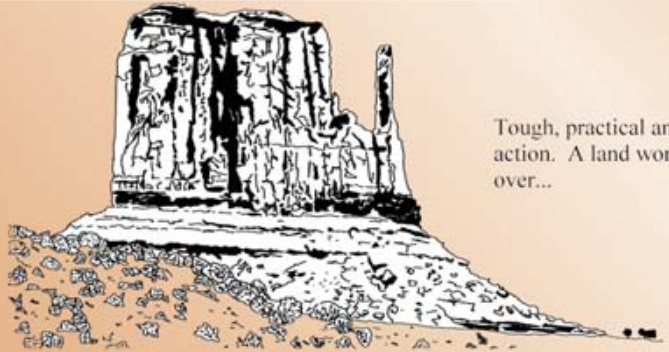
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The Icething Cometh

By Carl Warmesley

Introduction

When the town of Hamilton, Montana is engulfed by arctic weather conditions, the NEG sends in a specialist team of trouble-shooters to discover the cause of the anomaly.

The Icething Cometh is a *Cthulhutech* adventure designed for beginning characters.

This mission provides a way of assembling a new group of characters and provide them with a common goal. This can, in turn, form the basis of an ongoing campaign, with the climax of the scenario providing various threads for future investigation.

Adventure Background

Five hours ago, an arctic weather front developed over the town of Hamilton, Montana. Within a matter of minutes, the temperature in the settlement plummeted to -20 and more than 12 inches of snow fell from the skies. Simultaneously, anomalous electrical storms and EMP fields engulfed the town, blocking all communication and obscuring the view from NEG orbital satellites.

News of these events only reached NEG authorities when a farmer, Carson Wade, attempted to return to the town after a day away on business and found the roads blocked by ice, snow and fallen trees. The local authorities, aided by a limited military force, have cordoned off the town and a rapid response team has been sent for.

Unknown to the NEG forces, most of the occupants of the town are already dead. A few minutes before the snow began to fall, a knockout gas was released, which incapacitated the residents. As a result of the sudden drop

in temperature, combined with the fact that it is July, so few people had their heating on or were suitably attired, hypothermia has claimed the lives of most residents.

Some of those knocked unconscious have been collected by the migou operative who is behind this experiment. The alien as fast tracked these people into service as 'blanks' using an accelerated drug treatment and they are being used to patrol the streets of Hamilton.

The motivation behind the migou experiment is to observe how NEG forces react to the use of newly developed climate changing technology. The migou themselves are quite at home in the arctic conditions inflicted upon the town. They wish to see how much it hampers the activities of NEG forces. All of the events which occur during this mission are being recorded by the migou operative for careful scrutiny at a later date.

Adventure Synopsis

The newly assembled team of PCs (possibly under the command of Captain Jonathon Miller) will explore the town, gathering clues at various key locations outlined in their mission briefing.

Having built up a picture of what has transpired in Hamilton in the last few hours, they will follow the trail to the Penhalligon Sports Stadium, the hub of the freak weather conditions. Once there, they will have a chance to deactivate a prototype Migou Weather control device, which is guarded by a silverfish mech.

If the PCs do especially well, they may be able to capture this new technology and score a significant victory for NEG forces.

Mission Briefing

Whatever backgrounds the Player Characters have, this is their first time working together. They have been selected as part of a new scheme, employing versatile rapid response teams to counter the multiple threats facing mankind. It has been acknowledged by those in command of NEG forces that a military option will never win the Aeon War: therefore, a blend of forces, with different training and experience, is to be tried. It is hoped that these units may tip the balance in favour of Earth through the acquisition of new technology and vital intelligence.

This new Operation is to be codenamed *Revelation*.

The PCs briefing is delivered by the anti-grav chair bound Colonel Walsh. Despite her infirmity – a result of injuries sustained on the frontlines – the colonel is an imposing figure that commands respect from all who serve under her. Having been transported in a UCH-70 Werewolf, the PCs are taken to a hastily commandeered school, where NEG forces have set up base. Read or paraphrase the following:

"Good afternoon. I'm sure you will appreciate that time is of the essence, so I shall get right down to business.

Approximately five hours ago the town of Hamilton was beset by freak weather conditions: snow, ice, temperature of -20, in other words, arctic conditions in Montana in the middle of July.

Our reports indicate that an area of approximately 10 square miles has been affected, encompassing the centre of town completely.

Added to this, there are severe electrical storms in the lower atmosphere making it impossible to get a bird in there. We almost lost one a few hours ago when we tried. We also have unexplained EMP activity, which is scrambling all communications and sensors. Between the storms and the EMP, our satellites can't see a damn thing.

We need to know what is going on in Hamilton and what caused it. There are 18,000 civilians in that town which means – at least for the time being –we're holding back on the military option.

Instead, we're sending Redemption One in to access the situation. Your primary objective is to find out what caused the weather, the storms and the EMP. From there, you'll have to use your discretion. If it's something that you can handle, you may be able to tackle the problem yourselves. And, of course, where possible protect the civilians. If you feel that you're in over your heads, get the hell out and we'll let the mecha deal with it. We have two broadswords on standby and a scimitar en route.

Your mission folder provides a map and other information about the town. This'll be uploaded to your hub before you leave. For this operation, stealth is the order of the day. You'll be going in aboard an X-3 Prowler. It's an armoured stealth transport hot off the production line. We also have an Mk-10 Centurion or a Borealis if you need it. See the requisitions officer for anything else that you require.

Check your files and good luck. You leave in 30 minutes.'

The PCs will travel into Hamilton using a prototype vehicle called an X-3 Prowler (see Player Handout Two). If there is a mecha pilot in the group, he will be allocated a Tiny mech, in order that the characters presence should not be immediately detectable. A Centurion is the most appropriate choice for this mission.

The PCs may requisition whatever equipment you feel is appropriate. They will certainly need some weapons, armour and warm clothing.

You should also make it clear to the PCS that given the journey time in and out of Hamilton – roughly a 3 hour round trip in these conditions – they will not be travelling to and from the town, so they should get everything they need before they set off.

A Leader amongst Men

Given that this is the PCs' first mission, it may be best for them to be placed under the command of Captain Jonathon Miller.

Using Captain Miller to lead the team has a number of advantages. He provides you, the GM, with a way to guide the PCs through their first mission. Miller can stay on board the prowler, issuing commands and offering advice as required.

In addition, there will be no arguments about who is in charge. Rarely do PCs enjoy being ordered around by other PCs. If Miller is in command, this is not a problem.

There is a possible drawback, however. The PCs need to be the central protagonists in the tale and the inclusion of a more experienced character can draw the spotlight away from them. It is for this reason that Captain Miller is presented as an optional character.

If you do wish to use him, you can alter the final paragraph of Colonel Walsh's briefing thus:

The Colonel gives a final nod to the officer beside her. 'This is Captain Miller. He has experience of this type of operation and will be in command of this mission. Check your files, gentlemen. And good luck.'

Captain Miller

With his rigid military background, Captain Miller is not happy taking control of a team comprising of civilians.

He will confide as much to the character with the strongest military training. Miller will stress two things: the need to complete the mission at all costs – something civilians do not always understand – the need for him to have at least one team member that he can rely on if things go bad.

Whoever the Captain chooses to talk to should have the sense that they have been placed second in command and that the Captain expects them to follow his lead – no matter what.

Hamilton

A typical mid-western town, Hamilton possesses no strategic importance whatsoever. This makes it all the more baffling that it has been the targeted for this 'attack'. If the PCs research the history of the town, the only interesting fact that they will turn up is that the settlement is geographically very isolated. The nearest town is 50 miles away.

The storm that is covering the town is not stationary and has no fixed epicentre. It swirls around over the town in an irregular pattern.

The snow and ice make it difficult to move around: maximum land speeds are halved and Acceleration Codes are reduced by one (A becomes B, B becomes C and so on).

The ambient static and EM discharge limits radio and sensor range to 50 yards – less inside a building. Due to advances in technology there are no 'phone lines' as such in the town – all communication is wireless.

The characters' first impression of the town will be that it

Hamilton, Montana



is deserted. There is no movement and humps in the snow reveal the locations of abandoned cars. However, as soon as the PCs dig beneath the surface of the snow, they will start to find frozen, dead bodies.

There are bodies everywhere!

It is important to unnerve the PCs when they first enter the town. This will help to build up an appropriate *Cthulhutech* chill.

One way to achieve this is to first present Hamilton as a ghost town but then to have the characters discover bodies and realise that they are in fact all over the place,

just hidden beneath the snow: who knows how many they have already walked right past?

A further chilling moment can be created if the PCs discover dead animals first – a crow frozen in the ice or someone's pet dog. Have the PCs literally stumble onto this – *your foot catches against something beneath the snow* – and they should start to feel unnerved about what has happened to the town.

The PCs briefing notes provide details of four specific locations in the town that they will need to check out:

- Blessed Angel Hospital
- Police station
- Town Hall
- Town Militia

If Captain Miller is in command, the team will approach from the west, moving parallel with the interstate and head for the hospital first in hope of finding out more about the condition of the populace and what has happened to the town.

If the PCs are on their own, they may visit the key locations in whichever order they choose.

Freak Weather Conditions

It is quite possible that the characters will try to figure out the cause of the snowstorm before they start their investigations.

A character who passes an Average Occult test (or another skill that you deem appropriate) will notice the similarity between the savage weather in Hamilton and that which precedes the Rapine Storm. This monstrous occult horde tends to arrive hot on the heels of savage storms and lightning strikes.

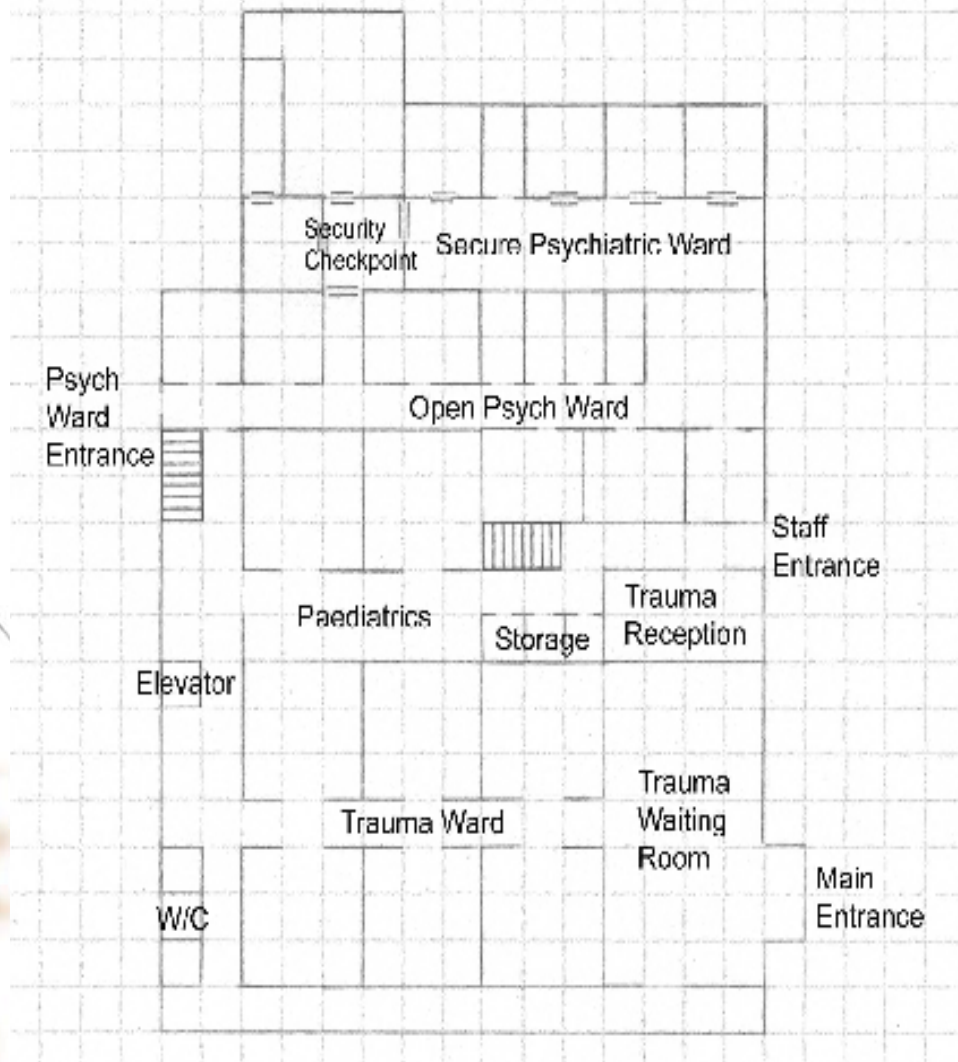
Unfortunately, this is a red herring and it is best not to have your players make too much of this link. Still, a little misdirection will not hurt.

Blessed Angel Hospital

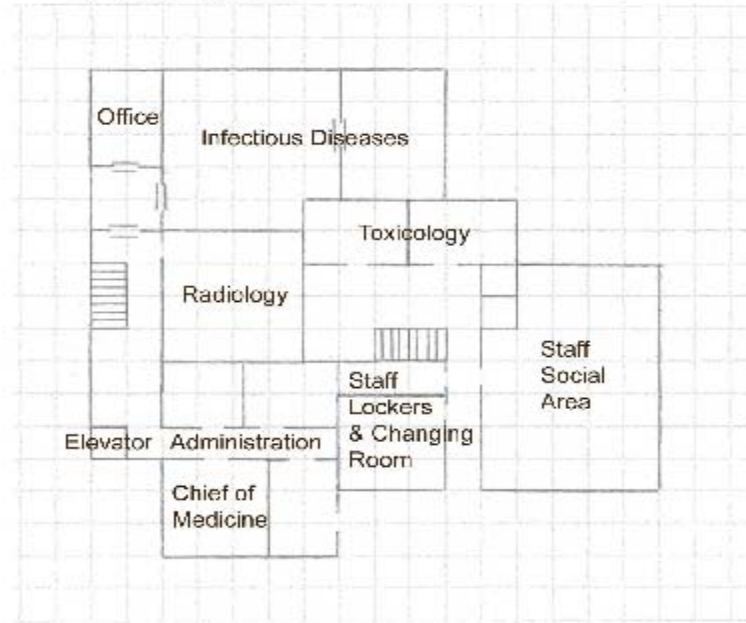
As well as taking care of Hamilton's Accident & Emergency requirements, Blessed Angel has a secure psychiatric wing and a sophisticated laboratory that specialises in researching infectious diseases.

Travelling around the hospital, the PCs will find people slumped where they fell at the time the gas was released, now frozen solid by the arctic conditions. This is a disturbing sight and characters who cannot pass an Easy Fear Test are shaken by it and suffer a -1 Test Penalty for 1-10 minutes.

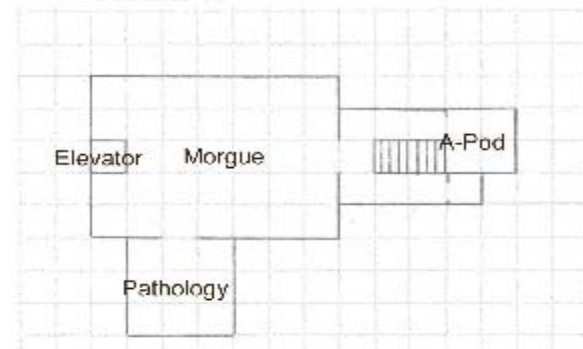
Blessed Angel Hospital Ground Floor



First Floor



Basement



Scale 1 square = 2 yards

At the time the nerve gas was released across the town, Doctor Emily Shultz – Head of the Infectious Diseases Department – was working in a sealed lab and was therefore not affected. She has since ventured out into the hospital to ascertain what is going on but continues to wear a hazmat suit as a precaution. She does not know that the whole town has been affected and is waiting for the authorities to turn up.

When the PCs first encounter Dr. Shultz, the visor of her hazmat suit is steamed up making it difficult to see her face. This should be a tense first encounter, as they PCs are likely unsure what they are dealing with at this point.

Significantly, Dr. Shultz has taken a blood sample from three of the dead people in the hospital and discovered that they all have traces of a knockout gas in their system. The substance is similar to Sevoflurane – a sweet-smelling, non-flammable, highly fluorinated methyl isopropyl used for the induction and maintenance of general anesthesia. Dr Shultz is mystified as to how so many people could have simultaneously inhaled this substance. Her only theory is that it was administered through the ventilation system.

If asked to, Dr Shultz can start work on a counter-agent, which will neutralize the knockout gas. She can produce one dose per hour.

The Psychiatric Ward

Currently, this ward is locked-down. A Hard Security test is required to by pass the locks. Dr Shultz has codes that achieve the same effect.

Alternatively, the PCs can pump enough firepower into the doors to destroy them.

The only other person alive in the hospital is a patient who was sealed in the secure psychiatric unit. The patient, Rachel Tyler, checked herself in when – after a blackout – she found she had a cellar full of dead pets. She has been identified as a latent psychic. Since the incident, she has been babbling constantly. Her ravings include:

- “They like the cold. It reminds them of home.”
- “The skin peels back – secrets within secrets.”
- “No thoughts of your own now. Just do as you’re told.”

Dr Shultz can pull up her file (revealing the information above) if the PCs are interested.

If the PCs open Rachel Tyler’s cell, she will refuse to leave. If forced, she will become hysterical. She should be used to spook the players and get them wondering what it is that this quivering psychic is so afraid of.

Patrols

Once the PCs have finished exploring the first area identified in their mission brief, they will have only moments (possibly to report to Captain Miller) before they encounter a patrol.

The patrol takes the form of an Enforcer 2000 skycar. With the electrical storms crackling overhead, this vehicle has a flight ceiling of 50 metres.

If the PCs are inside the prowler, they may be able to activate the vehicle’s stealth systems and allow the patrol to pass without being noticed. However, it is quite likely that the PCs will want to contact this police vehicle as part of their investigations.

If the crew of the skycar – two blanks – detect the presence of the PCs, they will open fire with an on-board (small) laser cannon. The blanks have the same characteristics as

those in the *Cthulhutech Core Book*, page 206, with the additions of Pilot: Adept and Support Weapons: Novice. The blanks are wearing filthy, unmarked overalls – their ‘uniform’ from working in the sewerage plant.

If clearly outgunned, the skycar will jet away over the rooftops and return to the sewerage site.

You may also elect to have a pair of blanks on foot patrol show up immediately after the skycar arrives. This pair will look to sneak into the hospital and attack any characters that they find inside. They are armed with UT-7 Hornets.

If captured, none of the blanks can be coerced to speak.

Town Hall

When the characters arrive at the town Hall, they will find that almost everyone inside is already dead – there was insufficient time to get into the bunker before the gas and freezing temperatures hit.

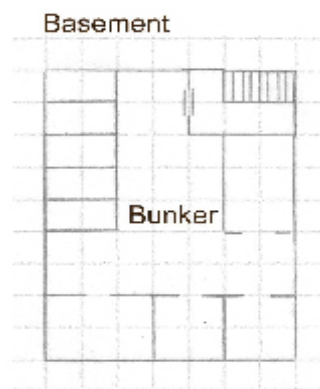
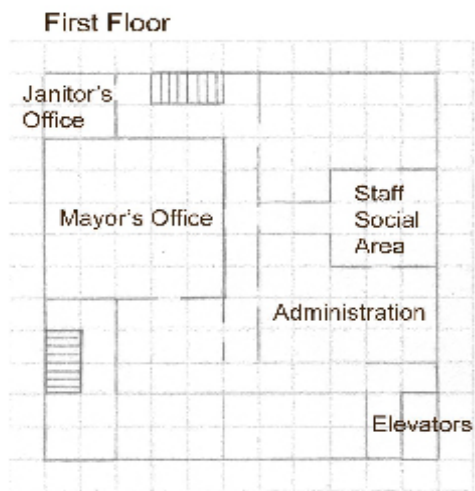
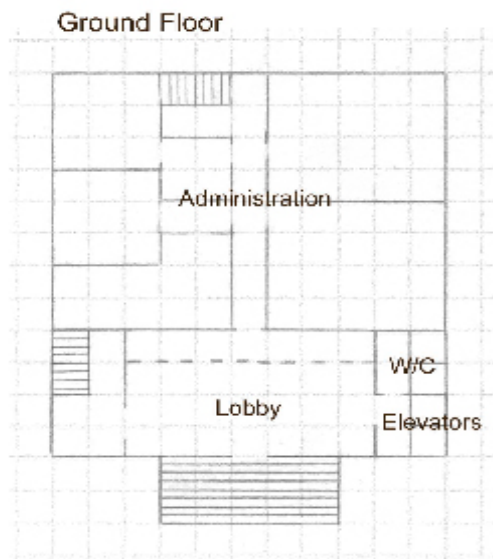
Nevertheless, the sealed bunker has been attacked and torn open by claws and weapon fire. The migou pilot, using a silverfish mech (see **Showdown**), was checking for anyone that might have made it inside.

The bunker contains some useful weapons and equipment, specifically six RG-3 Assault Rail rifles, which may prove useful later in the adventure.

Lone Survivor

The only person alive inside the Town Hall is one of the Mayor’s Assistants – a man called Henry McArthur. He will cautiously seek out the PCs if he hears them moving about: otherwise they will find him cowering in the Mayor’s office.

Town Hall



Scale 1 square = 2 yards

The reason that Henry survived is simple: he is a Dhohanoid. Specifically, he is a Dua-Sanara. His alien physiology protected him from the knockout gas and the cold. Unsure who or what is responsible for the freak weather conditions, he is biding him time until he knows more about the situation.

When the PCs encounter Henry, anyone who succeeds with an Average Observation Test detects that he seems quite unaffected by the cold.

If he can, Henry will use the PCs to get him to safety. If threatened or exposed, he will flee and seek to hide out until the situation in Hamilton returns to normal before leaving the area.

For Henry's characteristics, see *Cthulhutech Core Book*, page 212.

Magical Amulet

Depending on the feel of your campaign, you may elect to have Henry McArthur be in possession of an extremely rare magical artefact.

Resembling a jagged sun or scarab emblem, this item is thousands of years old. If placed around the neck of a sorcerer with at least 12 Orgone, it attaches itself to his sternum with tendrils that burrow into his or her skin. Nothing short of a life-threatening arcanotech-assisted operation will now remove it.

In a process that is similar to The Right of Sacred Union, this bonds the amulet and wearer together, forming a conduit to another dimension.

The wearer now has the ability to channel inter-dimensional energy through the amulet and change his form. Each time the sorcerer does this his body will change

in one of 10 possible ways to incorporate some aspect of an otherworldly being:

- 1 – Tentacles
- 2 – Flies which burst forth from pustular skin
- 3 – Spiked Tongue
- 4 – Elongated, Clawed Fingers
- 5 – Acidic saliva
- 6 – Swollen 'frog' throat
- 7 - Quills
- 8 – Poison gas breath
- 9 – Constricting tail
- 10 – Extra mouth

Exactly how the transformed body part looks will be different each time but should be suitably gruesome.

Most of the transformations provide the character with either a melee attack that inflicts +3 Damage (1, 3, 4, 7, 9 and 10) or a ranged attack with +2 Damage and 5/10/25 Range (2, 5, 7 and 8). Note that ability 7 provides *both* a melee and ranged option.

The swollen frog throat creates a sonic throb that induces paralysis for 1–10 turns in any creature within 10 yards that fails an Average Tenacity Feat Test.

Each use of the amulet's power exposes the sorcerer to considerable danger. He must pass an Average Tenacity Feat Test the first time he calls upon each of these abilities and an Easy one after that or suffer one point of Insanity.

Calling upon the amulet uses up 1–5 points of Orgone. Each transformation of the sorcerer's body lasts for 1–10 hours – or until he is rendered unconscious or chooses to end the effect.

Given time and some extended Occult Tests, a character may learn as much – or as little – about this Ta'ge Amulet as you wish him to.

Sheriff's Office

The only conscious survivor inside is Deputy Jessie Wong. He was performing a suited-up tear gas training exercise in the rear parking bay when the gas attack hit and so was not exposed.

Jessie has ventured out a few times and seen 'blanks' moving about on the streets, some inside a stolen police skycar, some in snowsuits. Realising that the occupants of the skycar are not real police officers, Jessie hid from them.

When the PCs encounter him, Jessie is very jumpy and cold. He has been trying without success to get in contact with the outside world since the snow began falling and everyone collapsed.

Sheriff Anderson, Deputy Fisher and Beth Harbury (a receptionist) have been kept alive by Jessie. They are currently in the holding cells, wrapped up in whatever blankets and coats Jessie was able to find. If the PCs arrive at night, they will find that Jessie has been careful to leave off any lights that can be seen from the outside.

If the PCs have encountered Doctor Shultz, she can revive these people through the administration of the counter-agent she has developed.

Jessie's Tale

Whilst holed up in the station, Jessie has seen something big moving about beneath the snow. Whatever it might have been, it moved incredibly quickly. This was, in fact, the silverfish mech patrolling the town.

Jessie can also reveal that just before the onset of the snow, a report came in from the town's sewerage works. The administrator of the facility, Rico Mendes, claimed that there had been some strange activity in one of the tunnels.

One of his men had gone to investigate but they had lost contact with him.

Town Militia

Consisting of members of what would once have been called The National Guard, this body of civic-minded inhabitants receives weapons and survival training so that they can be called upon in times of emergency.

The Town Militia HQ is a lightly fortified building with airtight seals and a supply of weapons and a few explosives.

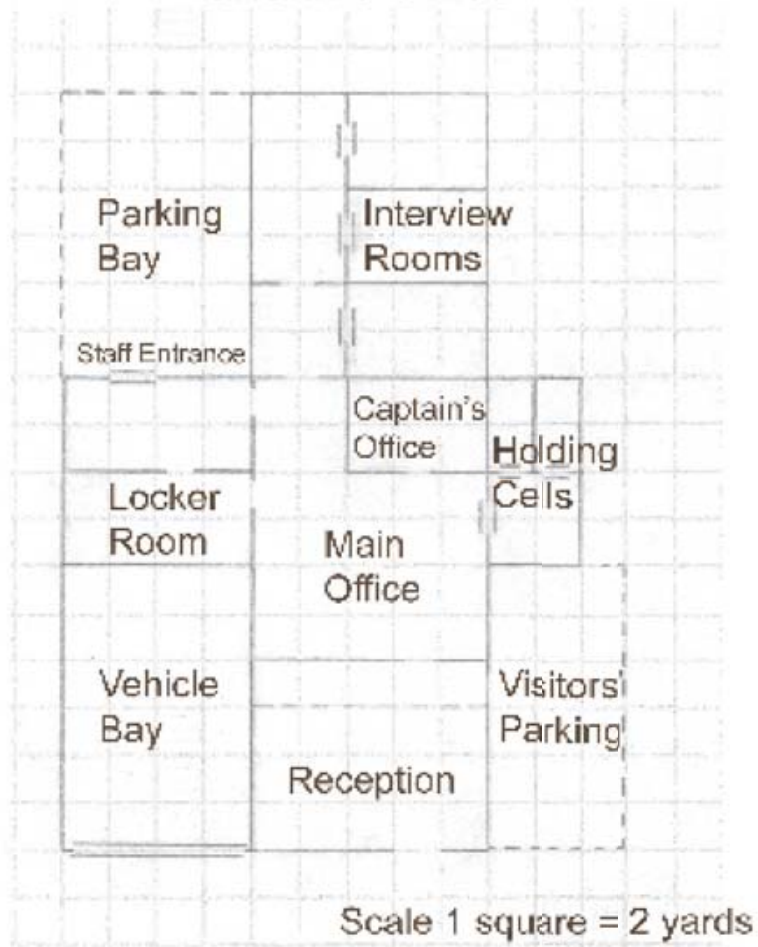
Currently sealed inside, having adopted a tenacious siege mentality, is Commander Simon Payne. He believes that the entire area – perhaps the whole planet – is under attack. He has determined that he must defend this position, at all costs.

Commander Payne is currently suffering from a severe case of post-traumatic stress disorder. He has seen action on the frontlines and was previously trapped in a fallen building for almost a day and a half. Whatever ploy or persuasive tack the PCs take with the Commander, he will see them as enemies and use every means at his disposal to keep them out.

For Commander Payne's characteristics use those of a Security Guard in the *Cthulhutech Core Book*, page 260. He is armed with an AR-25 assault rifle. If he thinks he will be overrun, he will try to get down into the basement and detonate enough pre-rigged explosives to level the building. Anyone inside the building when this happens will suffer 6 die of damage. Anyone inside the basement will suffer twice this amount. Ouch.

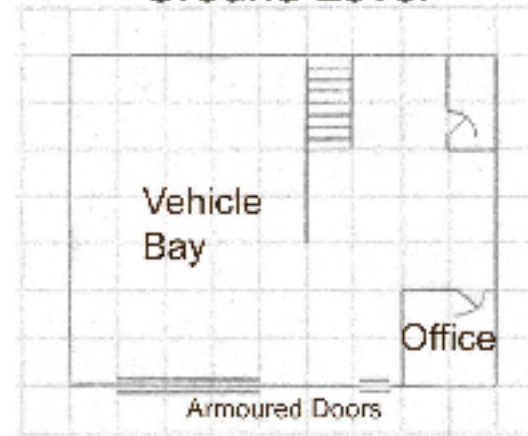
If the PCs can take the building and prevent Payne from blowing it up, they will have access to an impressive cache

Sheriff's Office

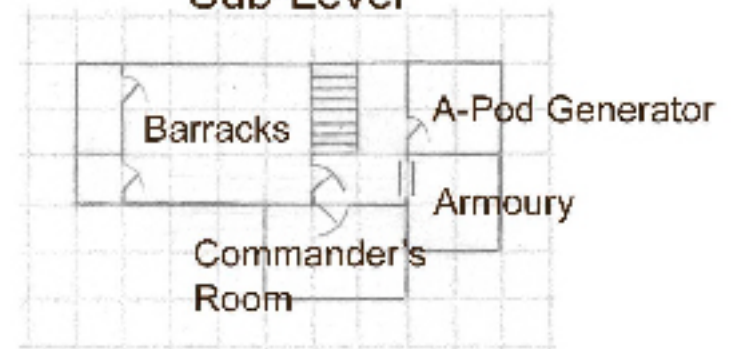


Town Milita HQ

Ground Level



Sub-Level



of weapons and supplies. This includes an RPG-7 Rocket Launcher, with a dozen rounds.

Sewerage Works

By talking to Deputy Wong at the Police station, the PCs will be told about the strange reports coming from the Sewerage Works and should eventually go and check the place out.

Administrator Rico Mendes and the 12 members of his team have been variously captured or reprogrammed as blanks. A few hours before the main attack on the town, a silverfish mech was piloted along sewerage tunnel one and into the works. The mech's usual null ray weapon had been replaced beforehand with a sonic stun weapon, which was used to incapacitate the sewerage workers.

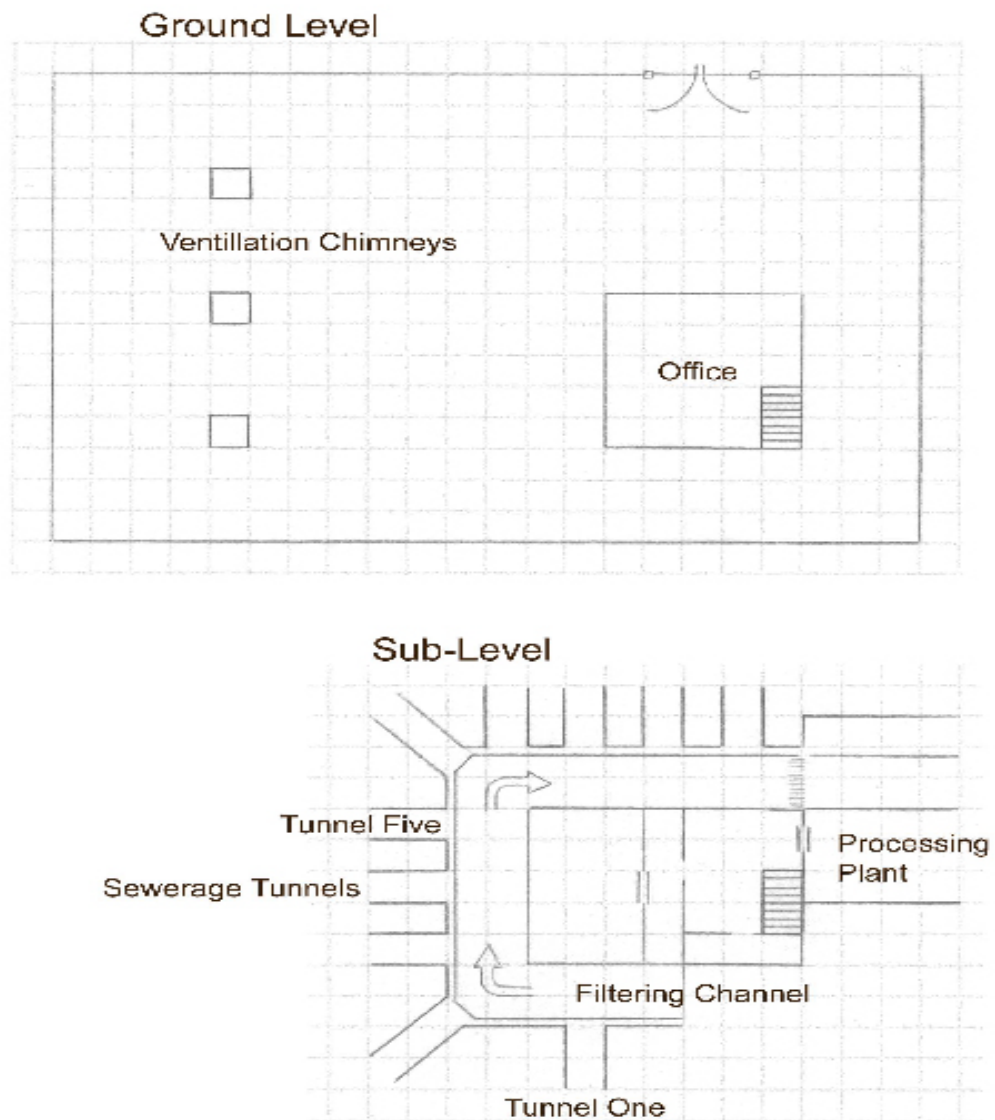
The Migou mech pilot then used an accelerated drug treatment to turn Mendes and some of his workers into blanks. These newly recruited warriors were given the job of positioning the knock-out gas dispersal equipment throughout the town and the prototype weather control device in the centre of the town's sports stadium.

After the migou had triggered these devices, incapacitating and isolating the town, the blanks were given the task of patrolling the town on the look out for NEG forces. They have even managed to steal an Enforcer 2000 sky-car – encountered earlier by the PCs.

The State of Play

The snow covered sewerage works does not appear to be guarded from the outside, unless the PCs earlier encounter with the Enforcer 2000 ended with it fleeing here. If that is the case, it now patrols the entrance to the sewerage works.

Sewerage Works



Scale 1 square = 2 yards

The office light is on and a blank, his back to the door, makes a show of working at a computer. He has instructions to shoot anyone unfamiliar who comes through the door. Like all of the blanks in the sewerage works, he is armed with a UT-7 Hornet pistol.

Just inside the processing plant, there are three workers who have been tied up but not yet turned into blanks. They are guarded by two more blanks, with similar instructions to the one in the office. The door to the processing plant is closed but not locked.

If the PCs can free the workers, one of them can reveal what happened – as much as he understands it. Read or paraphrase:

Something strange was happening in one of the tunnels earlier today. One of the guys – Frank – went down to check it out but his radio just went dead. Next thing I know, there was this weird pulse – like static electricity in the air – I passed out.

I sort of came too at one point. I was lying on my side and my vision was hazy. I saw... something. There was this funny chattering, clicking sound and almost a buzzing. Then I passed out again.

Next time I woke up, I was down here and my hands and feet were tied. Chris and Henry were acting real strange and they had guns pointed at us. We asked them some questions but they just ignored us. Then you guys showed up.

The Tunnels

It was in tunnel one that sensors detected an unusual blockage. If the PCs go and investigate, they will find evidence that something almost too large for the 6 ft. wide tunnel came scurrying through here. There are multiple gouges in the concrete where the silverfish clawed its way through.

Claw marks also reveal the direction it headed in once the staff of the works had been enslaved. Marks lead along tunnel five, which runs west towards the town. If the PCs follow this tunnel (a Tiny mech can crawl inside but the prowler cannot), it leads directly to Penhalligon Sports Stadium. A hole is visible in the floor of the Entrance Lobby where the silverfish tore its way up to the surface.

If the PCs ask the sewerage workers where tunnel five goes, they will learn that it heads due west until it terminates beneath the stadium. The tunnel was built specifically to cope with the refuse from that facility.

Accelerated Blanking

Ordinarily, creating a blank is a lengthy process involving a variety of brainwashing techniques and certainly cannot be accomplished in an hour. This new technique takes effect much more quickly but is reversible.

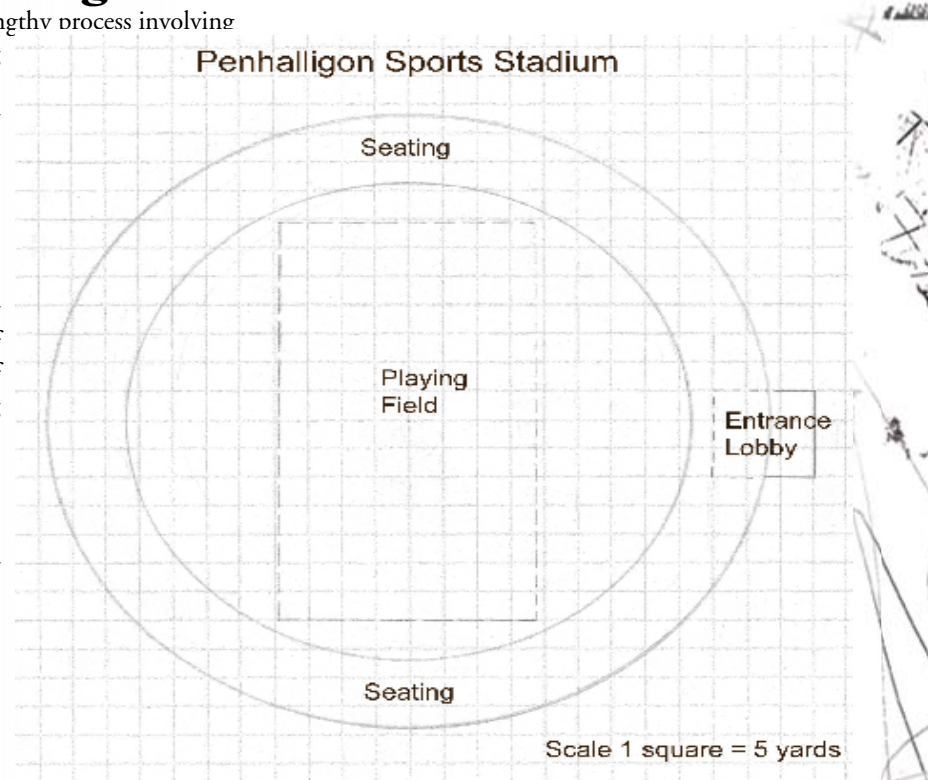
If an 'accelerated blank' can be emotionally shocked in some way, he is entitled to a Hard Tenacity Feat test in order to break free of his conditioning. Examples of suitable shocks include coming face to face with a loved one who is in danger or being asked to kill a friend.

Note that characters with the Duty Drawback may add the level of this Quality to their test to break free of the conditioning: their loyalties run deep and they are less likely to abandon them.

Penhalligon Sports Stadium

The weather control device that has created the freak storms and electrical interference is located in the centre of the sports stadium. In order to function, the device needs to be exposed to the open air and the tiered seating serves to funnel the power of the device, increasing its effectiveness.

With two feet of snow covering the field, the location of the device can only be detected with an Average Observation test.



Showdown

When the PCs arrive at the stadium, the silverfish is ready and waiting for them, hidden in a depression beneath the snow. As soon as someone approaches the device, the migou mech will slither in for the kill. Without its null ray, the silverfish is forced to close in and use its pincers.

The approach of the silverfish, partially hidden beneath the snow, can be spotted with an Easy Observation test.

There are also four blanks, each armed with UT-7 Hornets, hidden up in the stands. They will attack if discovered or if the silverfish engages the PCs.

For the characteristics of a migou, see the Cthulhutech Core Book, page 208; for the silverfish, see page 167.

The Weather Control

Device

Measuring five feet in diameter and two feet in height, the base of this piece of equipment has been wedged into turf by the silverfish. It weighs approximately one ton, has Vitality 10 and no armour.

Explosive charges have been rigged around the device to prevent it being captured by NEG forces. A Challenging Demolitions test is required to safely disarm these. If the

silverfish is destroyed, a signal is sent, which detonates the explosives and destroys the device. Anything else within 10 feet of the explosion suffers 4 die of Hybrid damage.

The silverfish will protect the device at all costs, retreating only if it is destroyed.

Concluding the Adventure

You can draw things to a close once the PCs have either destroyed or captured the weather control device and dealt with the silverfish. The weather conditions will return to normal in an hour or so, revealing ravaged crops, thousands of dead bodies and creating quite a bit of flooding.

If the PCs somehow manage to capture the weather control device, they will have scored a significant victory for the NEG and Revelation One will begin to earn an impressive name for itself.

It is recommended that successful completion of the adventure should carry a reward of 5 Experience above and beyond that given out for the completion of each gaming session. Capture of the Weather Control Device should result in an additional 5 Experience.

Further Investigations

It could well be that the events, which take place during the adventure, precede attempts by the Migou to develop weather changing technology on a larger scale. Perhaps they even intend to try changing the environment of the entire planet.

The PCs could be assigned to a follow-up mission, aimed at acquiring this technology.

A further lead could arise from the presence of Henry McArthur, a Dhohanoid, in the Mayor's Office. What was he doing there? If he is captured then, under arcane interrogation, he might well provide a lead that sparks the next mission for Revelation One.

Player handout One

Briefing Notes for Unit *Revelation One*

File KL4-1A

Town Hall

As well as being the centre of civic authority in Hamilton, the Town Hall has a bunker hidden beneath its foundations. Completely self-contained and with enough supplies to last six months, the bunker can survive anything short of a direct nuclear strike. In the event of an emergency, key personnel from within the local government will be evacuated here.

Amongst the civic leaders based in the building is Tony Wilson, the Mayor of Hamilton.

Blessed Angel Hospital

As well as taking care of Hamilton's Accident & Emergency requirements, Blessed Angel has a secure psychiatric wing and a sophisticated laboratory that specialises in researching infectious diseases.

Chief of Medicine is Dr Miles Flycher.

Head of Trauma is Dr James Clarke.

Head of Infectious Diseases is Dr Emily Shultz.

Head of Psychiatric Care is Dr John Reece.

Sheriff's Office

The Sheriff of Hamilton County is Dwayne Anderson. He has held this post for 11 years and has a clean, if undistinguished, record.

His Deputies are Clay Fisher and Jessie Wong.

Town Militia

The Town Militia's HQ is a fortified building with sealed systems and a supply of small arms and explosives.

There are 45 registered members of the organisation. Their current commander is Simon Payne and ex-NEG soldier who was pensioned out of the military after a year of service on the front line.

Player Handout Two

The NEG-X3 Prowler Armoured Stealth Transport

Type: NEG-X3 Prowler

Manufacturer: Eurodine Systems

Size: Small (20 ft.)

Passengers: 8

Cargo: 200 cubic feet/5,000 lbs

Cost: special

Attributes

Control Response (Agility) +1

Sensors (Perception) +0

Frame (Strength) 2

Multi-Task Systems (Actions) 0

Warning Systems (Reflex) +1

Sensor Systems

Loudspeaker

Nightvision

Radar/IFF

Spotlights

Support Systems

Sealed Systems

Movement

Ground Speed: 120 mph (296/72 ypt)

Acceleration Code: B (2/1)

Structure

Integrity 6

Armour 1/1

Weapons Systems

Rocket Pod (small)

Chaff Dispenser



ALL WE DO IS WWII



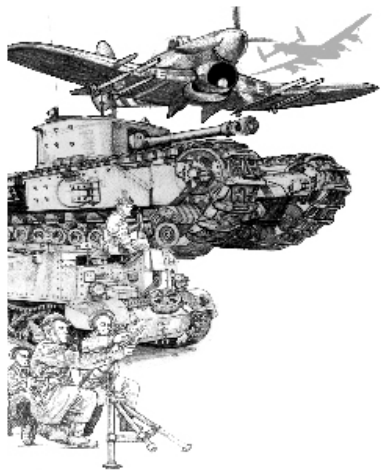
British Infantry and Wasp painted by Agis Neugebauer

28mm/1:56th scale high quality miniatures

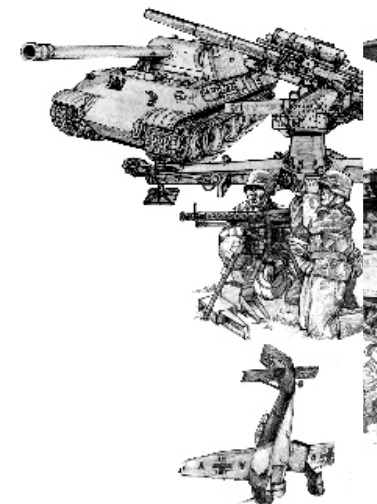
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Battlefield Evolution: World at War



Gaming in World War II By Matthew Sprange

This month sees the release of the first of a new wave of miniatures games from Mongoose Publishing – Battlefield Evolution: World at War. Covering (initially at least) the Late War period in the European theatre of World War II, this book is your gateway into exciting battles, vicious counterattacks and close-in firefights of the largest and most costly war the world has yet seen.

Battlefield Evolution

The Battlefield Evolution game system has had a long history with Mongoose. Its roots can be found in Gangs of Mega-City One, which first postulated the 'Alert Status' rules, which formed the basis of the Reaction system.

From Gangs of Mega-City One, the game's next 'evolution' was Starship Troopers, which laid down the basics for army structures, close combat and properly defined the four action types. This led on to the first game called Battlefield Evolution, which used pre-painted models to depict warfare in the near future and finally we come to the current generation of the rules – leaner, slicker, far more comprehensive in what you can do with them and using all the lessons learned by its predecessors.

The Game System

The core of the game lies in unit actions. In your turn, every unit performs two actions, chosen from the following list – Move, Shoot, Charge and Ready. These can be done in any combination so, for example, one unit may dig in the launch a hail of fire at the enemy by taking two Shoot actions, while another tries to cover as much ground as possible by taking two Move actions. A third may take a Move action, followed by a Shoot action, while a fourth may Move towards an enemy unit, then Charges it.

Ready actions are a general 'catch-all' that allows us to do some interesting things in the rules. For example, a machine gun may require 'setting up' with a Ready action before it can be used to full effect or a Commando planting a bomb might do so with a Ready action.

Reactions

In Battlefield Evolution, we worked to develop a game that will never fail to get players engaged, even during their opponent's turn. We also wanted to give units some basic 'intelligence' that would allow them to do things based upon what they saw going on around them. So,

if one of your units sees an APC tear around the corner and off load its cargo of assault troops, your models will not just stand there waiting to be cut down.

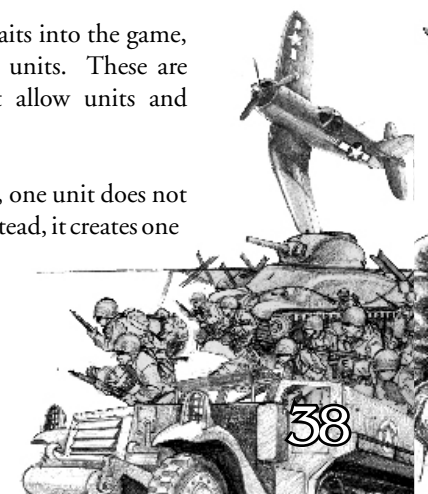
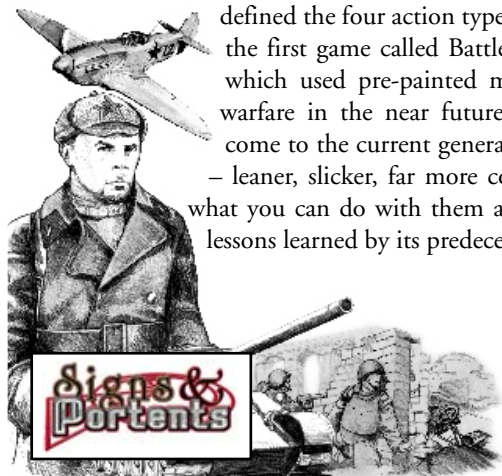
Whenever a unit is shot at or an enemy completes an action within 10", it is allowed a Reaction. Normally, this means it can shoot at the enemy or run for cover, though there are some special units that can do other things as well.

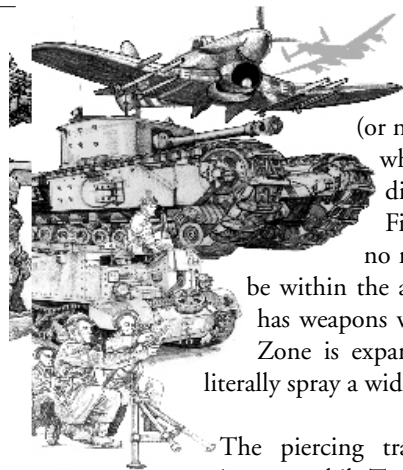
Traits

We wanted to keep the core rules of Battlefield Evolution as simple and intuitive as possible, so anyone could pick them up within a few minutes. However, we also needed to inject the game with the level of detail (or 'chrome' as games designers call it) that players of this style of game demand. You can only abstract so much.

In order to do this, we introduced Traits into the game, which can affect both weapons and units. These are 'exceptions' to the main rules that allow units and weapons to do special things.

For example, in Battlefield Evolution, one unit does not fire at another unit when it shoots. Instead, it creates one





(or more) Fire Zones, a 3" radius where the firepower is being directed – anything within the Fire Zone is a potential target, no matter how many units may be within the area. However, if your unit has weapons with the Auto trait, the Fire Zone is expanded to 6", as your troops literally spray a wider area with fire.

The piercing trait reduces an opponent's Armour, while Tracks and Wheels allow you to move in a different way.

Advanced Rules and

Army Lists

One of the main design goals of Battlefield Evolution was that it could be applied to any skirmish or battle level setting that used firearms. In fact, the current generation of rules was first developed for Starship Troopers!

However, a further design goal was that the core rules stayed exactly the same between different games and settings, so that if a gamer already knew how to play one, he would automatically know how to play all the rest. Put another way, if you pick up Battlefield Evolution: World at War, you will already know how to play Battlefield Evolution: Modern Combat.

That said we needed to make sure each game and setting *felt* different, even if the core rules remained the same. World War II should feel much different to fighting against bug-eyed aliens or even fighting against, say, the Vietcong.



There are three things that accomplish this – army lists, traits and advanced rules.

Modifying a game by its army lists is obvious in its approach. By applying special 'army-wide' rules, we can greatly affect how a force plays on the table and of course the choices made available pretty much define them. By mixing the types of Asset a force has access to, we can make them vehicle or troop heavy as desired. By focusing down on individual units, we can make an army extremely well-equipped but small or horde-like but primitive.

Traits we have already looked at. By selecting a variety of traits from our 'master list' we can define a game by what it does and does not have. For example, in a heroic science fiction setting, characters and leaders may have the Parry trait, which aids them in close combat or they may have the Jump trait to reflect backpack jets. Neither of these make much sense in World War II but the Piercing trait certainly does, along with Lethal Zones to create blast effects and Accurate weapons to reflect sniper rifles.

Advanced rules are the last way we use to change the feel of a game and you can think of them as traits, in that we have a master list to choose from but they have a more powerful effect, sometimes affecting the game system at a very core level.

Going back to our hypothetical heroic science fiction setting, it makes a lot of sense for proud elite warriors to weather a hail of incoming fire while rushing to their objective, sweeping aside enemies as they run. In World War II, this kind of action would likely get soldiers killed in very short order – and they knew it. So, we use the Suppression advanced rule in Battlefield Evolution: World at War, which effectively deprives

units of actions when under heavy fire, forcing them to hunker down or retreat. We would not use it in heroic science fiction.

Other advanced rules include mechanics to handle parachute drops, rappelling out the side of a helicopter to land on top of a building, tunnelling aliens, vehicles that have trouble moving and firing at the same time (World War II tanks), hitting tanks from elevated positions, fighting at night and so on.

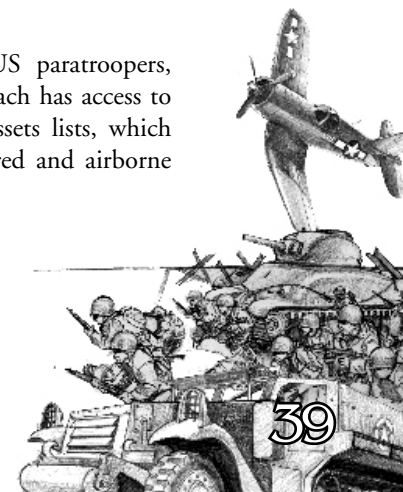
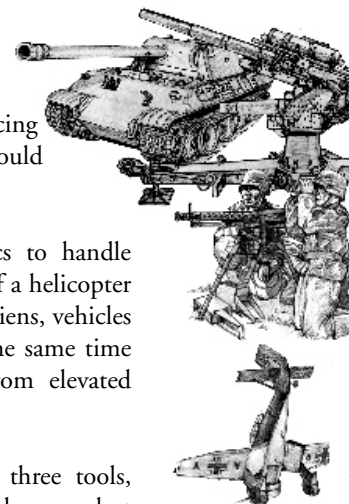
By carefully playing around with these three tools, we can keep the core rules of our games the same but radically affect the way they are actually played.

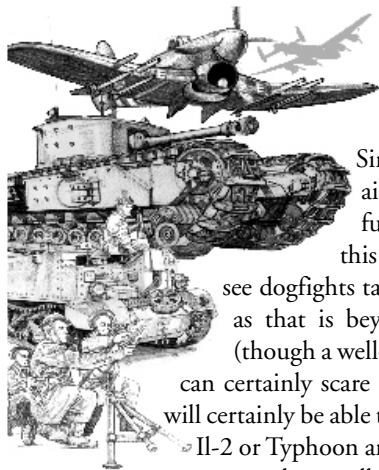
The Armies

Depicting the Late War in Europe is a common feature of World War II games and we tackled this first for the same reason – it is the one theatre and period where every side can conceivably take part and you get immediate access to the more effective and perhaps more famous, weapons and equipment.

To this end, Battlefield Evolution: World at War features the main infantry forces of Britain, the United States, Russia and of course, Germany. We have also added some elite forces, as a little extra spice. British Commandos, for example, are able to launch devastating ambushes and use stealth to accomplish their aims. Soviet Tank Desant forces combine the best of infantry and armour.

Other forces include British and US paratroopers, the Waffen-SS and Fallschirmjager. Each has access to its own country's Vehicle and Air Assets lists, which will provide you with all the armoured and airborne goodness you could wish for.





Aircraft?

Since Starship Troopers, aircraft have always been a fundamental component of this game system. It is rare to see dogfights take place over the battlefield, as that is beyond the scale of the game (though a well-placed fighter or interceptor can certainly scare an attack craft off!) but you will certainly be able to employ strafing runs by an Il-2 or Typhoon and that may be just the thing you need to stall an armoured counterattack from your opponent.

Just be careful that he is not primed with anti-aircraft weapons. . .

Miniatures and Models

In late 2006, we released Victory at Sea, a naval game also set in World War II and while we considered releasing a miniatures range to go alongside it, there were simply too many other manufacturers already out there who had complete ranges (and I mean complete!). We used the Navwar line for all our games here in the office, while in the US, GHQ is very popular.

This goes double for World War II games based on land battles. Battlefield Evolution: World at War is designed for 20-30mm miniatures ranges and you can easily use 15mm models, if the infantry are based individually. See elsewhere in this issue for an article on using the massive range of 1/72 scale models available.

This means you have access to an incredibly huge range of models for this game, in a variety of scales, by a plethora of manufacturers. You may already have

complete World War II armies ready to go, in which case you just need the rulebook or you may be looking to put together new forces quickly and easily.

Battlefield Evolution: World at War allows you to take either route, without locking you into an official range.

Future Games and Supplements

At Mongoose, we always do our best to support our games and you will find a wealth of material coming for Battlefield Evolution: World at War. In this issue of Signs & Portents, we have already provided new units for German forces and you will see regular articles in the future with even more for all armies.

We are already hard at work on the first supplement for Battlefield Evolution: World at War, due later this year. The Pacific theatre does not receive a lot of attention in wargaming beyond naval games so, naturally, this was the first area we wanted to explore after the main rulebook. In the future, other battles and campaigns will be explored. Africa is an obvious setting for another supplement but personally, I would be very interested in seeing less well-known areas explored, such as Finland. . .

As mentioned before, Battlefield Evolution is a core system we would like to use in many future games. The first of these, due in a couple of month's time, is Battlefield Evolution: Modern Combat. You'll be seeing some previews for this game soon but expect plenty of modern warfare goodness, with British, American, Russian, German, Chinese and Middle Eastern forces, all with the advanced rules and traits that will make fighting a high tech battle much different to playing out engagements in World War II.

Open Content

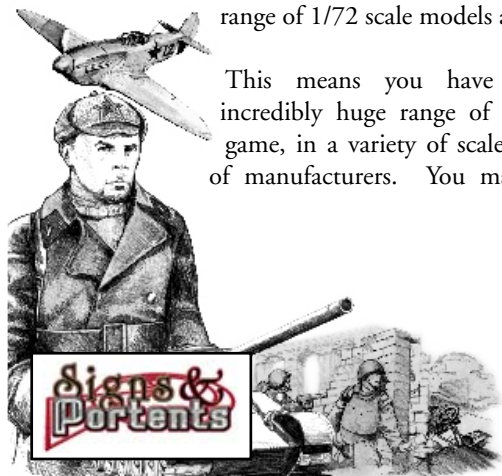
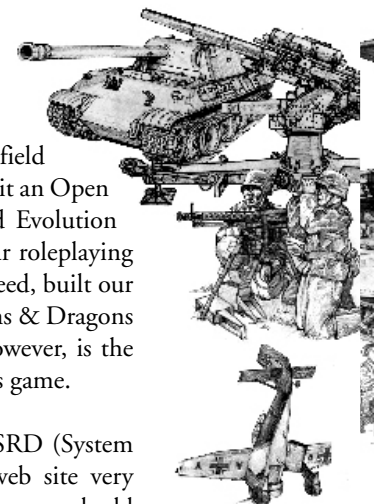
The other big innovation for Battlefield Evolution is that we have decided to make it an Open Content game, with a specific Battlefield Evolution licence. We have done this for two of our roleplaying games (Traveller and RuneQuest) and indeed, built our company on the same licence for Dungeons & Dragons – or at least, the D20 rules set. This, however, is the first time it has been done for a miniatures game.

What this means is that you will see an SRD (System Reference Document) released on our web site very soon, containing all the rules you can change and add to in Battlefield Evolution – this will basically consist of the master lists of Traits and Advanced Rules, along with a sample army lists and some other bits and bobs. The core rules will be immutable (remember, one of the goals of Battlefield Evolution is that if you can play one game, you can play them all) but you will be free to tinker with everything else.

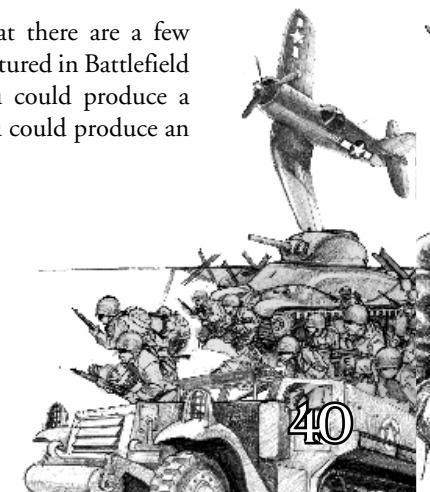
So, what can you do?

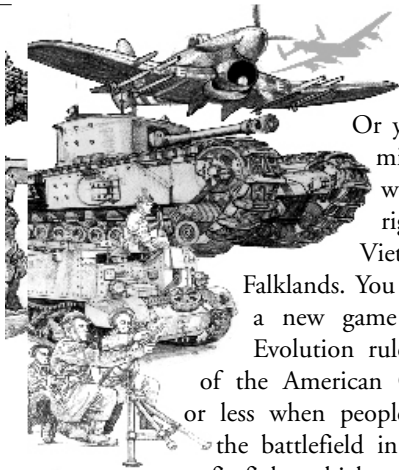
Well, by using the Open Game Licence and the Battlefield Evolution Logo Licence, you will be able to create your own supplements, your own games and if you wish, even your own miniatures, all with the official Battlefield Evolution badge. Put another way, you would be able to publish, be it on a web site, as a PDF or an actual book, Battlefield Evolution products and sell them!

You might, for example, decide that there are a few units in World War II that are not featured in Battlefield Evolution: World at War. So, you could produce a supplement that featured them. You could produce an entire army list of them!



Signs & Portents





Or you could go further – you might decide what the wargaming world really needs right now is a game set in Vietnam. Or Korea. Or the Falklands. You might be set on producing a new game based on the Battlefield Evolution rules featuring the late stages of the American Civil War (which is more or less when people stopped marching across the battlefield in ranks and actually started firefights which we might recognise today). Or go in completely the other direction and create your own fantasy or science fiction setting.

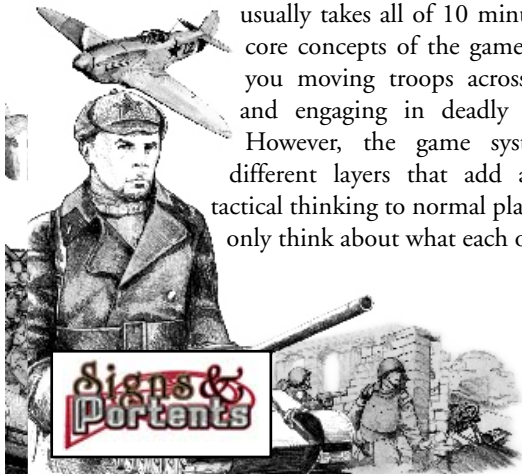
On the other hand, you might prefer to review the fruits of other people’s labours and so have access to a far wider range of material than we could ever publish on our own.

The chance is there – fancy creating your very own games company? This is exactly how we started. .

Why Play Battlefield Evolution?

So, aside from the masses of support you can expect from us and others, the huge range of miniatures available and constant updates in Signs & Portents, why should you be looking at playing Battlefield Evolution, in any of its forms?

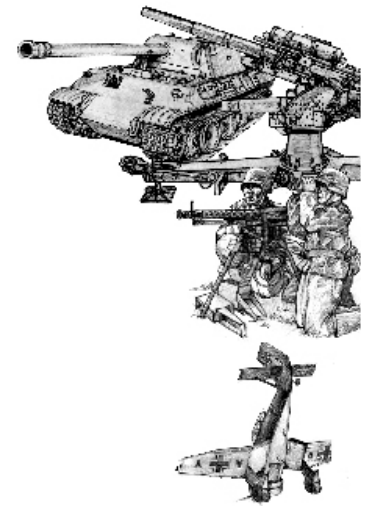
For a start, it is a very easy game to pick up and it usually takes all of 10 minutes to learn the core concepts of the game, which will get you moving troops across the battlefield and engaging in deadly shooting duels. However, the game system has many different layers that add a great deal of tactical thinking to normal play. You must not only think about what each of your units will



accomplish in a turn, you must also consider how your enemy will (quite literally) react. The game seamlessly mixes infantry, armour and aircraft, allowing you to play a small skirmish in half an hour or a wide-ranging battle involving many different elements over an entire afternoon.

Overall, Battlefield Evolution: World at War and its related games represent the end result of a development process that has been ongoing for several years. It has been more heavily play-tested than any other system in our range and by more people.

With cheap armies, ready support and the opportunity to produce your own material, Battlefield Evolution: World at War has everything you are looking for in fast-paced gaming.



The British Army

With a three hundred year history, the British Army is one of the best trained and most highly motivated military forces in the world. No stranger to the global stage, the British Army has kept pace technologically with other militaries, from small arms to armoured vehicles and is regarded as an elite force.

Platoon Structure

The standard section size for most British Army platoons is eight soldiers, consisting of two fire teams of four men each. The section is led by a Corporal, while the second fire team is led by a Lance Corporal.

Three such sections make up a standard platoon, led by a Lieutenant, who is in turn assisted by a Sergeant. Three platoons make a rifle (infantry) company.

A platoon that has been on operational duty for some time may vary wildly from this, however. Heavy losses can result in fewer and smaller sections, while a platoon involved in heavy combat may become 'reinforced' with more soldiers, giving it more sections.

You can make any platoon with the British Army list, from one that has just been deployed, to a grizzled set of veterans that have taken heavy losses or been reinforced.

Each unit in a platoon is considered to be an Asset of some type. You may include the following Assets in your platoon, so long as you obey the minimum and maximum units listed for each. You may take one platoon for every 1,000 points in your force.

- 0-1 Command Assets
- 2-4 Section Assets
- 0-3 Battalion, Armour and/or Air Force Assets

Special Rules

The following special rules apply to all British Army platoons.

Lance Corporals

British Army sections are led by corporals. However, their lance corporals are almost as capable, having learned how to lead soldiers in extended firefights. If a unit's corporal is killed, its lance corporal may automatically and immediately take over as its unit leader.

FIST

Future Infantry Soldier Technology, comprising of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover.

Whole sections and teams may be upgraded to use FIST for +5 points per model. Any such model targeted by an L85A2 or M416 from these sections will count as being in one level of Cover lower. Those in Light Cover will count as being Obscured. In addition, all models in the unit can be placed within 12" of the unit leader and remain in command.

Armoured Forces

Armoured forces are organised differently to infantry. A Troop is the equivalent of a platoon and usually fields three armoured vehicles. Three Troops make a squadron, the equivalent of a company.

You may include the following Assets in your armoured force for every 2,000 points, so long as you obey the minimum and maximum units listed for each.

- 1-2 Command Assets
- 2-9 Armour Assets
- 0-3 Battalion, Section and/or Air Force Assets

Command Assets

The following are all the Command Assets available to a British Army force.

Command Section – 65 points

The heart of every platoon, the lieutenant, aided by his sergeant and a radio operator, commands his men effectively during the fiercest battles.

Type	Size	Move	C l o s e C o m b a t	Target	Save	Kill	Traits
Lieutenant	1	4"	D6	4+	5+	6+	Independent
Sergeant	1	4"	D6	4+	5+	6+/	
R a d i o O p e r a t o r	1	4"	D6	4+	5+	6+	

Unit: 1 Lieutenant (unit leader) with L85A2, 1 Sergeant with L85A2, 1 Radio Operator with L85A2

Field Promotions: So long as the chain of command is intact, the British Army can prove to be remarkably resilient, pushing forward when other forces would give up and cower. So long as the Radio Operator is within 2", the Lieutenant or Sergeant may take a Ready action to promote any one model in an out of command unit to become its unit leader. Only one model may be promoted in this way at any one time for every Lieutenant or Sergeant on the table. The

Lieutenant or Sergeant need not come from the same platoon as the out of command unit.

Options: The section may be mounted on board a Warrior for +140 points or a Land Rover for +30 points.

Section Assets

The following are all the Section Assets available to a British Army force.

Manoeuvre Support Section

– 115 points

Armed with grenade launchers and machine guns, this section can lay down a disproportionate amount of firepower for its size.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Soldier	1	4"	D6	4+	5+	6+	
Corporal	1	4"	D6	4+	5+	6+	

Unit: 1 Corporal (unit leader) with L85A2, 3 Soldiers with L85A2 (AG36), 2 Soldiers with Minimi Para.

Support: Only one Manoeuvre Support Section may be purchased for every two Rifleman Sections in your platoon.

Options: The section may be mounted on board a Saxon for +60 points, a Warrior for +140 points or a Land Rover for +30 points. Any Minimi Paras may be replaced with MBT LAWs for +40 points each.

Rifleman Section – 140 points

The basic core of rifle platoons, British Army sections

contain extremely well-trained and well-disciplined soldiers.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Soldier	1	4"	D6	4+	5+	6+	
L a n c e Corporal	1	4"	D6	4+	5+	6+	
Corporal	1	4"	D6	4+	5+	6+	

Fire Team 1: 1 Corporal (unit leader) with L85A2, 1 Soldier with L85A2, 1 Soldier with L85A2 (AG36), 1 Soldier with Minimi Para.

Fire Team 2: 1 Lance Corporal with L85A2, 1 Soldier with L85A2, 1 Soldier with L85A2 (AG36), 1 Soldier with Minimi Para.

Fire Teams: The Lance Corporal may act as unit leader to Fire Team 2, splitting off to act as a separate unit.

Options: The section may be mounted on board a Saxon for +60 points, a Warrior for +160 points or a Land Rover for +30 points. Lose Fire Team 2 for –65 points. Any Minimi Paras may be replaced with MBT LAWs for +25 points each. Up to one Soldier in each Fire Team may replace their L85A2 with an L86A2 LSW for +0 points.

Battalion Assets

The following are all the Battalion Assets available to a British Army force.

Anti-Aircraft Section – 50 points

Armed with the powerful Starstreak High Velocity Missile, this two-man section provides vital anti-aircraft cover for advancing platoons.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Soldier	1	4"	D6	4+	5+	6+	
Corporal	1	4"	D6	4+	5+	6+	

Unit: 1 Corporal (unit leader) with Starstreak HVM, 2 Soldiers with L85A2.

Options: The section may be mounted on board a Land Rover for +30 points or a Pinzgauer for +40 points.

Apache Longbow – 350 points

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

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Apache	5	V/STOL Loiter	3xD10	6+	3+	10+	Hits/4

Unit: 1 Apache Longbow with 6 Brimstone missiles (FaF), CRV7 rockets (FaF), 2 AIM-132 ASRAAM (FaF) and M230 Chain Gun (FaF).

Longbow: If the Apache Longbow moved at V/STOL speed in both this turn and the last and did not make a Shoot action in the last turn, it may fire up to 6 Brimstone missiles in a single Shoot action, each with their own separate Fire Zone. Each Fire Zone may only be attacked by one Brimstone missile.

Countermeasures: If the Apache Longbow is attacked by a missile with the AA trait, roll a D6. On a 5 or more, the attack is completely ignored.

Artillery Strike – 75 points

By co-ordinating the firepower of strike jets, AS90 self-propelled guns or even cruise missiles, a competent commander can turn the tide of an enemy attack with one well-positioned attack launched from miles away.

Command Privilege: Only a Lieutenant or other model permitted to call an artillery strike may use these weapons. This is used as an Artillery attack but with no minimum range (yes, you can call it down right on your own head!).

Land Rover Wolf – 30 points

A symbol of British armed forces, the Land Rover is tough, dependable and easily adaptable to mission requirements.

Type	Size	Move	C l o s e Combat	Facing	Target	Save	Kill	Traits
Land Rover	d2	6"	2xD10	Front	5+	6+	7+	Hits/2, Wheels/ 18"

Unit: 1 Land Rover.

Transport: A Land Rover can carry up to 5 Size points of models (each maximum Size 1).

Multifire: If the Land Rover transports other models, it gains the Multifire trait equal to the number of models carried.

Options: Extra armour may be added, giving a 5+ Armour Save for +5 points. A GPMG may be added for +10 points, an HK GMG for +25 points or a Javelin ATGM for +30 points. A GPMG (FaF) may be added for +10 points.

Pinzgauer Vector – 40 points

Despite its age, this remains one of the best off-road vehicles available and a recent update has kept it in frontline service.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Pinzgauer	2	7"	2xD10	6+	5+	8+	Hits/2, Wheels/ 14"

Unit: 1 Pinzgauer.

Transport: A Pinzgauer can carry up to 10 Size points of models (each maximum Size 1).

SAS Patrol – 200

With a world-wide reputation that sets the benchmark for elite forces in

points

wide reputation that deserved, the SAS benchmark for elite every army.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Soldier	1	5"	2xD6	4+	6+/6+	7+	
Corporal	1	5"	2xD6	4+	6+/6+	7+	
Sergeant	1	5"	2xD6	4+	6+/5+	7+	

Fire Team 1: 1 Sergeant (unit leader) with M416, 2 Soldiers with M416 (M203), 1 Soldier with Minimi Para.

Fire Team 2: 1 Corporal with M416, 2 Soldiers with M416 (M203), 1 Soldier with Minimi Para.

Fire Teams: The Corporal may act as unit leader to Fire Team 2, splitting off to act as a separate unit.

Elite Training: Every model gains an extra +1 bonus to its Armour save when in Cover. Each model may also re-roll any Close Combat dice.

Stealthy: If a model from this unit is in Cover and did not make a Shoot action or reaction in the last turn, enemy models more than 20" away may not draw Line of Sight to it.

Ambush: This unit may be concealed in an area of terrain outside the enemy's deployment zone before the game begins. Note the location of the unit before any models are deployed on the table. You can reveal the ambush by placing the section on the table at any time after a unit (friendly or otherwise) has completed an action. However, the unit must be revealed by the end of turn three or be counted as destroyed.

Options: The section may be mounted on board a Saxon for +60 points, a Warrior for +140 points or a Land Rover for +30 points. Lose Fire Team 2 for –80 points. All Minimi Paras may be replaced with MBT LAWs for +40 points each.

SAS Sniper Team – 50 points

The accuracy of the Regiment's sniper teams is phenomenal and a good sniper can halt an entire company in its tracks.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Soldier	1	5"	D6	4+	6+/6+	7+	

Unit: 1 Sergeant (unit leader) with LCR, 1 Soldier with L85A2.

Sniper: The Sergeant gains a +2 bonus to its Damage Dice when using an LCR or M109 against a Size 1 target.

Elite Training: Every model gains an extra +1 bonus to its Armour save when in Cover. Each model may also re-roll any Close Combat dice.

Stealthy: If a model from this unit is in Cover and did not make a Shoot action or reaction with an L85A2 or M109 in the last turn, enemy models more than 20" away may not draw Line of Sight to it.

Ambush: This unit may be concealed in an area of terrain outside the enemy's deployment zone before the game begins. Note the location of the unit before any models are deployed on the table. You can reveal the ambush by placing the section on the table at any time after a unit (friendly or otherwise) has completed an action. However, the unit must be revealed by the end of turn three or be counted as destroyed.

Options: Replace the LCR with a Barrett M109 for +0 points. The team may be mounted on board a Land Rover for +30 points.

Saxon APC – 60 points

Designed to ferry troops on longer journeys, the Saxon is lightly armoured but fast for its size.

Type	Size	Move	C l o s e Combat	eFacing	Target	Save	Kill	Traits
Saxon	4	5"	3xD10	Front	6+	4+	8+	Hits/3, Lumbering, Wheels/16"
				Side	6+	5+	8+	
				Rear	6+	5+	7+	

Unit: 1 Saxon.

Transport: A Saxon can carry up to 10 Size points of models (each maximum Size 1).

Options: A GPMG (FaF) may be added for +10 points.

Spartan CVR(T) – 85 points

Designed to ferry specialist teams across the battlefield, the Spartan is small, fast and agile.

Type	Size	Move	C l o s e Combat	eFacing	Target	Save	Kill	Traits
Spartan	3	5"	3xD10	Front	7+	4+	9+	H i t s / 3 , Lumbering, Tracks/14"
				Side	7+	5+	8+	
				Rear	7+	6+	8+	

Unit: 1 Spartan with GPMG.

Transport: A Spartan can carry up to 5 Size points of models (each maximum Size 1).

Super Lynx – 125 points

Exceptionally agile, the Super Lynx is the latest generation of the British Army's main transport helicopter.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Super Lynx	5	V/STOL Loiter	3xD10	5+	5+	7+	Hits/4

Unit: 1 Super Lynx with 2 GPMGs (FaL and FaR).

Transport: A Super Lynx can carry up to 10 Size points of models (each maximum Size 1).

Countermeasures: If a missile with the AA trait attacks the Super Lynx, roll a D6. On a 5 or more, the attack is completely ignored.

Landed: The Super Lynx may use its GPMGs when landed.

Options: The Super Lynx can be upgraded to a gunship for +25 points. It loses the Transport special rule and the GPMGsw but gains 8 TOW missiles (FaF).

Warrior IFV – 140 points

Updated with the Lethality Programme, the Warrior remains a superb IFV and can be found throughout the British Army.

Type	Size	Move	C l o s e Combat	eFacing	Target	Save	Kill	Traits
Warrior	3	4"	3xD10	Front	8+	3+	10+	H i t s / 3 , Lumbering, Multifire/All, Tracks/12"
				Side	8+	4+	9+	
				Rear	7+	5+	8+	

Unit: 1 Warrior with a L21 RARDEN cannon and a L94A1 Chain Gun.

Transport: A Warrior can carry up to 8 Size points of models (each maximum Size 1).

Coaxial Mount: The L94A1 must use the same Fire Zone as the L21 RARDEN cannon.

Options: The L21 RARDEN cannon may be replaced by a 40mm CTWS cannon for +20 points.

Warrior OPV: With a Warrior OPV on the battlefield, artillery rarely misses. The Warrior can be upgraded to

the OPV variant for +0 points. It loses the Transport special rule above but can call Artillery Strikes. If it has Line of Sight to the target area and does not take a Move action in the same turn, D6's are rolled when moving the impact point, not D10's.

Warrior 2000: Adding a more powerful engine and heavier armour, the Warrior 2000 is the core of the next generation British Army. The Warrior can be upgraded to the 2000 variant for +60 points. Its Kill score is increased to 11+ to the front, 10+ to the Side and 9+ to the Rear. It also replaces the L21 RARDEN cannon with the 40mm CTWS cannon.

Armour Assets

The following are all the Armour Assets available to a British Army force.

Challenger II MBT – 400 points

Wreathed in second generation CHOBAM armour, the Challenger II is one of the most heavily defended main battle tanks ever designed.

Type	Size	Move	C l o s e	eFacing	Target	Save	Kill	Traits
			Combat					
Challenger II	4	5"	4xD10	Front	8+	2+	13+	H i t s / 4 , Lumbering, Multifire/ A 1 1 , Tracks/14"
				Side	8+	2+	12+	
				Rear	8+	3+	11+	

Unit: 1 Challenger II with Rheinmetall L55 gun, L94A1 Chain Gun and GPMG.

Coaxial Mount: The L94A1 must use the same Fire Zone as the L55 gun.

Scimitar – 75 points

A reconnaissance armoured vehicle, the Scimitar is fast and has an extremely low profile.

Type	Size	Move	C l o s e	eFacing	Target	Save	Kill	Traits
			Combat					
Scimitar	2	6"	3xD10	Front	7+	4+	8+	H i t s / 2 , Lumbering, Tracks/15"
				Side	7+	5+	7+	
				Rear	7+	6+	7+	

Unit: 1 Scimitar with L21 RARDEN cannon.

Striker CVR(T) – 85 points

A light tank hunter, the Striker acts as a giant killer on the battlefield.

Type	Size	Move	C l o s e	eFacing	Target	Save	Kill	Traits
			Combat					
Striker	3	5"	3xD10	Front	7+	4+	9+	H i t s / 3 , Lumbering, Tracks/14"
				Side	7+	5+	8+	
				Rear	7+	6+	8+	

Unit: 1 Striker with 5 Swingfire missiles and a GPMG.

Swingfire: If a Striker takes two Ready actions in the same turn, its crew may deploy outside the vehicle, safely hidden. If the Striker's first action in the next turn is a Shoot action, it may trace a Line of Sight from any point within 6". This means a Striker can be completely hidden behind a building and still make an attack on an enemy round the corner!

Air Force Assets

The following are all the Air Force Assets available to a British Army force.

Chinook – 145 points

Able to carry six sections or two Land Rovers, the Chinook is a heavy transport helicopter that forms the backbone of several military forces.

Type	Size	Move	C l o s e	Target	Save	Kill	Traits
			Combat				
Chinook	7	V/STOL Loiter	5xD10	5+	5+	7+	Hits/10

Unit: 1 Chinook with 2 L94A1 chain guns (FaL and FaR) and 1 GPMG (FaA).

Transport: A Chinook can carry up to 55 Size points of models (each maximum Size 1) or up to 4 Size points of models (each maximum Size 2).

Landed: The Chinook may use its weapons when landed.

Countermeasures: If a missile with the AA trait attacks the Chinook, roll a D6. On a 5 or more, the attack is completely ignored.

Typhoon II – 320 points

An effective dogfighter, the Typhoon II remains a capable ground attack craft, carrying a variety of ordnance.

Type	Size	Move	C l o s e	Target	Save	Kill	Traits
			Combat				
Typhoon II	5	Cruise Burn	4xD10	6+	5+	8+	Hits/3

Unit: 1 Typhoon II with Mauser BK-27 cannon (FaF) and 4 AIM-132 ASRAAM (FaF).

Countermeasures: If a missile with the AA trait attacks the Typhoon II, roll a D6. On a 3 or more, the attack is completely ignored.

Ordnance: The Typhoon II may be equipped with up to four bombs, which must be bought in pairs. Up to two bombs may be dropped with every Shoot (bomb) action. Two 1,000 lb. JDAMs can be bought for +30 points. Two Cluster Bomb JDAMs can be bought for +40 points.

1,000 lb. JDAM: The Joint Direct Attack Munition uses GPS guidance to attain phenomenal accuracy. Useable in all visibility conditions, JDAM bombs allow attack craft to pinpoint ground targets even in the midst of firefights. The JDAM will roll D6s to move their Impact Point rather than D10s.

40mm CTWS cannon: An upgraded weapon system fitted to the Warrior, the 40mm cannon expands the capabilities of the IFV, increasing its effectiveness against other armoured vehicles and slow-flying helicopters. Against dug-in infantry, it is lethal.

AG36 underslung grenade launcher: Modified from its original use on the G36, the AG36 underslung grenade launcher allows an L85A2 equipped soldier to take the place of a 51mm mortar while retaining the flexibility of a rifleman. Unlike the American M203, the AG36 can accept longer rounds, such as flares.

Artillery Strike: This attack represents the use of long-ranged, off-table weaponry in support of ongoing battles. In the British Army, this is most likely to come from an AS90 or mortar battery but also includes bombs and stand-off missiles from aircraft.

AIM-132 ASRAAM: A British designed missile to replace the ageing Sidewinder and represents a significant step forward for short-ranged air-to-air missile capability, in terms of speed, agility and accuracy.

British Army Armoury

Weapon	Range	Damage	Traits
1,000 lb. JDAM	Dropped	D10+5	Lethal Zone/2, Multihit, One-Shot, Piercing/4
40mm CTWS cannon	40"	2xD10	Piercing/2
AG36 underslung grenade launcher	24"	D6+1	Artillery, Lethal Zone/1", Piercing/1, Ready
AIM-132 ASRAAM	72"	D10+2	AA-Only, Auto, One-Shot, Piercing/3
Artillery Strike	Special	D10	Lethal Zone/4", One-Shot
Barrett M109 sniper rifle	60"	D6+2	Accurate, Piercing/2
BGM-71 TOW missile	40"	D10+1	Lethal Zone/1", One-Shot, Piercing/3, Slow
Brimstone missile	60"	D10+6	Multihit, One-Shot, Piercing/5
Cluster Bomb JDAM	Dropped	3xD6+1	Lethal Zone/5", One-Shot
CRV7 rockets	40"	2xD6	Lethal Zone/4"
FGM-148 Javelin ATGM	40"	D10+1	Lethal Zone/1", Piercing/3, Slow
GPMG	30"	2xD6	AA, Auto, Piercing/1, Prone
HK GMG	36"	2xD6	Artillery, Lethal Zone/2"
HK416 enhanced carbine	20"	D6	Auto
L21 Rarden cannon	40"	2xD6+2	Piercing/2
L85A2 assault rifle	24"	D6	Auto
L86A2 LSW	36"	D6	Accurate
L94A1 chain gun	30"	3xD6	Auto, Piercing/1
LCR	50"	D6	Accurate
M203 underslung grenade launcher	20"	D6+1	Artillery, Lethal Zone/2", Ready
M230 chain gun	30"	4xD6+1	Auto, Piercing/2
Mauser BK-27 cannon	30"	3xD6+2	Piercing/2
MBT LAW	30"	D10+4	Lethal Zone/1", Multihit, One-Shot, Piercing/3, Slow
Minimi Para	30"	2xD6	Auto, Prone
Rheinmetall L55 gun	72"	D10+6	Lethal Zone/2", Multihit, Piercing/4
Starstreak HVM	50"	3xD6+2	AA, Piercing/2, Slow
Swingfire AT missile	50"	D10+2	Lethal Zone/1", Multihit, One-Shot, Piercing /4, Slow

Barrett M109 sniper rifle: Adapted from the M107, this rifle uses 25mm AP shells that are capable of destroying light vehicles (let alone enemy personnel) at great ranges. It is an exceptionally powerful and yet reliable weapon.

BGM-71 TOW missile: The Tube-launched, Optically traced, Wire command link guided missile is widespread

throughout many military forces. Despite its age, the TOW remains a fearsome weapon.

Brimstone missile: The Brimstone has an airframe developed from the US Hellfire but is internally an all-new design. Able to search for targets within a designated area, the missile sports a tandem shaped charge, which can defeat reactive armour easily.

Cluster Bomb JDAM: Swapping a 1,000 lb. Warhead with cluster munitions, this weapon allows aircraft to devastate large areas in a single pass. The bomblets released are capable of tearing apart light vehicles and other weak targets. The JDAM will roll D6s to move their Impact Point rather than D10s.

CRV7 rockets: Developed by British Aerospace, the CRV7 is an unguided rocket designed for use by helicopter gunships. Salvo fire can saturate an area, destroying scattered light targets quickly and efficiently.

FGM-148 Javelin ATGM: A last generation anti-tank weapon, the Javelin is heavy compared to more modern designs. However, it is still a potent device, with top down attack capabilities and a tandem warhead that can defeat reactive armour. All attacks with this weapon will count as having been fired from an elevated position.

GPMG: The Gimpy is a man-portable machine gun that acts as a support weapon. On vehicles, it is given a far greater ammunition capacity, making a superb tool for suppressing enemy forces.

HK GMG: An automatic grenade launcher, the GMG fires 40mm grenades at a rate of 360 rounds per minute. It is mounted in place of the GPMG on some armed Land Rovers.

HK416 enhanced carbine: The latest generation of carbines, the HK 416 demonstrates superior accuracy over its predecessors while retaining the utmost reliability – the perfect combination for the SAS.

L21 RARDEN cannon: Now replaced by the 40mm CTWS on many armoured vehicles, the 30mm RARDEN can still be found on the Scimitar. Manually loaded with three round clips, the RARDEN proved to be a somewhat cumbersome weapon.

L85A2 assault rifle: A bullpup design, the L85A2 (also known as the SA80) is the standard rifle for the British Army. Though its predecessor was much derided for its reliability, the L85A2 rectifies its faults and builds upon its strengths, making it one of the most accurate infantry rifles in the world.

L86A2 LSW: Based on the L85A2, the Light Support Weapon was designed to provide fire support but is now typically used as a marksman's rifle.

L94A1 chain gun: A highly effective and reliable chain gun, the L94A1 is an externally powered chain-fed weapon that is not stopped by misfires. The installation on the Warrior and Challenger II has some flaws that blunt the free use of the gun.

LCR: The Large Calibre Rifle is a dedicated single-shot sniper rifle, capable of tackling enemy personnel and light vehicles alike.

M203 underslung grenade launcher: Designed to be underslung beneath the barrel of an M16 or M4, the M203 is also available as a separate unit. Firing 40mm grenades, it grants huge flexibility to individual sections.

M230 chain gun: Utilising 30mm shells, the M230 is able to penetrate light armoured vehicles. It has

proved a potent secondary weapon on the Westland Apache.

Mauser BK-27 cannon: A single barrel 27mm cannon originally developed for the Tornado, the BK-27 was a natural choice for the Typhoon II, among other aircraft. It is adept at engaging aerial and ground targets alike.

MBT LAW: The Main Battle Tank and Light Armour Weapon replaces the L2A1 (ILAW) within the British Army. It is an extremely portable, fire-and-forget and disposable weapon. All attacks with this weapon will count as having been fired from an elevated position.

Minimi Para: A Belgian machine gun now found throughout military forces around the world. The Para variant is a shortened design developed for vehicle crews and paratroopers, with a telescoping stock.

Rheinmetall L55 Gun: Fitted to the Challenger II during its Lethality Improvement Programme update, this 120mm smoothbore gun is one of the best primary weapon systems found on any main battle tank in the world. It has significant advantages in range and accuracy.

Starstreak HVM: Launching three smaller missiles in mid-flight to enhance accuracy, the Starstreak is a unique laser-guided anti-aircraft weapon. It ignores any Countermeasures rules a target Air Unit may have.

Swingfire AT missile: Named for its ability to swing sharply 90 degrees after launch, the Swingfire allows the launching vehicle to remain out of sight when the missile is launched remotely by its hidden, dismantled crew.

Written By Matthew Sprange

TRAVELLER

The Road So Far Travelled

TRAVELLER

Some games are easy to write. You've got a single clear vision, a single authoritative voice and no expectations about how well it will do. You write them for yourself.

Traveller started out that way but that was a long, long time ago.

Doing a new edition of *Traveller* was hard. Take your pick of clear visions – 'it'll be just like the Little Black Books and it's also *Traveller 5*/it'll be just like it used to be but also it'll be brand new/it'll be uniquely *Traveller* and a generic sci-fi system'. There were *lots* of voices, especially when we opened the game up to open playtest. Expectations? It's *Traveller*.

I have a copy of an original schedule, which called for the book to be done in December. I'm writing this in late March and the book is still in final proofing. Jumpspace is tricky that way.

In some ways, we met our goals. It's got all the content of the Little Black Books but it's also a whole new thing. It is even closer to Classic *Traveller* than I originally intended it to be but is also a foundation for a long game line covering multiple settings. It's not a generic sci-fi system but the bits that are not generic are easily modified or replaced with sections customised to whatever game you want to play.

The open playtest was an astonishing... experience. A success, definitely, in terms of the feedback we received

and the improvements that were made to the game as a result. Fans did more than just test a few rules and say whether or not they liked them – they wrote whole subsystems, re-edited sections, did statistical analyses and spent thousands of hours discussing the game. It made the game better. It was also a baptism of fire. The *Traveller* community has been around for a long *long* time and Mongoose Publishing's involvement is a very recent development. I wondered, when I started, why friends *warned* me that *Traveller* fans care about the game. What's wrong with caring for the game, I wondered?

It is not wrong. It is just that everyone's platonic ideal of *Traveller* is unique to them and various editions must be measured by how far they deviate from that unreachable ideal. To borrow from Greg Stafford's *Glorantha*; YTWV (Your *Traveller* Will Vary).

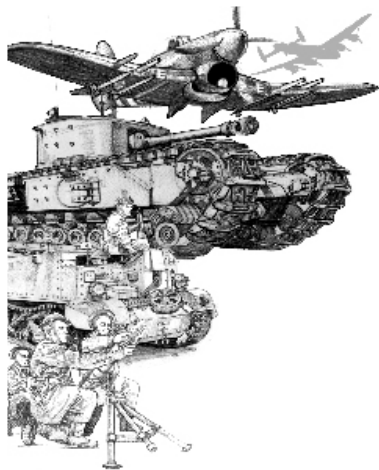
The final game may not be that platonic ideal *Traveller* but I hope that it occupies a position roughly equidistant from a lot of those perfect games. Now, make it your own. Project your own single vision of what you want from *Traveller* onto the framework of the new rules. They will, I hope, complement each other.

(This article is far from the fluff 'isn't new *Traveller* great?' piece I was supposed to write, so the next paragraph is for people who have not played *Traveller* before and want to know what it is all about and why it is so great. Existing *Traveller* fans can skip on a bit.)

Traveller posits a big, big universe, a living universe that is more than a backdrop for the characters' adventures. You can be the guys who save the world but one world is almost trivial in *Traveller* terms. The galaxy is always bigger than you are. You do not shape *Traveller* and the universe does not exist to showcase or benefit your characters. You live in it. It is drama played out on a scale that is both vast and intimate – you are dealing with the wild expanse of space but it is also confined to your small ship, your speck of warm matter. It's *Firefly* and *Ringworld* and *Mass Effect* and *Foundation*.

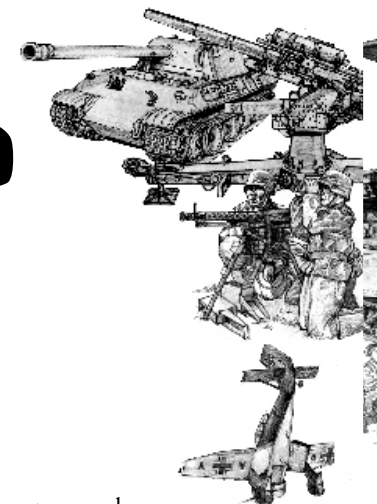
I am currently working on the *High Guard* supplement, with expanded rules for ship creation and combat as well as lots of naval material. If you want to run games inspired by Honor Harrington, this will be the book for you. *Mercenary* is mostly done too and *Scout* and *Merchant Prince* are lurking in outline form somewhere. Elsewhere, *Traveller* stalwart Martin Doherty has finished *The Spinward Marches* setting guide and both he and Loz are working on adventure support for the line. It has taken us longer than planned to get here but we are travelling fast now.

By Gareth Hanrahan



Bringing 1/72 Scale to Your Table

A Lazy Man's Guide to World War II Armies By Matthew Sprange



First let me say, I love painting armies. There is something therapeutic about whiling away the hours, maybe in front of a decent film (good source of inspiration), perhaps giggling manically at the thought of placing your latest creation on the table and basking in the awe of your opponent.

However, I am also the world's laziest painter. I don't like projects hanging around for weeks on end and when I start something, I like it to be finished promptly. Within a few hours, for example, so I can get on with the next creation. Models have to look good for the table, so there can be no slap-dash efforts but the whole process has to be... efficient. I would guess that I am not the only gamer like this.

Traditional Miniatures

When it comes to World War II, there is a plethora of 'traditional' metal miniatures, in both 20mm and 28mm scale. Companies such as Bolt Action (see their advert elsewhere in this issue) have huge ranges and if there is a specific model you are after, you are well catered for.

Each of these finely sculpted masterpieces can be tackled in the same way as you would approach any science fiction or fantasy miniatures range. For my part, I found myself wanting (or rather, *needing*) one of every army present in Battlefield Evolution: World

at War – and Modern Combat was coming fast over the horizon too.

I needed to come at this from another angle.

Going Back to the Old School

In the 'good old days', or the 'golden age of wargaming', where gamers were real gamers and beards and sandals were the height of tabletop fashion (way before my time, I should hasten to add), the huge range of miniatures available today simply did not exist and if you wanted to field entire companies or battalions, it was far too expensive. So, gamers used 1/72 scale models.

If you take a trip down to your local model store, you will find these models still exist – in huge numbers. Not just aircraft and armour but infantry too. Best of all, you will find you can pick up 50-odd infantrymen for around £4. How many 28mm miniatures would that buy, eh?

You have to be aware that such infantry packs tend to be aimed at diorama builders, who spend even more time modelling and painting than we do – though it may be difficult to understand spending all that time building a model that just *sits* there when you are finished. No charging up a steep hill to attack a bunker while under heavy machine gun fire for these troops!

What this means is that such packs are not arranged in sensible squads, as you would find if they were made for wargamers alone. You might find you are short of a machine gun or two or have a few too many officers.

It is likely you will be forced to buy perhaps two packs to get a decent platoon (if you can get two boxes made by two different manufacturers, you are almost certainly likely to get everything you need, as what is not made by one company in their infantry sets, can invariably be found in another).

That might seem a waste but if you spend £8 or £12 getting a decent sized platoon of three to five squads, plus supporting units, does that not sound like a good deal?

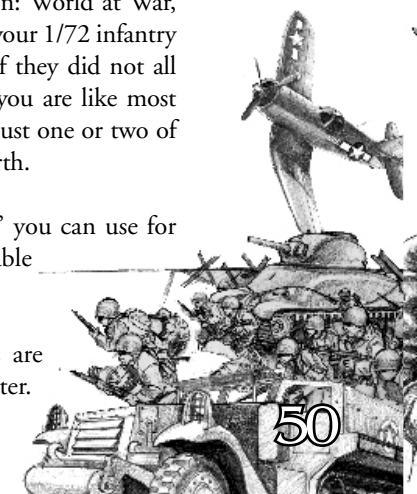
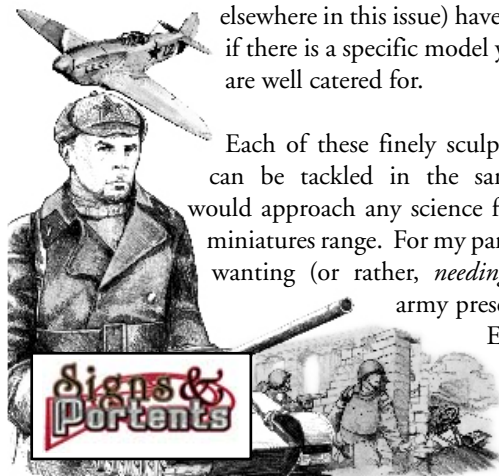
Factor in the occasional juicy eBay find, and you might just discover you can build an entire army for a penny – try and beat an army for a penny!

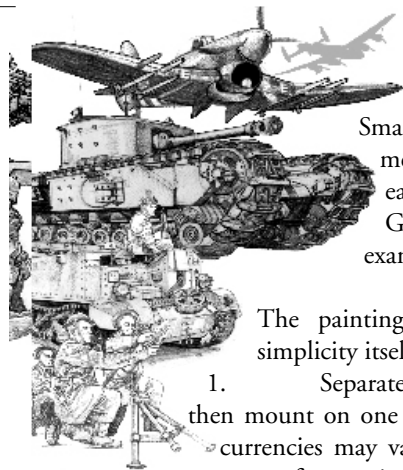
Painting the Hordes

Now, getting hold of a veritable horde of models cheaply is one thing. Getting them ready for the table is quite another. After all, while you can get away with just two or three squads in Battlefield Evolution: World at War, you will have plenty of other troops in your 1/72 infantry box sets and it would seem a shame if they did not all get some trigger time. Of course, if you are like most wargamers, you will not have bought just one or two of these box sets but an entire legion's worth.

There are, however, some neat 'tricks' you can use for these models to get them to an acceptable tabletop standard.

First, remember that smaller models are your friends if you are a lazy painter.





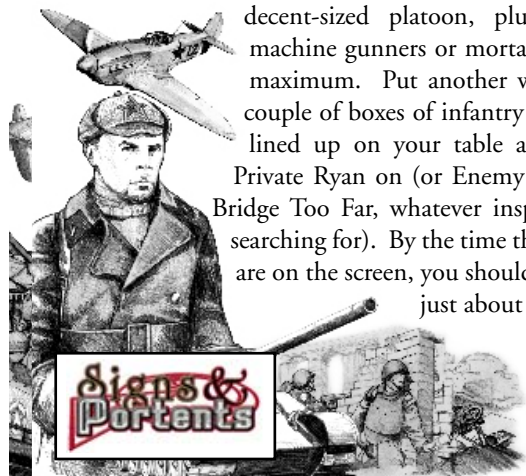
Small models mean less detailing, meaning less time required for each one. Take my German Grenadiers below as an example.

The painting scheme behind these is simplicity itself.

1. Separate models from their sprue, then mount on one or two penny pieces (other currencies may vary, but use small coins for most of your infantry and larger ones for machine gunners and soldiers laying flat).
2. Undercoat black – sprayed on, of course.
3. Drybrush grey. The trick here is that drybrushing the base colour seems to avoid the ‘flaky paint’ problem that you may have heard about with these thin plastic models. So far, all of my armies have avoided it, without varnish or special ‘flexible’ undercoats.
4. Dark brown applied for the wood on their rifles.
5. Metallic paint applied where required on weapons.
6. Flat skin tone for faces and hands.
7. Black for boots and helmets.
8. Paint the base green, add flock as desired.

That’s it! You will tear through huge numbers of these infantry in no time at all using these techniques, which are readily applied to all armies (simply switch the grey for khaki, for British infantry, for example).

In fact, you should aim for at least 50 models (a decent-sized platoon, plus a couple of machine gunners or mortars) in two hours maximum. Put another way, start with a couple of boxes of infantry and your paints lined up on your table and stick Saving Private Ryan on (or Enemy at the Gates, A Bridge Too Far, whatever inspiration you are searching for). By the time the closing credits are on the screen, you should find your army just about finished.



Kind of makes just sitting in front of the TV while doing nothing seem kind of pointless, eh?

Vehicles and Aircraft

If infantry are easy to handle in 1/72 scale, you will find yourself spoilt by the range of vehicles and aircraft. Yes, you could buy the traditional Airfix-style kits and carry on in the same vein as the infantry. There is a huge range of models out there and you will certainly find the most obscure item if you search hard enough. The models take a bit longer to put together and have far more detail to take care of but as centrepieces for your army, this is acceptable, right?

Well, not exactly. Not if you are a lazy painter like me. So, I started exploring the world of diecast models. . .

With the likes of Corgi and Dragon, there is a massive range out there, certainly enough to fulfil all your Battlefield Evolution: World at War requirements. However and here is the thing you really cannot get past – they all come pre-painted. To a very high standard.

Just take a trip down your local store, grab a few boxes (and you will find the prices very reasonable compared to what you may be used to in wargaming circles) and your army is done.

These are a few of the little treats I found for my armies. I have done nothing more than fixed the odd turret and glued the odd undercarriage hatch.

Buildings and Terrain

There are those of us in wargaming circles who will spend hours creating the perfect terrain piece for their table. As a lazy painter, you can imagine what I think of that. . .

You cannot use your normal 28mm scale scenery for 1/72 models, beyond the forests and the hills. It will look as if you are playing our Gulliver’s Travels (believe me, we tried).

Fortunately, you will find yourself well-catered for here as well. If you fancy getting the glue and paints out, you will find no shortage of bunkers, airfields and bridges from the same manufacturers as your infantry. However, as always, there is an easier way.

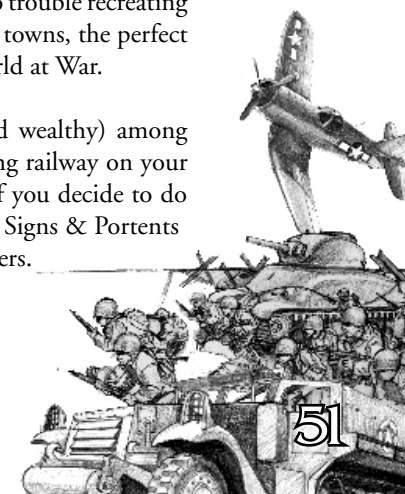
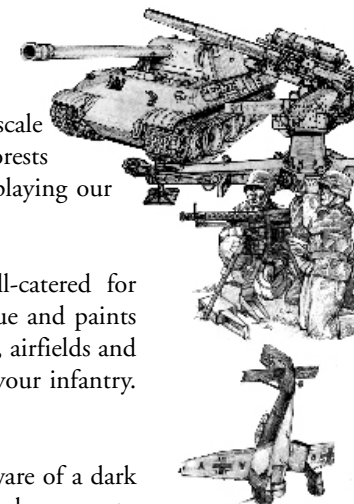
In your local model shop, you may be aware of a dark and suspicious area of the store that you have, up to now, avoided. You will see a strange breed of hobbyist there, stroking steam engines and muttering tales of something called wide gauge. . .

As wargamers, we tend to work in scales of 15mm, 25mm, 28mm and so on. Modeller’s use 1/72 scale and the like, as we have seen. Railway modeller’s use something called HO and OO (pronounced Aitch-Oh and Double-Oh). The reasons why are not too important – what is vital to know is that HO and OO are, near as dammit, the same as 1/72 scale.

So, all the pre-painted card and plastic scenery that the railway modeller’s plonk down on their tables (I have to admit, these guys are a bit easier to understand than pureblood modeller’s, as their creations at least *do* something when complete), can just as easily be used alongside your armies. With the plethora of village sets available for railways, you will have no trouble recreating French or German villages and small towns, the perfect setting for Battlefield Evolution: World at War.

Of course, the more ambitious (and wealthy) among you may decide that having a working railway on your wargaming table is just the ticket. If you decide to do this, feel free to write in an article to Signs & Portents and bask in the jealousy of your peers.

. . .



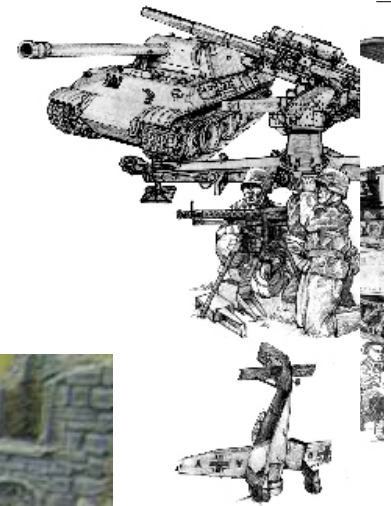


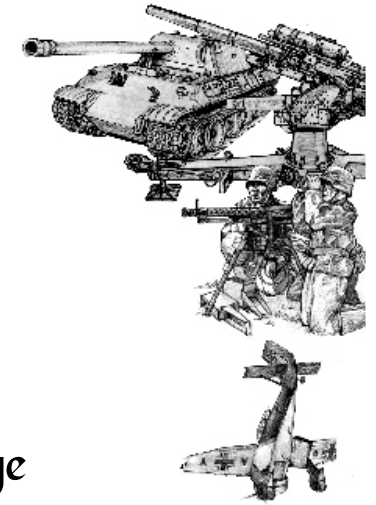
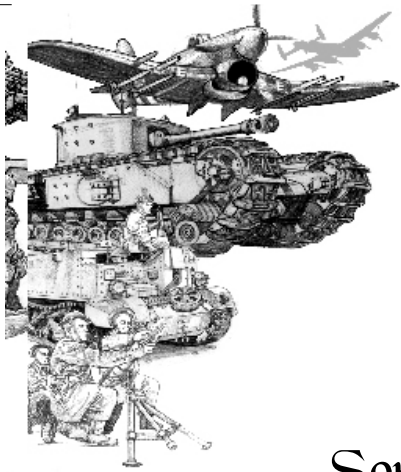
What are you Waiting for?

So, in summary, you can build a complete army (or 12) for less than £50 and have it ready within 2-4 hours.

Your infantry will look 'serviceable', as they say, while your aircraft and vehicles will be virtual masterpieces. Pick up everything you need on Saturday morning, be playing Sunday afternoon at the latest.

Welcome to 1/72 scale.





Wehrmacht Reinforcements!

Some new units for BF Evo: World at War By Matthew Sprange

Once you start plumbing the sheer breadth of models available in 1/72 scale for Battlefield Evolution: World at War, you'll find yourself itching to move beyond the units presented in the main rulebook. We'll be covering all sorts of models in future supplements and issues of Signs & Portents but here are three from my own forces that did not make the cut for the main rulebook (for reasons which will soon become obvious!).

PzKpfw VIII Maus – 1500 points

Weighing in at over 180 tons, this was a super-heavy tank. Glorious and proud in concept, the operational prototype broke down before it could take part in the Battle of Berlin.

Type	Size	Move	Close Combat	Facing	Target	Save	Kill	Traits
Maus	6	2"	6xD10	Front	11+	2+	14+	Hits/8, Lumbering, Multifire/All, Tracks/6"
				Sides	10+	3+	13+	
				Rear	9+	3+	12+	

Unit: Maus with 128mm KwK44 gun, 75mm gun, and MG.

Co-Axial Gun: To improve target acquisition, weapons on vehicles were sometimes mounted co-axial to the main gun. The 75mm gun has a co-axial mount. The co-axial gun must always use the same Fire Zone as the main gun. As soon as a Fire Zone is placed within range of the co-axial gun, you may add +1 to all Damage Dice of the main gun.

Messerschmitt Bf 110G –310 points

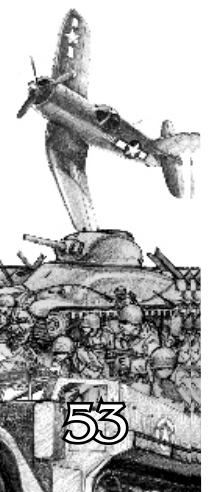
Designed as a heavy fighter to protect bombers, the Bf 110 proved far better in the night fighter and ground attack roles.

Type	Size	Move	Close Combat	Target	Save	Kill	Traits
Bf 110G	6	Loiter Cruise	6xD10	6+	6+/6+	9+	Hits/6

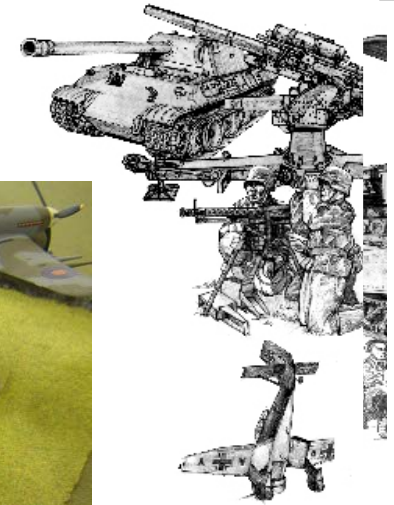
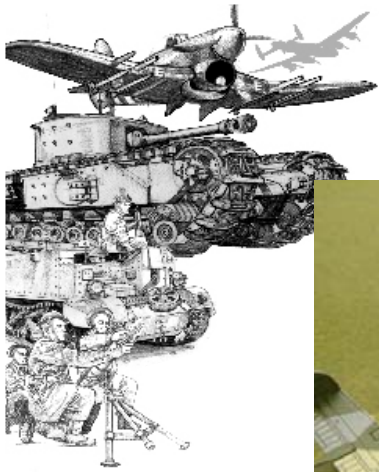
Unit: Bf 110G with 2 30mm cannon (FaF), 2 20mm cannon (FaF), 2 MG (FaA), and 2 500 lb. Bombs.



Signs & Portents



53



Ordnance: The Bf 110G may drop two bombs in a single Shoot (bomb) action.

Messerschmitt Me 262 – 275 points

Nicknamed the Turbo and the Stormbird, the Me 262 was the first operational combat jet aircraft but it came too late to save Germany.

Type	Size	Move	C l o s e Combat	Target	Save	Kill	Traits
Me 262	5	Cruise Burn	4xD10	6+	6+/4+	8+	Hits/4

Unit: Me 262 with 4 30mm cannon (FaF).

Jet-Powered: When using the Burn speed, the Me 262 gains a 3+ Dodge Save but must re-roll any successful cannon attacks it makes against ground targets.



Extended German Armoury

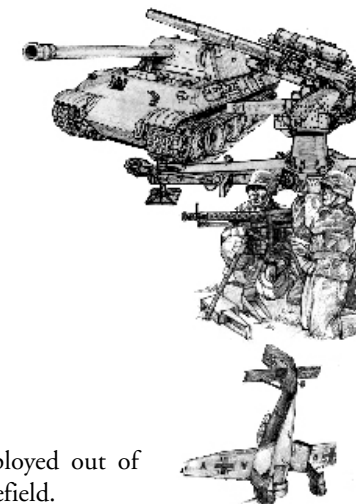
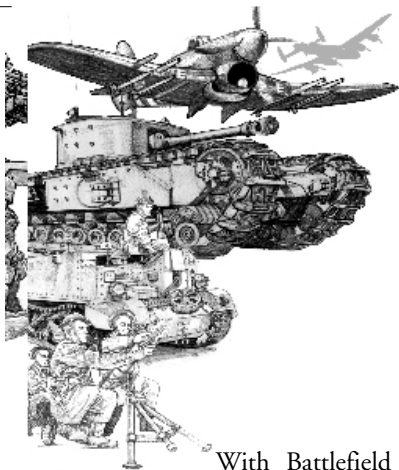
128mm gun	KwK44	60"	D10+5	Killshot, Lethal Zone/2", Multihit, Piercing/3, Slow
20mm cannon		30"	D6+2	Auto, Piercing/1
30mm cannon		30"	D6+2	Auto, Piercing/2
500 lb. Bomb		Dropped	D10	Lethal Zone/6", Multihit, One Shot
75mm gun		48"	D10+2	Lethal Zone/1", Piercing/3, Slow
MG		24"	3xD6	Auto

Killshot: Some technologies are powerful enough to vaporise any target they hit, blasting through armour as if it was not even there. Killshot weapons count any Damage Dice that equal or beat a model's Target characteristic as a Kill instead.



Delaying Action

A Battle Report for Battlefield Evolution: World at War Matthew Sprange and Nick Robinson



With Battlefield Evolution: World at War about to be released, it was clearly time for a battle report. Grabbing a platoon of British Commandos, I gazed around the office for a suitable target for their aggression. Setting my sights on Nick, I hefted the obligatory turbot, and smacked him across the face – the challenge was set. The Commandos would face the wrath of Nick's Wehrmacht Grenadiers.

Setting the Scene

Battlefield Evolution features a number of set scenarios, which include specific objectives. However, it also includes an Engagements system, which effectively allow you to create your own scenarios. You set a points total for the two forces, and choose your general tactics. These tactics (Attack, Defend and Probe) define how the table is set up, what the deployment zones are, and what each side has to accomplish.

Nick was straightforward and chose to Attack, while I was more cautious with Probe tactics. By comparing these on a simple table in the rulebook, we determined that I would choose which side of the table to deploy on, and whether we would play across the table, up its length, or have a diagonal dividing line. Nick would choose whether to set up first and take the first turn, or allow me to do so (being aggressive, he chose to set up first, so he could unleash his firepower early!).

From the Engagements table, we could

also tell that Nick's overall mission objective would be to overrun my position – basically, get as many units into my deployment zone as possible. My task would be to Delay him as much as possible, halt his advance and try to survive!

British Commandos

Matthew: With the contents of the office miniatures cabinet to play with, I was quite spoilt. Commandos are elite troops, with lots of special rules – they are stealthy, can lay ambushes, and are rock hard in close combat. What is not to like?

My first choices were two Commando Sections and a Command Section, the latter with an added PIAT Team for anti-tank work. German tanks being what they are, I figured Nick would be bound to field as many as he could fit into his force. The Commando Sections would form the core of my force, and one would be

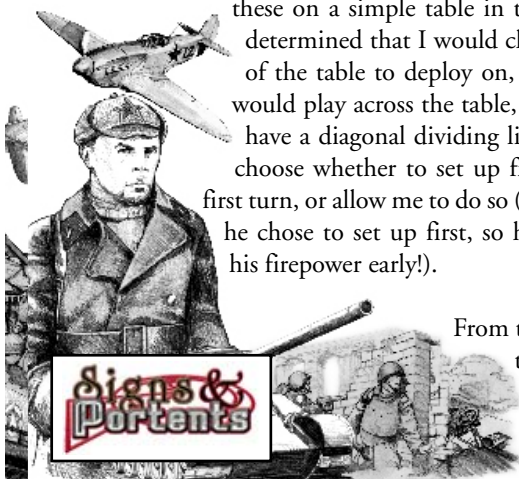
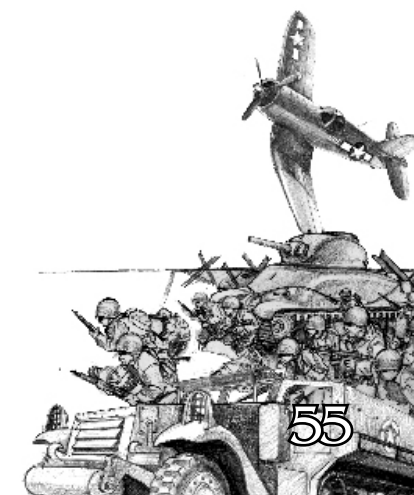
used to ambush Nick's force, being deployed out of sight somewhere in the midst of the battlefield.

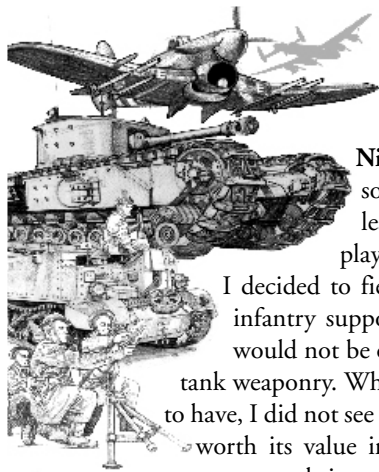
To this, I added two more PIAT teams, as I believe you can never have enough anti-tank weaponry and, to make the point fully, a Churchill heavy tank. With heavy armour and a 75mm gun, I intended to face down Nick's armour, man-to-man. Well, backed up with some sneaky guys armed with PIATs, of course...

With not many points to spare, I reverted to type. Nick might be a tank man, but aircraft are more my thing. A single Typhoon rounded off my pint-sized platoon, a lone fighter-bomber that was in the area, ready to be called in to support my Commandos if German opposition proved too strong.

Command Section w/PIAT team
185 points
Commando Section
280 points
Commando Section
280 points
Commando Anti-Tank Team
75 points
Commando Anti-Tank Team
75 points
Churchill VII Infantry Tank
330 points
Hawker Typhoon IB
260 points

Total: 1,485 points



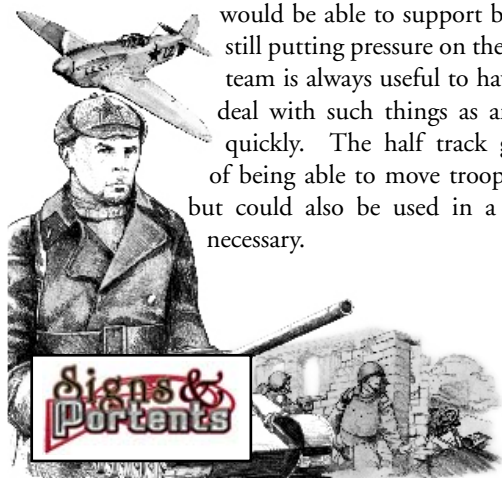


German Grenadiers

Nick: German forces have some pretty nifty options, not least their armour. I like to play aggressively on the table, so I decided to field two tanks and plenty of infantry support to ensure that the tanks would not be overwhelmed by lots of anti-tank weaponry. While an aircraft would be nice to have, I did not see the Focke-Wulf 190 as being worth its value in points in this battle, and pretty much ignored the risk from the air - if Matthew decided to field a Typhoon, then I did not see it as being formidable enough to turn the tide in this game.



Two Panzer IV tanks would be the mainstay of my force. With four infantry squads (including the Pioniers), I would be able to support both flanks while still putting pressure on the centre. A sniper team is always useful to have, being able to deal with such things as anti-tank soldiers quickly. The half track gave the option of being able to move troops about quickly, but could also be used in a support role as necessary.



- Grenadier Command Squad
100 points
- Grenadier Squad w/Panzerfaust
210 points
- Grenadier Squad
180 points
- Grenadier Squad
180 points
- Grenadier Sniper Team
40 points
- Pionier Squad w/SdKfz 251/7
345 points
- Panzer IV H
215 points
- Panzer IV H
215 points

Total: 1,485 points

Deployment

Nick: The tanks went on either flank. I would be using lots of infantry in close support while having more men pin down whatever units Matthew had in the centre. This would hopefully allow one or the other of my main units to catch his forces with enfilading fire. While the half-track is a bit of a luxury, I decided to use it in a supporting role, rather than a troop transport. Hopefully it would help shield my tank on the right flank from whatever Matthew had in store for me.

I placed the sniper team in the farm building just outside of Matthew's deployment zone, a nice position from where they could cause problems for any troops trying to prevent my left flank from advancing. Both Panzer IVs had an infantry squad in close support, with the Pioniers and the last infantry squad in the centre, hopefully moving forward to the woods in the centre of Matthew's position. The command squad I kept out of the way in the rear, as I did not see much point in placing them in harm's way (with so many troops on the table units which were in a pretty exposed position as it was, in any case).

Matthew: My first problem was that I had already picked out a nice spot for my ambushing Commandos to pop out from. Nick had promptly placed one of his Panzer IV's there, along with a squad of infantry. Lovely.

Taking that in stride, I deployed my other section in the centre, taking advantage of the wooded line on the hill, giving them a good sight if the German soldiers tried to swarm towards them. The PIAT teams were deployed opposite Nick's Panzers, two to support the ambushing section, the other tucked up in the farmhouse (I was pretty sure Nick had not seen me place them there!).

With my Command Section neatly placed in wooded cover, supported by the Churchill, I was confident. The section in the tree line would hold their ground, gunning down anyone who advanced near them, my PIATs and Churchill would tackle the Panzers, and the Typhoon would swoop in and clean up what was left.

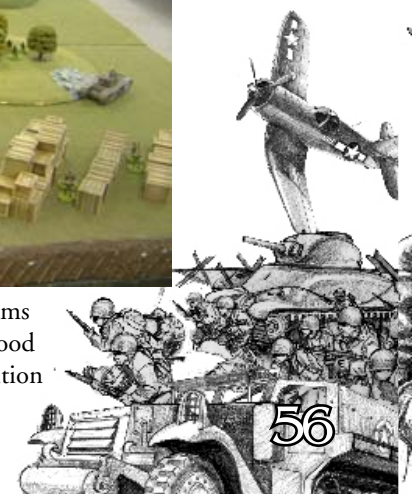
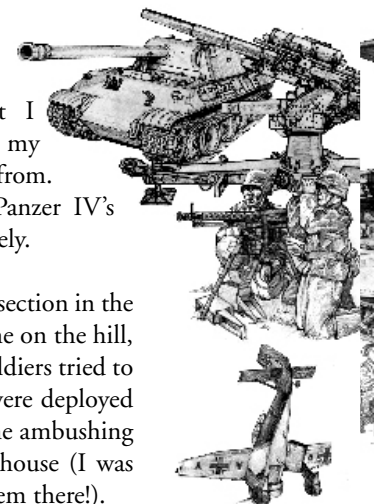
I reckoned this would be over by turn three. . .

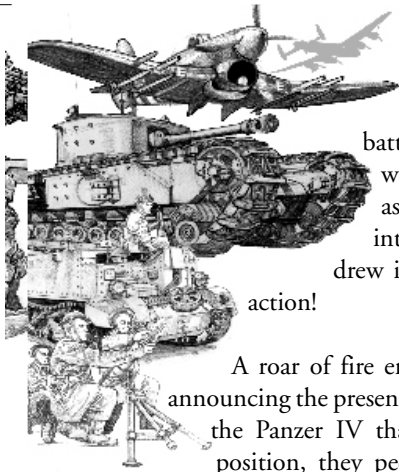
Turn One

The Germans slowly advanced across the battlefield, knowing that British Commandos were in the area. Spotting movement in the small wooded copse on their



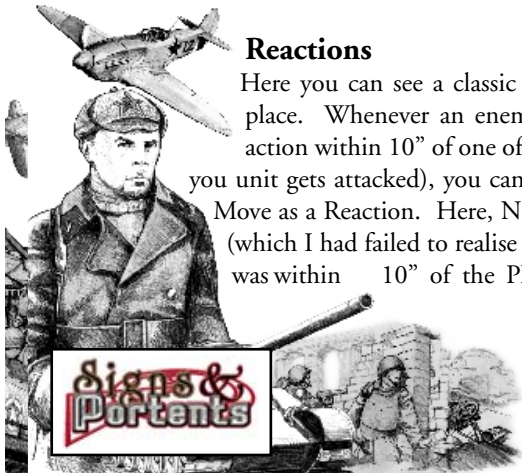
right flank, one of the infantry teams snapped off a few shots, earning first blood as a careless Commando gave his position away.





On the other side of the battlefield, the Commandos were getting ready, waiting as the Grenadiers walked into their trap. As the enemy drew into range, they sprang into action!

A roar of fire erupted from the farmhouse, announcing the presence of a PIAT team. Targeting the Panzer IV that was trundling past their position, they peered through the smoke in dismay to see the tank continuing on its course, a blackened mark on its hull their only result. They kept watch for an instant too long, allowing a German sniper in the farm's outbuilding to draw a bead on them, and the PIAT commando went down with a bullet in the head.



Reactions

Here you can see a classic Reaction taking place. Whenever an enemy completes an action within 10" of one of your units (or if you unit gets attacked), you can either Shoot or Move as a Reaction. Here, Nick's sniper team (which I had failed to realise was in the farm) was within 10" of the PIAT team when

they attacked the Panzer IV. They chose to shoot, and an accurate shot took down one of the Commandos.

The Panzer IV did not get a Reaction, even though it was attacked, as it has the Lumbering trait.

One advancing infantry team failed to see the waiting Churchill behind the small rise, and a massive explosion ripped them apart as the 75mm gun tracked their progress. In the centre, the Commandos in the tree line opened up on the Grenadiers advancing over the hill before them. Accurate fire brought down a few, but the lethal Sten guns were out of range.



Seeing what happened to the PIAT team in the farmhouse, those on the opposite flank stayed hidden, biding their time to launch an attack on the nearby Panzer IV.

Turn Two

Seeing a potential problem of rooting out Commandos in cover, the Panzer IVs were called in to support their advancing infantry. High explosive shells shook the tree line as Commandos dived for cover. Even though only two men fell to this heavy assault, it was clear the British had to do something about those Panzer IVs, and fast.

Sporadic rifle fire from the Grenadiers took down more Commandos in the tree line, including the Corporal and Lance Corporal. Seeing no other choice under this withering fire, the remaining Commandos retreated deeper into the woods.

Command

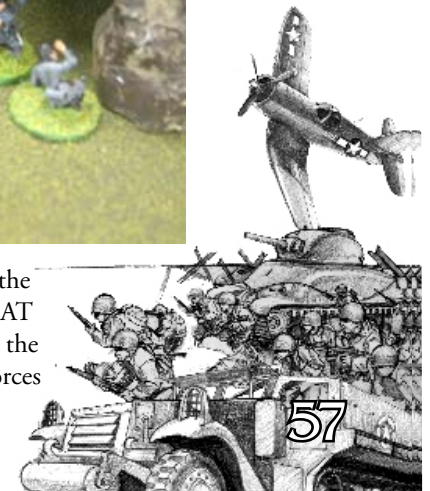
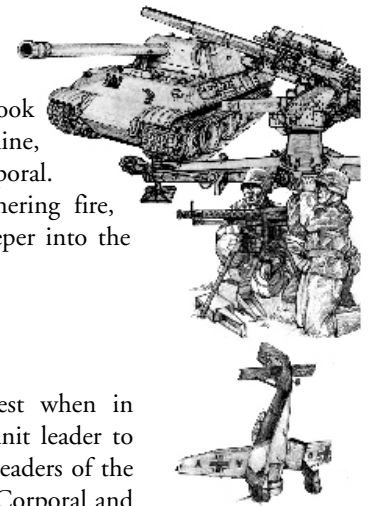
Units in Battlefield Evolution work best when in command – that is, when they have a unit leader to show them what to do. When the unit leaders of the Commando Section in the tree line (the Corporal and Lance Corporal) were killed, the unit's position was weakened terribly.

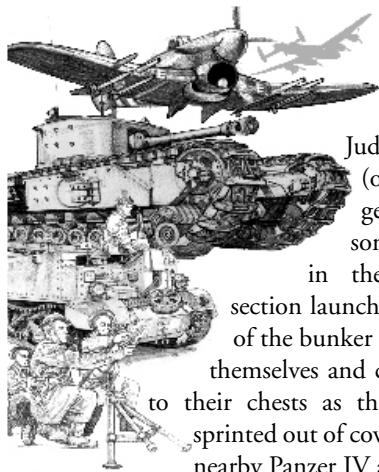
While out of command, they could only react and, rather than stay around to be battered, Matthew chose to retreat them.

There are ways you can bring a unit back into command, but none of these were open to Matthew at the time! In the end, he chose to bury them in the woods (using Move as a Reaction), forcing Nick to come after them if he wanted their Victory Points at the end of the game.



On the other flank, the sniper in the farm killed the last member of the PIAT team, leaving the path wide open for the Germans to begin marching their forces across the battlefield.

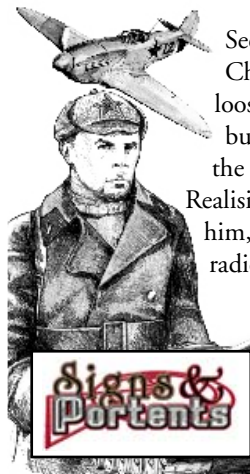




Judging the time to be right (or, perhaps more accurately, getting desperate for something to start going right in the battle), the ambushing section launched its attack. Springing out of the bunker in which they had concealed themselves and clasp anti-tank explosives to their chests as they ran, these Commandos sprinted out of cover to plant devices across the nearby Panzer IV and SdKfz 251/7.



After a series of loud explosions, the SdKfz 251/7 lay wrecked, but the Panzer IV, though damaged, was still very much functional. Grenadiers nearby had lain in wait, and they reacted to this foolhardy charge, gunning several Commandos down where they stood.



Seeing the threat to the Commandos, the Churchill levelled its 75mm gun and let loose at the bunker, but the shell hit nothing but earth, sending up chunks of mud into the air, but doing little structural damage. Realising the battle was slipping away from him, the Lieutenant yelled shrilly into his radio, screaming for air support.

Above the battlefield, Flight Lieutenant

Charles Worthington-Smythe (Chipper, to his friends) looked down to see the raging fight. With a cheerful affirmative, he throttled back, tipped a wing over and descended down behind the German line. Opening up on the Grenadiers on the hill with his 20mm cannon, he sent men scattering as he strafed.



Air Units

Aircraft are used in the Air Phase that takes place in between regular turns. They have a choice of speed (usually Loiter and Cruise, though some can use the faster Burn speed), which governs the minimum and maximum distances they can move on the table. After that, they can launch attacks by shooting or dropping ordnance.

In the normal course of a battle, you will get the chance to make one, maybe two, strafing runs, so you have to decide exactly how to use your aircraft to best effect. In this battle, Matthew was travelling at very slow speeds, trying to maximise his time to attack Nick's units. However, he could only do this safely, as Nick's only anti-aircraft weapon (a machine gun on the SdKfz 251/7) had been destroyed. If he had tried to do this in a more dangerous environment, he might have lost the Typhoon quickly!

So far, so simple! However, you can do a lot more in the Air Phase. For example, rules are provided for taking off and landing – so, once we release army list

details on gliders, for example, you can have them ploughing into the middle of a battle, disgorging men. Or, alternatively, perhaps you might want to create your own scenario whereby ground forces have to stop a number of enemy aircraft from taking off.

Once we move into the realms of Battlefield Evolution: Modern Combat (due soon!), the Air Phase really comes into its own. While the enemy engages you on one flank, you might fly a Black Hawk, carrying a spec ops team, across the battlefield to deploy on an important objective – instead of landing, you might get your troops rappelling out the side to deploy on top of a building.

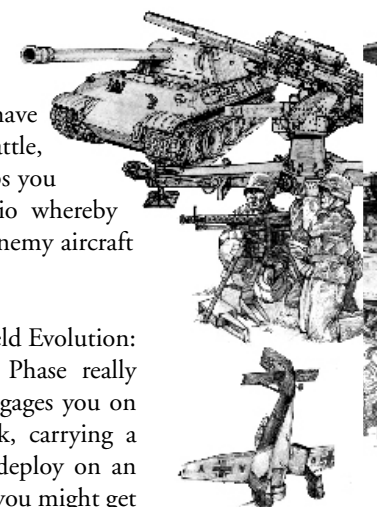
There are a lot of exciting things you can do with the Battlefield Evolution rules!

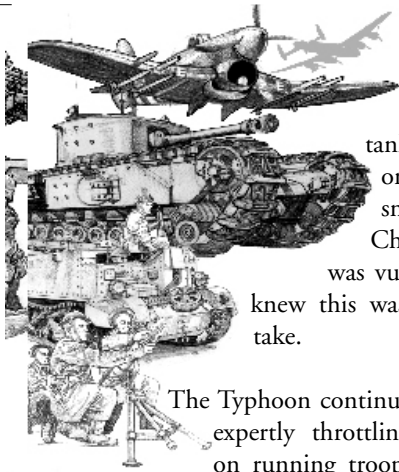
Turn Three

Though they had taken losses, the Germans were in a strong position – and they knew it. Accurate machine gun fire annihilated the remaining Commandos that had taken part in the ambush, while the Panzer IV destroys a PIAT team that had run out of cover to launch a sneak attack that had failed miserably.



By this time, the Lieutenant knew he had to do something or the battle was as good as lost. Ordering the Churchill





forward, he watched as the tank turned its machine guns on a German squad on the small rise opposite. Now the Churchill was in the open, it was vulnerable but the Lieutenant knew this was a risk he would have to take.

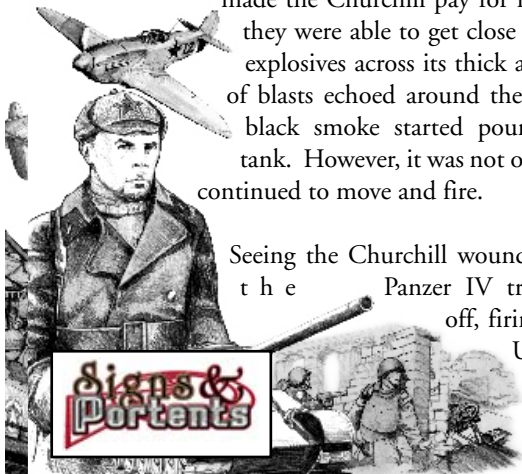
The Typhoon continued its strafing run, Chipper expertly throttling back to train his guns on running troops as long as possible. He targeted the squad running across open ground to the Commandos rear line, and brought down three of them.



Turn Four

A mad rush from a squad of German Grenadiers made the Churchill pay for its boldness, and they were able to get close enough to plant explosives across its thick armour. A series of blasts echoed around the battlefield, and black smoke started pouring out of the tank. However, it was not out of action, and continued to move and fire.

Seeing the Churchill wounded, the crew in the Panzer IV tried to finish it off, firing on the move. Unfortunately,



this made the shot wildly inaccurate and they achieved nothing more than the death of one unfortunate Grenadier who was too close to the blast.

Seeing the chance to get to grips with the enemy, the Lieutenant stiffened his top lip, and charged the Grenadiers who had damaged his beloved Churchill! Once in close combat, the Commandos proved unstoppable, and the Command Section quickly finished the Grenadier Squad off.

The Churchill, now free of infantry, gunned its rattling engine and moved down the hill. The crew were desperate to get away from the Panzer IV's main gun before it suddenly became a lot more accurate, and they knew their own 75mm gun would prove inadequate in damaging their opposite number while it was hull down. Instead, they mollified themselves by spraying machine gun fire on the German's hill top position, killing the remaining soldiers in another squad.

Near the Panzer IV, more Grenadiers were advancing towards the position of the last PIAT teams. Knowing their enemy was getting too close, the Commandos charged, and quickly dealt with the lead men in the squad. However, the Grenadiers' comrades reacted swiftly, cutting the Commandos down before they could escape.

The Typhoon waggled its wings slightly as it departed the battlefield, and the British Lieutenant cursed the

RAF, for all the good they had done him in this battle. However, his anger quickly turned to elation as he realised the Typhoon has left a parting present for the Germans – two 500 lb. bombs fell from the sky to blast apart the Panzer IV that had been skulking in the farm!

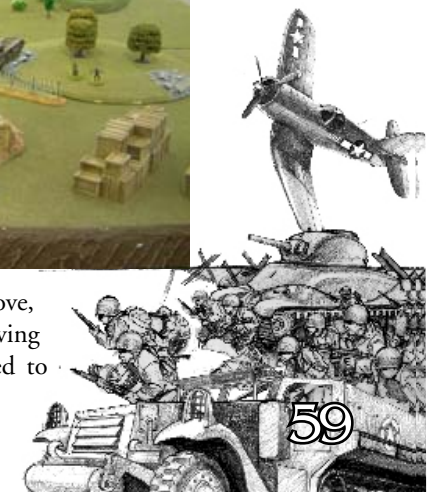
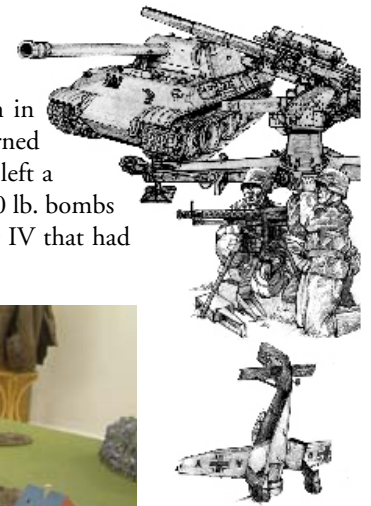


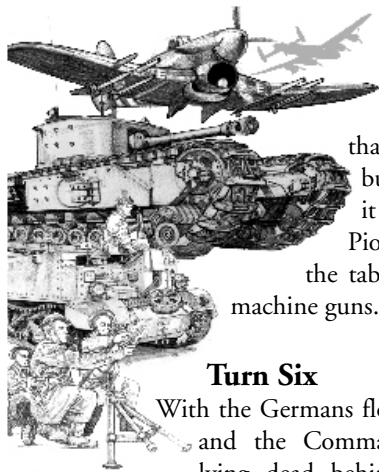
Turn Five

The Commandos' Lieutenant and his section were caught wrong-footed by the Grenadiers that had already taken care of the PIAT team, and were cut down quickly. Meanwhile, the Panzer IV repositioned itself in order to finish off the Churchill, but the British tank, by forcing



the German crew to keep on the move, survived the inaccurate round. Moving once more, the Churchill threatened to





wipe out the Grenadiers that had killed the Lieutenant, but they quickly scattered as it approached. Instead, the Pioneer team in the centre of the table received the wrath of its machine guns.

Turn Six

With the Germans flooding across the battlefield and the Commandos either in retreat or lying dead behind, the battle was almost concluded. The section in the woods found itself cut off as Grenadiers moved behind them, and watched in horror as an MG-42 was deployed to rake their position with bullets. They managed to kill the machine gunner before they finally succumbed to the attentions of the German sniper.



causing havoc amongst my infantry and knocking out a tank, but it was insufficient in the overall scheme of things. I was able to swiftly move forward on the left flank, getting a lot of Victory Points as my troops made their way to their objective with relative ease, scoring lots of points while the Typhoon was unable to stop them all.

The Ambush ability of the commandos was certainly painful, but the loss of the halftrack was easily worth the destruction of an entire squad. The use of infantry in support of armour is a classic tactic and one that will usually serve a commander well. In the end, Matthew's defenders were overwhelmed one by one as the combined forces worked efficiently alongside one another.

Having said that, I learned some very important lessons. Machine guns are incredibly nasty things - on the move they are merely useful, but if used when prone they are truly deadly, as Matthew found out. Aircraft are also formidable, but my forces were able to deal with the aerial threat by simply spreading out and trying to minimise the number of targets. If I was to go on the defensive in a battle, I would certainly look to invest in some anti-aircraft guns, especially in a larger game.

Other than that, my plan mostly worked. I would have liked for my other Panzer to survive (blasted Typhoon!) and probably it should have done had I not pushed it quite so far forward, but that is a lesson learned for another day. But now? Now I shall drink to victory and dream of throwing the Tommies back into the sea!

We Was Robbed!

Matthew: Oh, dear. That was dismal, whichever way you look at it.

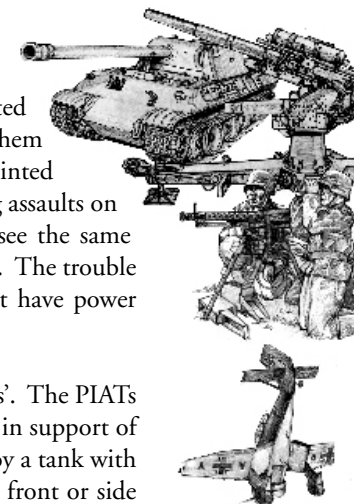
I could blame poor dice rolls at the start of the game. I could try to say the deployments of the two forces were less than optimal. However, being honest, I would have to say this is a classic case of Nick a) keeping his mind on the objective (getting troops into my deployment zone) and b) trusting in solid infantry and not fancy weapons.

Me, I was completely the opposite. I treated my Commandos as supermen, imagining them weathering machine gun fire as they sprinted across the battlefield to launch devastating assaults on enemy positions. Honestly, you would see the same tactics from power-suited Mobile Infantry. The trouble is, Commandos in World War II did not have power suits. . .

I also had an over reliance on my 'cool toys'. The PIATs work well when tanks get close and when in support of other units, but they are unlikely to destroy a tank with a single shot, *especially* when used against front or side armour. The Churchill was a good tank, but it quickly ran out of steam when engaging Panzers in cover. I would have been far better off deploying it on the other flank, and using it to mow down the advancing Grenadier squads.

Finally, the Typhoon - I expected way too much from it in terms of turning the tide of the battle. It was good (worth its points, certainly), but not *that* good.

Ah well, there is always next time. I feel the call of the Red Devils - surely they will do a better job than the Commandos!

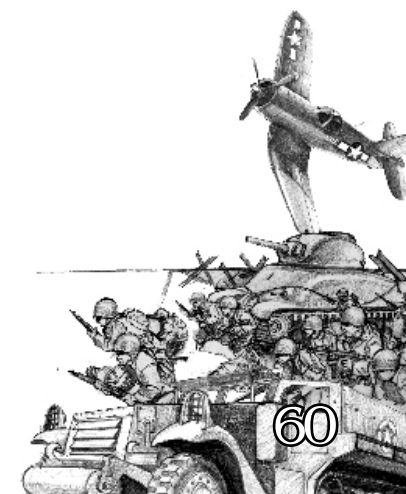


With the remaining Commandos going to ground, it was a clear German victory.

Final Points: German Grenadiers 755, British Commandos 43.

Onwards for the Fatherland!

Nick: Overall I was very pleased with how everything turned out. The Typhoon proved to be very troublesome,



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The Rescue

A Traveller Scenario By Gareth Hanrahan

The universe is not a hospitable place for life. Humans can live naturally in a microscopic band, a thin film on rocks that happen to be the right distance from the local star and have the right combination of gases. Go beyond that little niche of viability and you must rely on life support systems and artificial shelters, trusting your life to hulls and airlock seals.

The Rescue explores what happens when all of that goes wrong. It is suitable for a beginning group of *Traveller* characters and can serve as the kick-off for a whole campaign.

Mariposa & Sahal

Mariposa is a minor world on the fringes of the Imperium, a backwater ignored by most. It is primarily an agricultural world, producing textiles and luxuries for richer planets. The planet's large moon, Sahal, is mined for tritium, an isotope of hydrogen used in fusion reactors. Over the decades, the concentration of industry and technology has led to Sahal becoming the most influential and wealthy region in the system. The nobility, industrialists and corporate executives of Mariposa live on Sahal's underground cities and domed settlements, looking down at the benighted world below.

The main settlement on Sahal is Oculus, a city of a few thousand people that expanded out from the first tritium harvesting operation. The city is built into the floor and walls of Oculus Crater. Underground tunnels link Oculus to outlying settlements and bases. The richer nobles have mansions built into upper crater walls; the higher up the crater, the more prestigious the location.

Factories, shuttle ports, fusion reactors and lower-class housing are located on the crater floor.

The Disaster

The fusion reactors powering the lunar city have all manner of safety features and emergency systems but nothing is infallible. A shuttle, Flight 10, coming in from Mariposa lost control of its thrusters and accelerated as it approached its landing platform. The shuttle slammed into the Oculus Number Three reactor, causing a massive explosion. The blast itself did comparatively little damage. The twin blows to Oculus' stability were the loss of power throughout the city and the moonquake caused by the reactor's destruction. The shockwave caused dozens of access tunnels to cave in and caused part of the crater wall to collapse.

The shockwave also sent vast amounts of dust flying up and it would take weeks for the moon's weak gravity to drag the dust clouds back to the ground. The city was suddenly shrouded in an opaque grey dust, disrupting laser and radio transmissions. Oculus had grown up organically, without any central planning and the contingency plans were no match for a disaster of this magnitude.

In the chaotic hours after the disaster, the characters will be the only ones who can save dozens of lives.

Involving the Characters

If the characters have their own ship, then they just need to be near Mariposa. Perhaps they were trading

at Mariposa's spaceport or even visiting Oculus City. When the disaster strikes, then all ships nearby will be called in to help with the evacuation of Oculus. If the characters don't have their own vessel, then they need to be in Oculus City when Flight 10 crashes into the reactor.

There are five sub-plots in this adventure, which the characters can pursue in any order

- **The Morningside Dome:** Dozens of people are trapped in an outlying dome, running out of air. Worse, rumours are spreading about the cause of the disaster and panic is beginning to take hold.
- **The Deep Tunnels:** An underground tunnel complex was struck by the shockwave, trapping workers within. Rescuing them will require a perilous journey through unstable shafts.
- **The Mansion:** One of the wealthy nobles demands that he be rescued first. At the same time, a gang of thieves is taking advantage of the confusion by looting the rich homes on the crater wall.
- **The Shuttle Port:** The Oculus City shuttle port was severely damaged by the disaster but if the characters can free some of the ships there from the debris, they will greatly aid the evacuation effort.
- **Life Support:** Truly brave characters can head into the disaster area and repair the damaged power grid, restoring life support to Oculus City.

The characters are obviously not the only group trying to rescue survivors from Oculus but the other rescuers are concentrating on other survivors. The five tasks above are solely the province of the player characters – if they do not save those people, no-one will.

Failing Life Support

With the main reactors offline, life support in Oculus City is fading. Air recyclers have stopped, heaters are shutting down. Characters will start feeling the effects of the lack of life support an hour after the disaster, as the city becomes noticeably colder and the air feels thinner. Two hours after the disaster, the survivors in the Morningside dome will begin to run out of air. The miners have three hours of air, as does the mansion.

Artificial gravity has also failed throughout the city, reducing the gravity to one-sixth normal.

Mariposa is 400,000 kilometres away from Sahal, so it will take over three hours to fly from the moon to the planet below at 1g. There are other places to deposit survivors, if the characters think of checking. They could drop them off at orbital factories at the LaGrange point, which is only half an hour away from the moon or just move them to less damaged parts of the city.

If the characters reactivate the main reactors, then life support is restored to the whole city.

Moving Around Oculus

City

There are several ways for the characters to get around Oculus City:

- **The Tunnels:** Tunnels are the main way to get around the city. The major thoroughfares are wide boulevards, which under normal circumstances are designed to look like a street on an Earth-like world. The ceiling has holograms of blue skies and plants grow along the sides of the walkways. Now, the only illumination is from emergency lights. Some of the tunnels have collapsed and others are choked with fleeing refugees. There are tunnel carts

but these run off power from the main reactor and so are currently non-functional. If the characters find a suitable power cell, then an Engineering or Mechanic roll allows the characters to charge a cart.

There are also numerous side access tunnels, which are narrow ferrocrete tubes lined with cables and pipes. Every part of Oculus City is accessible by the tunnels. It takes thirty minutes to get from one place to another via the tunnels but the Games Master should also roll 1D6 on the Tunnel Encounter Table each time.

Tunnel Encounters

Result	Encounter
1–3	No encounter
4	Collapsed tunnel – the characters will have to find another path, taking another 1D6x5 minutes
5	Panicked refugees, looking for help
6	Dangerous tunnel – collapsing, fire, looter gang and so on.

- **The Surface:** Characters with vacc suits and a good sense of direction can move along the surface, through the dust cloud, by making a Navigation test taking 10–60 minutes. There are numerous airlocks leading down into Oculus, all of which can be operated mechanically when the power is off.
- **By Ship:** The fastest way to get around the city, obviously, is by spaceship. The dust cloud does not impede flying.



Flight 10 Is Down

The scenario begins moments before Shuttle Flight 10 crashes into the reactor complex.

If the characters are in Oculus City, they hear the crash and the ensuing explosion. The ground quakes, the lights go out, then are replaced by sickly emergency lights. The city's computer system begins reciting emergency procedures, telling everyone to report to the nearest emergency shelter and wait for instructions from security. Unfortunately, the main security tower was destroyed in the shuttle crash and it will take some time for junior security staff to respond to the crisis.

If the characters are in their ship, then they receive distress messages from Sahal soon after the shuttle crash. Automated systems announce that there is an emergency at Oculus shuttle port and that all vessels in Mariposa orbit should stand by for further instructions.

The characters are soon contacted via their ship or comms by Rai Astasi, a communications officer at Oculus City's

security centre. She is young and inexperienced but she's also the ranking officer left after the crash and she is taking charge in this crisis. She has identified the Player Characters' ship as one of the few vessels within range that can aid in the crisis. If the characters do not have their own ship, then she call upon any ex-military characters to aid the rescue effort.

Assuming the characters agree to Rai's requests to aid, she fills them in on the current situation – a shuttle has crashed and somehow disabled main power across Oculus City. She is co-ordinating the rescue effort and is calling in aid from the planet below and from other settlements on Sahal but there are two groups of people who are trapped and she wants the characters to aid them. Life support is failing, so the characters will have to act quickly.

The first group are in the outlying habitat dome, Morningside Dome. Three dozen people took shelter there but the dome is damaged and slowly leaking air. Rai wants the characters to get the people there to the shuttle port, where they can be picked up. No-one in the dome is answering their comms.

The second group is a group of workers in a new set of tunnels beneath the city. They are trapped down there – an airlock has sealed itself behind them and refuses to open. One of the workers, Herik, has a comm and Rai can put the characters in touch with him; he will guide them down into the tunnels.

As soon as the characters agree to help Rai and are discussing where to go first, they get another call. It is from Yaj haut-Epp, a noble of Oculus City. He was monitoring the characters' communications with Rai and knows they are competent and mobile. He demands that they come and rescue him first of all; he's trapped inside his mansion and wants an escort to the shuttle port. He will pay them handsomely if they aid

him, offering them 5,000 credits immediately but he is prepared to go as high as Cr. 20,000 each.

The Morningside Dome

The Morningside Dome is located on the eastern edge of the crater, in the shadow of the rocky walls. The moonquake caused tons of debris to collapse on top of the dome, damaging its outer shell. The dome contains new housing modules, as well as one of the larger open indoor spaces in Oculus City, an artificial garden.

When the impact of the shuttle crash and reactor explosion rocked the dome, the inhabitants gathered in this central space. One of the loudest voices in the dome was that of Roget Viers, a former marine, who assumed that Oculus City was under attack by Ine Givar terrorists or even alien invaders. Viers has convinced the other survivors to remain in the dome and prepare for a siege instead of leaving. He has whipped them into a frenzy of paranoia and they now believe that the rest of the city is filled with rapacious terrorists and thieves.

Entering the Dome: The airlocks connecting the dome to the rest of the city have been locked from the inside. Characters can override the locks with a successful Mechanic or Engineering (electronics) test or they can don vacc suits and climb up the dome (easily done in one-sixth gravity) to one of the upper access hatches. While on the dome, the characters will see the fractures in the dome shell.

Once the characters have entered the dome, they can make their way through the curved corridors towards the central area.

Firefight: In anticipation of an attack of the invaders, Viers has sent small armed groups to watch the entrances and set up ambushes. These are not trained soldiers,

just frightened citizens who have been told they are under attack. Wary characters (Recon 1 or more) will notice the ambush up ahead – two of the doors along the corridor are slightly ajar, as there are armed citizens lurking in there. If the characters walk past the doors, the citizens spring out and challenge them.

If the characters do not react by drawing guns or firing back, then the characters may be able to talk their way out of the ambush. If they do fight, then the ambushers start at Initiative 6 and have 1/2 cover when they fire out from the doorways.

Citizens

Str 6 Dex 8 End 8 Int 7 Edu 6 Soc 6
Stealth 0, Gun Combat (slug handgun) 0
Snub Pistol, C/S x3D6-3

If the characters convince the ambushers that they are not Ine Givar terrorists, then they are brought into the central dome where they can speak with Viers. If they leave smoking bodies behind them, then convincing the terrified survivors to trust them will be almost impossible (*'we just shot your friends, but seriously, we're here to rescue you'*).

Viers: In the central area, the characters find Viers surrounded by several dozen frightened citizens. Viers is standing on the plinth of an ornamental statue in the garden, shouting about how the city is under attack and they have to hold their ground. They must dig in and wait for relief from the surface. If the characters are going to evacuate the people here, they will need to get Viers to stand down.

Viers is not crazy or delusional but he has completely misinterpreted what's going on and believes that the city is under attack. If the characters tell him that it was just a shuttle crash, he will be suspicious – terrorist sabotage of a shuttle as it lands is eminently possible. He suggests that it could be the characters who are wrong about the

attack and that they should wait here until they can get a secure channel to Mariposa and confirm what's going on.

Convincing Viers will require roleplaying but he will lend more weight to the words of military characters or those with the Advocate skill or high Social Standing. The biggest risk is that the players will try to bully or overrule Viers, in which case he will become convinced they are slavers or kidnappers, trying to lure the people of the city out to their ship.

Viers

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

Athletics 1, Battle Dress 0, Tactics 1, Heavy Weapons 0, Gun Combat (slug rifle) 2, Stealth 2, Leadership 1, Recon 1.

Snub Pistol (3D6-3), ACR (3D6/Auto 6)

Evacuation: If the characters convince the survivors in the dome to leave, then they still need to get them to safety. There are 37 survivors, some of which are lightly injured. The characters can cram survivors into their ship and carry them to another dome on Sahal's surface or the LaGrange factories or guide them through the tunnels to the shuttle port.

The Deep Tunnel

From its humble beginnings as a tritium mine, Oculus City has expanded in all directions, especially down. Thick layers of regolith protect the citizens from the lethal radiation of space.

When Flight 10 crashed, Herik and his work crew were excavating a new section of tunnel 50 metres below the surface. The impact caused an airlock to shut behind them, trapping them underground. Herik was able to patch his comm into a fibre-optic line and contact the surface. Rei can connect the characters to Herik, who

explains the situation. He and two others were repairing a damaged mining robot when the impact hit them.

Herik warns the characters that the deep tunnels are dangerously unstable and that they really shouldn't risk their lives by going that far underground. Instead, he suggests they head to the control room for the mining robots. The characters will have to put on vacc suits and filters, as the caves are freezing cold and airless. The tunnels are also outside the artificial gravity of the city, so the gravity drops from one-G to one-sixth G.

Moving Through The Tunnels: Herik has mapped the tunnels and while the disaster has caused a few cave-ins, there is still a clear route down to him. There is a danger of more cave-ins. Characters moving through the tunnels must make Dexterity+ Stealth tests. The time frame is 10–60 minutes.

Effect	Result	Event
Failed with 0 or less	Disaster	Huge Cave-In: All PCs suffer 4D6 damage, and the miners are trapped begin tons of rubble.
Failed with 1–5	Average Failure	Cave-In: The character suffers 3D6 damage
Failed with 6+	Marginal Failure	Minor rock-fall: The character suffers 2D6 damage

If the characters successfully make it through the tunnels, they find their way to a control room. There are computer terminals here; Herik and his crew were using these computers to remotely manage the robot miners. Over the comm., Herik suggests that the characters go no further into the caves. Instead, they can use the computers to send the mining robots down into the deep tunnels to cut through the airlock and free Herik and his crew. If the characters examine the computers, the display shows a map of the tunnel network and there is a flashing warning icon beneath the shuttle port.

According to the computer, the tunnels beneath the port are in danger of collapsing and need to be reinforced.

There is no way for the characters to get there in time but they can send the mining robots to repair the problem. They have gravitic supports that they can deploy to shore up the damaged area. However, if they send the robots to save the shuttle port, then they will have to save Herik and the other two workers themselves. If they ask Herik, then he will urge them to send the robots, then escape themselves.

The Robots: The two functional mining robots are also in the control room. They are large cylinders that float in the air and are covered in drills, particle beams, probes and other sensors. The deployable gravitic supports are stored along the flanks of the robots and can be removed manually. These are dumb robots, with only minimal initiative or intelligence of their own.

If the characters send both robots to support the shuttle port, then the danger there is dealt with easily. The robots race through the access tunnels and deploy gravitic supports, shoring up the tunnels and saving the city from further collapse. If they only send one robot, have a player roll 1D6. On a 5 or 6, a single set of gravitic supports was not enough and the tunnel collapses again, wrecking one of the few functional landing pads in the city. With this port gone, escaping from the city will be much more difficult and the characters have doomed hundreds of people. Obviously, if they don't send any robots, the port automatically collapses.

Rescuing Herik: If the characters send one of the mining robots down into the deep tunnels, then they can rescue Herik at no risk to themselves. On the other hand, if they descend into the depths, they risk further cave-ins.

If the characters go deeper again, then they must make another Stealth test, this time with a –1 DM. Again, if the test is failed, they suffer a cave-in as above.



Once the characters reach the blocked doorway, they have to open it, which requires either a Hard (-4) Strength test or a Mechanic Skill Test. Once out, they need to make their way back to the surface, again risking cave-ins.

Herik & Workers

Str 8 Dex 7 End 9 Int 7 Edu 6 Soc 6

Engineering 0, Stealth 1, Mechanic 2, Trade (civil engineering 2)

The Mansion

The haut-Ebb mansion is located in the crater wall, overlooking the Morningside Dome. Normally, visitors arrive by air/raft or by the high-technology grav shaft that rises from the tunnels on the crater floor to the mansion high above. With main power down throughout the city, the obvious way up is via the emergency access stairs that wind around the grav shaft. If the characters ask Rai or another citizen, they are told that haut-Ebb is a rich and eccentric nobleman who lives alone. Rumours claim that he suffers from an auto-immune disease that makes him vulnerable to infection or that he hates other people or that he's insane or that he's got a secret psychic ability and finds crowds of people agonisingly people. He is very unpopular within Oculus City. He is certainly very wealthy.

The Gang: Four criminals are taking advantage of the current crisis to loot the mansion. They were already plotting to raid one of the nobles of Oculus City; the disaster is a windfall for them. They are:

- **Trager**, a thug and mercenary who wanders from world to world. Trager is a gun for hire.
- **Ripper**, his Vargr pal. Bloodthirsty and cruel, Ripper lives to fight and kill.
- **Orri**, a political activist from Mariposa. She believes that her world suffers from the predations and greed of the Sahal nobility and that wealth is being drained from the world below by the moon

vampires. She has no interest in stealing from haut-Ebb, she wants to make a political statement.

- **Yance**, a denizen of Oculus City. He is a coward and a petty thief and is in the gang as a local guide and locksmith.

Trager

Str 7 Dex 10 End 9 Int 7 Edu 6 Soc 6

Athletics 1, Gun Combat (slug handgun) 1, Gun Combat (slug rifle) 1, Recon 2, Melee (brawl) 1, Tactics 2

Autopistol (3D6-3, Auto 4), Accelerator Rifle (3D6), Flak Jacket (Armour 6)

Ripper

Str 9 Dex 10 End 8 Int 5 Edu 5 Soc 3

Athletics 1, Melee (blade) 2, Recon 1, Stealth 1, Gun Combat 1 (slug pistol)

Autopistol (3D6-3, Auto 4), Blade (2D6), Flak Jacket (Armour 6)

Orri

Str 6 Dex 7 End 6 Int 9 Edu 10 Soc 5

Advocate 2, Stealth 1, Gun Combat (slug handgun) 0
Snub Pistol (3D6-3)

Yance

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

Stealth 1, Streetwise 2, Mechanic 2 Gun Combat (slug handgun) 0
Snub Pistol (3D6-3)

The gang's plan is to break into the mansion, incapacitate or kill haut-Ebb, then make their way across the surface of the moon to safety. They have lightweight environmental suits that will get them to a nearby outpost. Currently, the four gang members are making their way to the mansion. There are a lot of stairs; Orri's endless ranting about the evils of the nobility is annoying and Ripper is getting bored. It is never a good thing when Ripper gets bored.

If the characters head straight to the mansion, they will get there before the gang. If they go to one of the other locations in the city first, then the gang makes it to the mansion first and the characters will either encounter the thieves at the top of the stairs as they disable the door or inside the mansion itself.

Accessing the Mansion: If the characters have restored power to the city, then they can use the grav shaft to bypass the stairs and get to the front door. Otherwise, they have to take the stairs and it's a long and boring climb even in one-sixth gravity. Through plassteel windows in the stairwell, they can see the city covered in a thick dust cloud, like a burial shroud.

At the top of the stairs is the main entrance – a blast door. It's a richly decorated, ornate and very pretty and elegant blast door but it's still a blast door. The sort of blast door that says *'I value my privacy, especially where tactical nukes are concerned'*. If the characters are the first on the scene, then they can contact haut-Ebb and he will open the door for them.

If the characters do not go straight to the mansion, then haut-Ebb will contact them periodically and complain that they have not rescued him yet. He's insistent on this point. When the criminal gang start breaking through his blast door, haut-Ebb's comm messages will change from whiny and insistent to terrified and screechy. The gang get through the blast door by disassembling it, which takes them almost an hour.

Haut-Ebb: His Excellency Yaj haut-Ebb is a rake-thin, wild-haired man who wears flowing robes decorated with golden peacocks. He has a horror of all forms of footwear; it is quite hard for him to talk to the Player Characters while they are wearing shoes or boots and the thought of putting on a vacc suit fills him with nausea. Getting haut-Ebb out of his mansion and down to safety should be incredibly frustrating.

Haut-Ebb**Str 6 Dex 7 End 4 Int 8 Edu 10 Soc 12**

Carouse 0, Medic 1

Fighting the Gang: There are two possible places for the characters to encounter the gang: on the stairs or in the mansion.

When fighting on the stairs, then Ripper will hold their stairs with his blade, while Trager and Orri shoot from above. Yance will lurk at the rear, either cutting through the door mechanism or holding haut-Ebb hostage, depending on whether the Player Characters turn up before or after the gang breaks into the mansion. The thieves will avoid using their grenades unless the Player Characters are proving especially tough. The stairs provides ½ cover to everyone. Trager will try to snipe at the most dangerous-looking characters, while Orri will just try to keep them pinned down with wild bursts of fire.

If fighting in the mansion, then the gang will attempt to grab haut-Ebb and use him as a hostage. There is plenty of cover in the mansion and the characters can hide behind antique First-Imperium furniture and antiques from Sol, causing thousands of credits worth of damage with every shot.

The Shuttle Port

The shuttle port consists of four large landing pads surrounding a control tower. The large passenger concourse is located beneath the control tower. Flight 10 clipped the control tower as it crashed, sending chunks of debris plummeting onto the concourse below but the port is still the centre of the evacuation effort. Refugees from all over the city are gathering here, waiting for shuttles to carry them away. Others are putting on vacc suits and risking the overland crossing to outlying domes. If the characters are escorting the survivors from the Morningside Dome or haut-Ebb, then they'll have to come here.

Rai informs the characters when they arrive that there is an extra shuttle in a hangar but fallen debris has trapped has damaged the roof. If the shuttle is moved, the hangar will begin to collapse. None of the pilots at Oculus City are willing to risk moving the shuttle but if it can be flown out intact, then it will help speed the evacuation immensely. If any of the characters are expert pilots, they can try flying the shuttle out. This requires a Difficult (-2) Dexterity+Pilot (small craft) test. If the test fails, then the character fails to get the shuttle out before the hangar collapses on top of it.

If they get the shuttle out, then a trainee pilot, Noral, volunteers to fly it back to Mariposa with a load of refugees.

If the tunnels below the port collapse, then the remaining landing pads become too unstable to use.

Life Support

Once it becomes clear that the shuttle crash was not a deliberate attack or terrorist plot, the players may ask about the city's backup power. Surely a moonbase has a massively redundant power supply that should have kicked in when the reactor was destroyed – and they're right. Oculus City's backup power should be able to power life support indefinitely. The problem is that the backup power supply never activated and the city is currently running off the secondary backup. If this discrepancy is pointed out to her, Rai checks the computer and discovers that the backup power controls were damaged by the crash. The backup reactors are working but they're not connected to the city's power grid. Someone will have to go in to the crash scene and reconnect the backup.

There are two ways to approach the crash site – from the tunnels and overground.

From the tunnels: This close to the impact, many of the tunnels have cracked or collapsed. Fires smoulder in other corridors, mostly snuffed out by the low oxygen levels. The main threat, though, is the cargo of the shuttle. Among the cargo containers is a shipment of radioactives, which have spilled out into the tunnel. Characters approaching the reactors from below will absorb 2D6x10 rads. Vacc suits reduce the rad count by 50. This may be enough to cause nausea and burns.

Overground: Characters travelling overground will have to climb over the jagged rubble and melted, twisted metal of the crash site. The danger here is ripping a vacc suit on a broken rock or protrusion. Characters need to make Dexterity + Vacc Suit tests to avoid damaging their suits as they clamber through the wreckage. If a character does break his suit, he takes 1D6 damage immediately from the cold and another one damage each round until they patch the suit (self-sealing suits patch themselves).

Backup Power: Activating the backup power systems requires an Education + Engineering (power) test. Once backup power is activated, then the limits on life support are removed and the only rescue with a time limit is haut-Epp.

Clever characters might send the robots from the deep tunnels, once the

Aftermath

A few hours after the crash of Flight 10, rescue ships from Mariposa arrive in force and take charge of the city. The final death toll is between two and three hundred, depending on the actions of the Player Characters. If they saved Herik, then they are heroes of Oculus City. If they dealt with Viers violently, though, they may face legal problems later.



Curses and Incantations

By MAURICE de MARE



As every practitioner of the arcane arts knows, verbal and somatic components are essential to magic. It is understood that words and gestures have meaning and thus power. That premise: power is derived from meaning, is the basis for most of the magical philosophies. Two of those philosophies are described; both come from the extreme ends of magical understanding: curses are rooted in verbal meaning and incantations are an example of ritualised acts.

CURSES

Curses are everywhere; just visiting the harbour, the slums or your local inn will yield an impressive sample. However that sample will show that the uttering of a curse has no power, something more is required. That is the secret of the hex. Those that know the secret, called hexers, draw upon their inner strength, sacrificing some of their life force, to serve as a catalyst so that their words may have a greater effect. Hexers know that this is not the only way, strong, highly volatile emotions: anger, hatred, loss and sadness, to name but a few, can also serve as a source of power. There are many stories of bereft mothers uttering a potent curse. Yet hexers steer away from those sources, for they know and fear the rule of three. The rule of three describes the rebounding effect that a curse has on the invoker when it is not powered by sacrificing some life force. The rebounding curse strikes the invoker with far more power than the original curse possessed and almost always strikes at the most inopportune moment.

THE RULE OF THREE

Anyone who successfully invokes a curse without the benefit of the hexer feat is subject to the rule of three. Every effect of the curse rebounds threefold upon the curser. For example: Gareth the bard cursed a rival in the early days of his career, the rival suffered a -3 penalty on all Perform tests. Years later, Gareth is a celebrated entertainer and he is about to perform for the king. During his performance Gareth finally suffers the effect of the rebounding curse: his fingers stiffen and he cannot continue with his performance on the harp (Gareth receives a -9 penalty on his Perform test). Laughter and derision follow Gareth from that moment on.

Rule of Three

Effect:	Varies but 3 times as powerful as the original hex
Duration:	Permanent
Saving Throw:	None
Spell Resistance:	No

CRAFTING A HEX

A curse is crafted from elements called hexes. Each hex can be changed by applying a factor. All hexes belong to the Necromancy school of magic.

HEX BASICS

The 'casting time' of a hex varies between a long dramatic monologue and the last gasping breaths of a spiteful soul. Assume that laying a hex takes at least

a standard action and does not provoke an attack of opportunity.

Caster Level: Equal to ½ the curser's HD (minimum 1).

Saving Throw: 10 + ½ the curser's HD + Charisma modifier.

Spell Resistance: Caster level + 1D20

Duration and Range: Caster level may affect the duration and range of a curse. A 12 HD hexer's close range is 40 feet. If this hexer applies the permanent to days factor the target would stay cursed for 6 days.

XP Cost: Each hex has a cost, if the curser does not pay this cost, then the rule of three applies. At the worst possible moment, the hex rebounds on the curser threefold. By paying a XP cost the curser staves off the rule of three. The XP cost is calculated as follows: HD of the curser x sacrifice of the hex.

Minor Hex:	Impair skill
Curse DC:	10
Range:	Close
Target:	One creature
Duration:	Permanent
Saving Throw:	Will negates
Spell Resistance:	Yes
Sacrifice:	75

The target receives a -1 penalty to one skill of your choice. For each additional -1 penalty increase the curse test DC by +2.

Hex:	Impair battle prowess
Curse DC:	15
Range:	Close
Target:	One creature
Duration:	Permanent
Saving Throw:	Will negates
Spell Resistance:	Yes
Sacrifice:	100

The target receives a –1 penalty to his base attack bonus. For each additional –1 penalty increase the curse test DC by +2.

Hex:	Impair resilience
Curse DC:	15
Range:	Close
Target:	One creature
Duration:	Permanent
Saving Throw:	Will negates
Spell Resistance:	Yes
Sacrifice:	100

The target receives a –1 penalty to one Saving Throw of your choice. For each additional –1 penalty increase the curse test DC by +2.

Greater Hex:	Impair ability
Curse DC:	20
Range:	Close
Target:	One creature
Duration:	Permanent
Saving Throw:	Will negates
Spell Resistance:	Yes
Sacrifice:	125

The target receives a –1 penalty to one ability of your choice. For each additional –1 penalty increase the

curse test DC by +2. Ability scores can be reduced to a minimum of 1.

Supreme Hex:	Bestow curse
Curse DC:	25
Range:	Close
Target:	One creature
Duration:	Permanent
Saving Throw:	Will negates
Spell Resistance:	Yes
Sacrifice:	250

The target is affected by an effect similar to the bestow curse spell.

Factor	DC modifier
Range	
Close to Medium	+2
Medium to Long	+2
Beyond Long	+4
Target	
Single target to multiple targets	+4
Duration	
Permanent to days	-4
Special	
Curser is dying	-2
Hex has a conditional element	-2

SPECIAL FACTORS

There is power in death. The last words of a dying person are potent indeed; the curser finds it easier to lay a curse.

Some curses have a conditional element, this means that the curse only takes effect when the target performs a specified action. For example: Haldrick the warrior

must never return to village of Oakhurst, if Haldrick returns the curse of shaking hands (–4 penalty to BAB) will take effect.

Wording of a Hex

Avoid mentioning game mechanics in your hex. “Marwen, may your business evaporate and your children go hungry” is a far better hex than “I curse Marwen to receive a –5 penalty on all his profession (baker) tests”. This does not mean that the intended effect of the hex should not be clear, it means that there is a difference between what the character says and what the player wants.

Laying a Hex

To lay a hex on a creature, the curser first determines the DC of the curse test. This is done by adding up the Curse DC + any applied factors. Next, the curser rolls the curse test: 1D20 + HD of the curser + Charisma modifier. If the result is equal or more than the DC then the hex takes effect. The curser then pays the XP cost or the rule of three will apply. The target is allowed a saving throw and spell resistance test.

Example of a Hex

Mortally wounded, king Armalin watches the troops of prince Herkin, his son, advance on the castle. Herkin’s troops crush the paltry defences of Armafled’s loyalists and all hope is lost. Armalin considers the options available to him. Knowing that the damage can be repaired, Armalin speaks: “*All who followed the usurper’s lead. Know that your halls will know neither laughter nor running feet. You will be the last of your blood, your success today will be for naught*”. What the king’s curse intends is to make every follower of Herkin barren, so that the

loyalists will only suffer a generation of Herkin's rule. This is an effect similar to what the bestow curse spell can do, so the curse DC starts at 25. Armalin wants to target more than one person so that is a +4 factor to the DC. Armalin wants to target every follower of Herkin, so even long range will not do. The spell goes beyond long range and that means another +8 to the DC. Armalin is dying, which means that the DC is reduced by two. The curse DC ends up being $25 + 8 + 4 - 2 = 35$. Armalin feels that his time is running out. Not caring about the rule of three, Armalin makes his test. If Armalin did want to stave off the effect of the rule of three his XP cost would have amounted to 10 (Armalin's HD) times 250 (Sacrifice of the Superior Hex) = 2,500 XP.

Removing a Hex

A hex cannot be dispelled but it can be removed using one of the following spells: break enchantment, limited wish, miracle, remove curse or wish.

Feats

Hexer

You know how to stave off the rule of three.

Benefit: You can choose to pay a XP cost when a hex takes effect. You have a +3 bonus on all curse tests.

Normal: If a XP cost is not paid the rule of three applies.

Master of the Hex

Your curses are renowned for their effectiveness.

Prerequisites: Hexer.

Benefit: Add a +1 to all DC's for all saving throws of your hexes. Add a +1 bonus to all curse tests.

Incantations

Whereas curses only use verbal components, incantations are a set of ritualised acts and so are more tied to the somatic component than the verbal. Incantations are usually designated as dangerous and volatile affairs best left alone. The truth is that although several incantations are high-powered affairs, there are numerous incantations that can be performed, without significant danger, by anyone with the proper education. Several incantations are presented that range from level 1 to 5 in magical power.

List of Incantations

Level	Incantation
1st	Shake the Soul, Unyielding Gateway
2nd	Firestarter
3rd	Summon Sagacious Soul
4th	Astral Incarceration, Reveal the darkness that dwells within
5th	Soulswitch

Incantation Basics

Save DC: 10 + incantation's effective level + caster's Cha modifier.

Spell Resistance: For tests to overcome spell resistance, divide the incantation's skill test DC by 2 to get the effective caster level for the spell resistance test.

Duration and Range: Assume a caster level of twice the incantation's level, using the same formula a spell would. For example, an incantation with a duration of "minutes" would last 12 minutes if it is effectively a 6th-level spell. The same incantation with a range of medium can affect a target up to 220 feet away.

Astral Incarceration Conjuration

Effective Level:	4th
Skill Test:	Knowledge (arcana) DC 26, 4 successes; Knowledge (the Planes) DC 26, 2 successes
Failure:	Betrayal
Components:	V, S, F, SC, B
Casting Time:	60 minutes
Range:	Touch
Target:	One creature
Duration:	Permanent
Saving Throw:	Will negates
Spell Resistance:	Yes

Some crimes are so heinous, that only the criminal's removal from existence suffices as punishment. Astral incarceration implements that form of punishment. The caster and 16 secondary casters perform the incantation, their fingers touching the mithral cage that serves as the focus of the incantation. Locked inside the cage is the condemned criminal. At the end of the incantation, the occupant of the cage is transported to the Astral Plane.

Failure: If the caster fails two consecutive tests his alignment becomes that of the occupant, after 1D6 minutes the alignment of the caster reverts back.

Focus: The mithral cage, which costs 5,000 gp to create.

Backlash: Once the incantation is completed all casters become fatigued.

Extra Casters: 16 required, during the incantation they chant the crimes of the occupant and offer supplications to lawful deities.

Firestarter Evocation (Fire)

Effective Level:	2nd
Skill Check:	Knowledge (arcana) DC 22, 6 successes
Failure:	Damage
Components:	V, S, M
Casting Time:	60 minutes
Range:	Long
Area:	A 5-ft. radius burst of fire
Duration:	Instantaneous
Saving Throw:	Reflex half
Spell Resistance:	Yes

Firestarter is a pyromaniac's dream come true. Most often performed from a high vantage point, to better savour the result, the caster targets a spot within range and a 5-ft. radius burst of fire springs forth from that location dealing 1D6 fire damage. This is usually enough to ignite nearby combustibles. By increasing the DC of the knowledge (arcana) tests by one, the caster can target another location within range.

Failure: If the caster fails two consecutive tests he suffers 2D6 fire damage.

Material Component: A circle made of charcoal and one tindertwig for every burst.

Reveal the darkness that dwells within Transmutation

Effective Level:	4th
Skill Check:	Knowledge (arcana) DC 26, 6 successes
Failure:	Delusion
Components:	V, S, M
Casting Time:	60 minutes

Range:	Long
Target:	One humanoid
Duration:	Minutes
Saving Throw:	Fortitude negates
Spell Resistance:	Yes

Reveal the darkness that dwells within is used to expose the true nature of the target. The target's soul is judged and if found lacking a horrible transformation takes place. The incantation requires that at least 10 people bear witness to the result, guaranteeing that the target cannot hide his nature.

Casting the incantation requires that a physical part of the target, be it hair, blood or any other part, is dropped into a jar of black bile. If the detect evil spell would reveal the target as a moderate or stronger source of evil the target is transformed, displaying his foul inner nature. The target gains the fiendish template for the duration of the incantation. The incantation cannot be fooled by magic such as misdirection and undetectable alignment.

Failure: If two or more consecutive tests are failed the target receives a +4 bonus on all charisma-based tests for 10 minutes.

Material Component: A physical part of the target and a jar of black bile worth 1000 gp.

Shake the Soul Divination

Effective Level:	1st
Skill Check:	Intimidate DC 20, 3 successes; Knowledge (arcana) DC 20, 3 successes
Failure:	Augment
Components:	V, S, M, F, B
Casting Time:	60 minutes

Range:	See text
Target:	One creature
Duration:	Rounds
Saving Throw:	None
Spell Resistance:	No

Shake the Soul is an incantation designed to haunt and frustrate a creature by targeting it with venomous, ethereal voices. You forge a telepathic link with a particular creature with whom you are familiar (or can currently see directly or through magical means). The subject recognizes you if it knows you. Once the link has been established you unleash your rage at the target. Use the highest result of the three previously rolled intimidation tests versus the target's opposed check (1D20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you win the target becomes shaken for two rounds.

Failure: If the caster fails two consecutive tests the target gains a +2 morale bonus on attack rolls, saving throws, skill tests and ability tests for 1 minute.

Material Component: Incense worth 100 gp is burned while the incantation takes place.

Focus: Three or more items, smeared with the target's blood, that the target fears, hates or otherwise opposes serve as the focus for this incantation.

Backlash: The caster suffers 1 point of Charisma damage.

Soulswitch Necromancy

Effective Level:	5th
Skill Test:	Knowledge (arcana) DC 28, 3 successes; Knowledge (religion) DC 28, 3 successes
Failure:	Reversal

Components:	V, S, M, XP
Casting Time:	60 minutes
Range:	Touch
Target:	One humanoid creature
Duration:	Instantaneous
Saving Throw:	Will save negates
Spell Resistance:	Yes

Uttering this foul incantation lets the caster remove the soul from a body and exchange it with one of his choosing. The newly inserted soul keeps its Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment and mental abilities. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities and automatic abilities. The new soul cannot choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. The original soul of the body departs (is dead).

Failure: If the caster fails two consecutive tests his soul is switched with the selected soul.

Material Component: A humanoid creature needs to be prepared with unguents and elixirs worth 1,000 gp to contain the new soul.

XP Component: 500 xp.

Summon Sagacious Soul Necromancy (Language-Dependant)

Effective Level:	3rd
Skill Test:	Knowledge (arcana) DC 24, 6 successes
Failure:	Mirrorcast
Components:	V, S, M, XP
Casting Time:	60 minutes
Range:	Personal
Target:	You

Duration:	Minutes
Saving Throw:	None
Spell Resistance:	No

You draw a learned spirit into yourself. You may ask this spirit 1D4 questions relating to its field of expertise. The spirit will answer these questions to the best of its knowledge. To determine the field of expertise of the spirit roll 1D10 and consult the following table:

Result	Knowledge
1	Arcana
2	Architecture and engineering
3	Dungeoneering
4	Geography
5	History
6	Local
7	Nature
8	Nobility and royalty
9	Religion
10	The planes

Next, determine the bonus to the knowledge test that the spirit has. Roll 1D20 and consult the following table:

Result	Knowledge check bonus
1	+5
2-10	+10
11-19	+15
20	+20

Asking a spirit for its name lets the caster summon that spirit specifically at a future casting.

Failure: If the caster fails two consecutive tests he is

possessed by the spirit for 2D4 hours with no save to resist. The motivations and desires of the spirit are left for the DM to decide.

Material Component: To prepare yourself as a vessel for the spirit you need to draw mystical runes upon your flesh using exotic paints worth 100 gp.

XP Component: 100 xp.

Unyielding Gateway

Abjuration

Effective Level:	1st
Skill Test:	Knowledge (arcana) DC 20, 3 successes; Knowledge (Architecture and engineering) DC 20, 3 successes
Failure:	Reversal
Components:	V, S, M
Casting Time:	60 minutes
Range:	Touch
Target:	One gateway
Duration:	Permanent
Saving Throw:	None
Spell Resistance:	No

This simple incantation, devised by dwarven architects, strengthens a gateway, be it a city's gate or the door to a miser's safe. After the incantation is successfully performed, the gateway gains 1 HP extra for every inch of thickness. A wooden door for example would now have 11 HP for every inch of thickness instead of the usual 10.

Failure: If the caster fails two consecutive tests the gateway is weakened, it loses 2 HP for every inch of thickness.

Material Component: A paste containing adamantite worth 100 gp. The paste is applied to the gateway.

Beast Orders of Granbretan

By Alan Oliver

Introduction

Not all of the beast orders of Granbretan are as big or powerful as those detailed in the Granbretan sourcebook. Here we look at some of the smaller and more specialist orders that fill specific roles within the military of Granbretan. They are not orders that would be widely known outside Granbretan and even among the beast orders themselves detailed knowledge of the inner workings of these orders is not wide spread.

Snow Leopard

Revenge is a dish best served cold

Grand Constable:

Baron Ravencroft of Ab-deen. The Marquis is a cold man, physically and emotionally. Rumours at court say that he has used some sorcery of the Serpents to turn his blood to ice. Certainly the man seems immune to the cold conditions that his order specialise in. Yet the chill that runs through him also extends to the politics and intrigues of the Imperial court, where he is known for being cold hearted and cruel.

His wife, the Baroness of Ab-deen is something of his opposite. She is a warrior noblewoman who has the madness of Granbretan deeply ingrained and is addicted to adrenaline, always looking for the next fight or conflict to throw herself into. She has been known to push the limits of acceptability

even in the court of the God-Emperor with her fighting but for some reason she remains unmolested by the Mantis guards.

The Order:

The beast order of the Snow leopard is built around a single speciality, arctic warfare. They are trained from an early age in survival techniques that keep men and equipment functional in the cold and are exposed to gruelling arctic conditions to toughen them against the harshest conditions of winter. Once they have completed their training they are equipped with armour and weapons that are modified to operate in the freezing conditions of the arctic without breaking down. This ranges from heated armour, through overcharged flame lances to Ornithopters that are able to fly in temperatures that would freeze the wings of normal craft.

The order has been heavily involved in the suppression of Scandia, fighting alongside the Order of the Bear. Nearly 80% of the order of the Snow Leopard are now stationed in the far north of Scandia, where they have been charged with finding a northern route into Muskovia through which the armies of Granbretan can attack.

When sent to war outside of the arctic conditions that they specialise in the order will send only the minimum number of troops that they can get away with, considering themselves too valuable to be

wasted foolishly. This has got them the reputation for being cowards among the other beast orders. The small units that they do send to the general muster will fight in tight units, with shield men in front and spear men in the ranks behind.

For winter warfare they often fight on skis, using them to gain advantageous firing positions to use their cold weather flame lances or for charging into the enemy to slash at them with sabres or simply just out manoeuvring them. They will bury their troops in the snow to ambush the enemy before they even reach the battlefield. They will use flame lances from ornithopters to bring avalanches down upon their enemies. They have even been known to use icebergs as ships to cross arctic waters in order to outflank their enemy.

Their armour carries an additional effect, which is to reduce the skill penalties inflicted by cold conditions. The first 20% of penalties from the cold can be ignored by anyone wearing full Snow Leopard armour. The armour also carries other minor arctic survival aids, such as bladed edges to the feet that allow Snow Leopards to skate across ice, hooked spikes on the forearms to bite into snow or ice if sliding and so on. Overall the armour provides a +10% bonus to the Survival skill but only for survival in arctic conditions.

Their overcharged flame lances will only operate in freezing conditions as they run far hotter than a

standard flame lance. They do 3D8/1D6 damage and otherwise follow the rules for normal flame lances but only when used in sub-zero temperatures. If used in temperatures above freezing they have a 60% chance of exploding with every shot fired, doing triple the normal explosion damage.

Other Orders:

The Snow Leopards have developed close ties with the Order of the Bear through their cooperation in Scandia.

There is a political alliance between the Snow Leopard and the order of the Cat, partially due to both orders links to Shkarlan. These links are not close but are based on practical political necessity.

Temple:

The official temple of the Order of the Snow Leopard is a small and ornate building in Londra, easily overshadowed by the towering edifices that surround it. The temple is used as little more than a mail drop for the order and it has been heavily secured with various cunning devices and security systems so that anyone seeking to penetrate the secrets of the order will be swallowed by the building and their bones spat out upon the cobbles years later.

The real temple for the Snow Leopards is in the frozen north of Shkarlan, officially this is just the order's training ground for arctic warfare, however deep and ancient caves, discovered under the training ground have been the spiritual home of the order for centuries. The Snow Leopards believe that there is ancient magic within these

caves, which gives them strength, speed and their resistance to the cold. The truth of the matter is unknown but it is not impossible that some ancient science/sorcery does exist in these caves and works upon the Snow Leopards.

Benefits

Snow Leopards may ignore the first two points of damage from any cold or freezing based attack. They also get a +10% bonus to their survival skill when dealing with arctic conditions.

Basic Skills

Survival +10%, Flame lance +5%

Pick One for +5%

1H Axe, 1H Flail, 1H Hammer, 1H Sword, Shield, 2H Axe, 2H Flail, 2H Hammer, 2H Sword, Spear.

Advanced Skills

Language (Snow Leopard), Lore (Arctic conditions) +15%

Standard Equipment

Standard Granbretanian Armour with cold modifications, skis, arctic survival equipment, Snow Leopard flame lance.

Spider

Our webs bind the empire together

Grand Constable:

Countess Lanus Quinith of Crew.

The head of this beast order is an immortal who has been grand constable for at least 400 years and is rumoured to have fought beside the King-Emperor during the War of Londra. While a physically unimpressive woman, small and beautiful in an odd way but certainly neither amazingly beautiful nor impressively powerful, mentally she is among the greater minds in the Empire. The only reason that she is not more widely known to the enemies of Granbretan is that her actions are subtle and she does not seek widespread attention. Her greatest talents are in court intrigue, science-sorcery and military intelligence, although she is also known to be a passionate botanist.

The Order:

The order is one of the smallest beast orders in the Empire, as highly trained and specialist in their way as the Wasps. The order is not exclusively female but women rise to the top in the order, with all the masters and two thirds of the constables being women. They are combat scientists, able to turn their hand to any problem in the field but mainly used for their mastery of communications and military intelligence.

The order's greatest strength and their biggest secret is that they are able to communicate with each other instantly over great distances. This is a service that they provide to the other orders freely; their contribution to the greater good of Granbretan. Of course this means that they are privy to any information that they carry, which gives them a massive amount of inside information on the actions of the other beast orders. Many nobles and beast lords now make sure that they have a spider in their retinue, so that they can

send and receive messages to anywhere within the spider's web. The knowledge that the order of the spider can communicate in this way is kept fairly quiet, known only to higher ranking members of the other beast orders and most nobles, however the secrets of how the spiders can do this is a secret known only to the masters and grand constable of the order itself.

Military intelligence is another role that they perform in the service of the Empire. A lone spider can often get close to the enemy and then instantly communicate their position and deployment back to a brother or sister spider within the Granbretan army. This is a high risk assignment as if caught they will certainly be killed as spies, however they share the madness of Granbretan and give no thought to the risks that they take. Besides, it is better to risk one sister or brother spying on the enemy than commit dozens of them on the front line.

The spiders are highly trained in self defence, as they often have to travel alone or at least separate from their own kind. They rely upon martial arts more than most orders and a disarmed spider is almost more dangerous than an armed one. They do not trust the other beast orders to keep them safe, although any attack on them that does not kill the spider instantly will become public knowledge very, very quickly as they scream of their death to their sisters and brothers in the order. The order can field a few companies worth of troops, typically the larger and stronger men of the order, who are normally occupied defending their palace at Crew. When the beast orders march out on mass, the spiders are there. However all but the most stupid of commanders will realise that using them as line soldiers is a distinct waste of their abilities.

Unlike other orders the spiders never remove their masks. This is not a mere fashion statement as their masks are surgically grafted to their bodies during initiation rites and once grafted cannot be removed without killing the spider and destroying the sorcery contained in the mask. Whatever the sorcerous secret that allows the spiders to talk to each other, it is contained within their masks. Their masks also provide some other advantages, the gem like eyes that stud the front, top and sides of the mask are all functional, giving the spider a field of vision that extends far beyond normal peripheral vision. These eyes can also see in almost complete darkness. Lastly the masks also have air filtration built into them.

Other Orders:

The spiders have an ancient affinity to the order of the Mantis, the two orders have always stood together since the earliest days of the beast orders. The Spiders have always been the junior partner, serving the needs of the Mantis and with the rise of the God Emperor they became among the most loyal servants.

Spider and Crow are starting to work together regularly, the combination of a Crow piloted ornithopter with a spider observer aboard is a potent tool for gathering military intelligence, which the Spiders are happy for the Crow to take the credit for, boosting their rise among the orders. However the Crow are aware that this success depends in part on the cooperation of the Spiders.

On the other hand Baron Meliadus, Grand Constable of the order of the Wolf, has a definite

dislike for the order of the Spider. For some reason he distrusts them all and will not make use of their services at all. This made the order of the Spider a minor player in the conquest of Europe, as they were excluded from many of the most significant battles. Some even say that Meliadus distrusts the order of the Spider because of their loyalty to the God Emperor and this is a mark of his own true feelings.

They are also disliked by the order of the Serpent, mainly because they are rivals for the funding that the Serpents so desperately need. Also they are sorcerer scientists outside of the control of the Serpents, which threatens the Serpents position or so it seems to them. The spiders have never claimed to be rivals to the serpents, just specialists with a few useful talents but these protestations do little to sway the Serpents venom.

Temple:

The Spider temple is a huge enclosed botanical garden at Crew, a glass sided greenhouse rising hundreds of feet into the air, inside which exotic climates and conditions can be maintained. Strange plants can be seen to press against the glass, twitching towards any who come too close, like hungry green predators. There are many species of predatory and carnivorous plants in the garden, as well as spiders in numbers uncountable. Rumours suggest that Spider scientists have created monstrous Spiders big enough to take a man as prey but the Spiders just laugh behind their masks

when asked of such things.

Benefits:

Spiders gain the Night Sight ability through their masks, which also provide a +10% bonus to Perception. They also have access to the web, which enables them to contact any other spider at will and conduct a conversation with them as if they were standing next to each other.

Basic Skills:

Acrobatics +5%, Athletics +5%

Pick One for +10%

Rapier, 1H Sword, Flame-Lance, Dagger, Shield

Advanced Skills:

Language (spider), Lore (Cryptography), Martial Arts +10%

Pick One

Engineering, Mechanisms, Craft

Standard Equipment:

Light Granbretanian Armour, Exquisite one-handed sword or rapier (typically Swift and Keen, although light is also common for the ladies), hand flamer, Spider mask

Scorpion

We make the sands wet with blood and brains

Grand Constable:

Duke Vezar of Istanbul

A brutish man, barrel chested, shaven headed, with a face that's a mask of scar tissue, through which evil eyes look out on the world. He is a brutal and sadistic killer who rose to the head of

the new order of the Scorpion through being more vicious and violent than his rivals. He has no time for or talent at, the intrigues of court and his order suffers from this weakness. Distaining the niceties of the court, he is never seen out of his heavy unadorned armour and the Scorpion battle helm. At social events he goes bare faced, claiming that the mass of scar tissue that is all that remains of his face is mask enough.

The Order:

The order of the Scorpion is a new order, created after the conquest of Turkia to scout the lands east of Persia and the Ukrania. They were supposed to be desert warfare and reconnaissance specialists, however they had little time to establish any kind of reputation for themselves before the wolves turned on the God Emperor and the whole of Granbretan ripped itself apart.

The order had begun to develop the hardware that it would need for this role, ornithopters protected against the sand and dust of the desert, armour sealed against the heat and they were even working on modifications to the armour to process the bodies wastes to provide fresh water to extend the range of their scouts, however little of this technology ever saw much practical use.

Being a new order created after many of the great conquests, they have a wider selection of ethnic groups within the order, as the bulk of their numbers was drawn from the crushed populations of Europe and Turkia. This made them seem like something of a mongrel order to the other pure Granbretan beast orders. This is a reputation that a more diplomatic grand constable would have

been able to overcome, however Vezar was not up to the task and in fact revelled in being the biggest mongrel dog in the pack.

Many of the order were scattered exploring the far-east when everything started to fall apart and there were few scorpions on either side during the civil war.

Other Orders:

The order was not around for long but during its brief existence it or rather it's Grand Constable, managed to offend and anger a number of the other orders.

The order of the Wasp was the first order to take a dislike to the Scorpions when Duke Vezar made offensive and lewd suggestions to Baroness Helena of Bashea. This might have been ignored if it had not been in the presence of the God Emperor himself. She bested him in a duel on the steps of the God Emperor's palace the next dawn and carved fresh scars into his ruined face, not to mention inflicting cruel injuries that made his lewd suggestions impossible.

Duke Vezar's boarish behaviour offended many different nobles and grand constables in his short career and it is a testament to his skills with a blade that he survived the many duels that he was forced to fight. The only such duel that he lost was the one against Baroness Helena and he seems to have learned from the experience. However the whole order suffered for his behaviour and Scorpions would often find themselves without the support of their fellow beast orders on the battlefield because of the flaws of their grand constable.

Temple:

The temple of the order of the Scorpion was still under construction in Istanbul when Granbretan itself fell. It was to be a gigantic stone scorpion atop the minarets of some ancient temple, however construction had proved to be difficult and time consuming, possibly because of the lack of cooperation coming from the engineering orders; more fall out from Duke Vezar's behaviour.

Benefits:

Scorpions are trained to endure the most hellish of conditions for days at a time. They gain a bonus of 25% to their resilience skill whenever it is tested by the desert conditions they are trained for.

Basic Skills:

Perception +5%, Resilience +5%, Riding +5%, Survival +10%

Pick One for +5%

1H Axe, 1H Flail, 1H Hammer, 1H Sword, Shield, 2H Sword, 2H Flail, 2H Hammer, Spear, Polearm.

Advanced Skills:

Language (Scorpion), Lore (deserts)

Standard Equipment:

Heavy Granbretan armour, any weapon, Camel

Wolverine

The Berserkers

Grand Constable:

Countess Lys of Is-witch
Nobody thought when Lys took her fathers place as grand constable of the order of the Wolverines that she would last more than a week in the post. Ten years later and she is not only still there but she has dragged the reputation of the order out of the gutter where her father's follies had left it. Once a beautiful woman, leading the berserkers into battle has left her scarred and battle hardened so that only a warrior of the beast orders would find her desirable now.

The Order:

Ten years before the conquest of Europe started, the order of the Wolverine was in a poor shape, ruled by a dissolute and drug crazed grand constable no longer capable of leading his order anywhere other than into disaster. Half the fighting strength of the order were killed in a single action when he ordered them to charge the enemy positions, just before the whole area was firebombed by combined Crow and Salamander airstrikes. This mistake alone cost the order 10,000 of their best fighting men.

After this disaster his daughter, Lys, a master in the order persuaded her father to bring women into the fighting ranks of the order to swell their numbers and she took control of the female arm

of the order while the men continued to rot under her father's rule. Within a year Lys had the support of the other masters in removing her father and taking the position of grand constable for herself. The other masters, then all men, thought that they would easily be able to remove the young woman and take the position for themselves, however the loyal female Wolverines of the order proved them wrong and in the week that followed her appointment to the position, all of the other masters of the order were assassinated and replaced by women loyal to Lys.

The order has not become an all woman order or even predominantly so, yet women still hold many of the highest positions within it and the rule of Lys has proved hard to resist. This is in part because she has turned the fortunes of the order around from a disastrous disgrace of an order to one that if it was the size of the great orders would be a real power in Granbretan. It is still limited by it's size, only having a total of around 15,000 troops, of which a third are women.

The order's claim to fame is the drug induced berserker rage that their soldiers make use of during battle, fighting without the use of weapons other than claws built into their armour. They are not a force of subtle tactics but shock troops to be used at a critical juncture of the battle where berserker ferocity will have the most impact. Even with greater numbers they could not fight entire battles alone, their ways of battle are too specialised for that. Instead they are used by the great generals of Granbretan as one of many tools, to be thrown into battle when needed.

Other Orders:

There is something between Countess Lys of the Wolverines and Countess Marya of the Pelicans. Rumours suggest all sorts of things but whatever the source the two orders are seen to operate together more often than the normal course of things would require. It is also more often the women Wolverines that are seen guarding the Pelicans, some sort of female order camaraderie perhaps.

There is a certain respect between the Tigers and the Wolverines, as they share a similar bestial attitude to combat. The arrogance of the Tigers is such that they treat most orders with disdain and the wolverines are one of the few that this arrogance is rarely given vent against.

The orders of the Bull and Boar regard the Wolverines as upstarts and challengers for their position as the best shock troops within Granbretan and this obviously leads to a degree of hostility between the orders. This has been made worse by the inclusion of women in the fighting strength of the Wolverines, which the other orders take as an insult to their highly masculine pride.

Temple:

The temple of the Wolverine is located in the port of Is-witch and under the rule of Lys' father it had fallen into disrepair. With the order gradually regaining some of their past glory, refurbishment and repair has begun, to bring the building back to something like its former glory, however the damage went deep and will take a lot of wealth to repair, more wealth than the order can hope to gather in a few years.

The building itself is a massive ziggurat raised up on colossal pillars above pits where the young of the order are forced to fight for food. The east end of the temple has collapsed due to neglect and things not born of nature are rumoured to have made the flooded eastern pits their lair. They young men and women of the order now challenge each other to hunt these things to show their bravery and hope to gain glory by their actions. Also these things are rumoured to be good eating and all young Wolverines are constantly on the verge of starvation.

Benefits:

The Wolverines use a secret drug that drives them into a berserker frenzy. In this state they fight with

their hands and the spikes and claws that decorate the gauntlets of their armour. For a single action they can make an attack with each hand, without penalties. However while berserk, they cannot attempt to parry attacks at all and will attack anything that does not wear a beast mask until they or all around them, are dead.

Basic Skills:

Acrobatics +10%, Athletics +10%, Stealth +5%

Advanced Skills:

Language (Wolverine), Martial Arts

Standard Equipment:

Heavy Granbretan armour for men, Standard Granbretan armour for women. Both have spikes, claws and blades on the gauntlets and vambraces that do 1D6 damage with each attack.

Wolverine berserker drug: a white powder that is snorted through the nose. Most Wolverines have a dispenser fitted within their battle helm that feeds them the drug when they are struck on the nose of the helm.

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