

After Action Report: LaserGrenadiers at CMON Expo – May 7, 2016

Miniature Building Authority hosted a LaserGrenadiers game at CMON Expo in Atlanta, Georgia, on Saturday afternoon and provided a spectacular layout for a sci-fi shootout on a backwater planet.

The scenario was titled “Take Banipal! While the armies of the major stellar nations are engaged on other planets, Ashurraq and Mullahstan have each seized the opportunity to invade the neighboring province of Banipal. Their advanced elements of powered armor infantry and light armored vehicles are about to clash for the first time. Take command of a reinforced platoon in an effort to secure territory for your nation.” The scenario was basically a meeting engagement, but the opposing forces would receive points for capturing enemy starting points as well as for causing enemy losses.



Forces of Mullahstan at their jumping off point. A Scimitar light wheeled tank and a Corsair light grav scout accompanied by infantry of the 25th Stormers.

To prepare for the event I created two equal opposing forces using Space Rangers figures, old Ground Zero Games resin vehicles (now available from

Daemonscape), a modified Kryomex resin vehicle and wardrones created from Games Workshop models. I used the Space Rangers and the resin vehicles because they are durable and could be painted up to a battle ready standard in a reasonable time. I primarily used enamel paints, again in the hope it would be durable and hold to up convention usage. The small size of the vehicles was a big advantage, compared to the 1/35th vehicles I normally use. I could load all the vehicles for each force in just one Battlefoam tray.

Ashurraq fielded the gray forces and Mullahstan fielded the tan forces. Each side had 30 powered armor infantry with jetpacks (divided into three squads), a 120mm mortar section, four light armored vehicles and a wardrone. The vehicles on each side included a scout vehicle, an armored car, an APC and a tank. All of the vehicles had light armor, which meant that none of them were impervious to any of the weapons fielded by the infantry or other armored vehicles. Ashurraq's vehicles were mainly hover vehicles, while Mullahstan mainly had wheeled vehicles. Each side had one grav vehicle and one vehicle with an enhanced detection system.



Forces of Ashurraq prepare to advance. A Scarab light hover scout and a Tulwar light hover tank accompanied by infantry of the 37th Stormers.

I do not think the game ever made it into the events listing, but four gamers ultimately played the game. The battlefield was roughly 3.5 feet wide by 8 feet long, and we played down the length of the board.

Both sides left one squad in a central blocking position to guard their home objectives and advanced on the flanks. The Ashurraq forces won the initiative throughout the game, which gave them a jump on their opponents and allowed them to cross the relatively few open areas to get cover among the buildings. The jetpack-equipped Stormers can move 24 inches a turn, and their 18-inch communicator range allows them significant tactical flexibility. When troops did bunch up there could be serious consequences, as happened on two occasions when Ashurraq Stormers were targeted and punished by enemy mortar fire.



Ashurraq Stormers advance, accompanied by a Djinn light wardrone. The Stormer on the right is armed with a heavy laser rifle, while the Stormer behind the wardrone is armed with a medium bolt rifle.

Despite these setbacks, the Ashurraq forces systematically outmaneuvered, pinned and shot up the two flanking Mullahstan squads and pushed toward their objectives. Pushing the tank and scout up the central road, Ashurraq

dominated this area as well, until Mullahstan armor moved into concealed firing positions among the abandoned civilian vehicles in the traffic circle. Particularly unfortunate die rolls led to the loss of the scout and then the tank to explosive destruction.



The Mullahstan Scimitar light tank and Lancer light armored car prepare to defend the traffic circle. Later, the Nomad APC would play a key role by hitting the enemy tank with its twin heavy phaser rifles and eliminating it.

On the Ashurraq right flank the two Djinn wardrones dueled until the Ashurraq Djinn succumbed to another fatal die roll. (On the damage evaluation table, a die roll determines whether damage is assigned to the motive, targeting, damage control or weapon systems. If the owning player rolls a 10, he must roll twice more, if a 5 or 10 is rolled the result is explosive destruction.)

With the allotted time coming to an end and another game scheduled for the table, we ended the game. Based solely on morale points, Mullahstan had lost 18 and Ashurraq had lost 34. Ashurraq was perilously close to taking an objective, but had lost three vehicles and several infantry. Mullahstan was close to losing all but one infantry squad, but still had its full complement of

vehicles. It was clear the struggle for Banipal was just beginning. Would the major stellar nations take notice and get involved?

Special thanks to Miniature Building Authority for hosting the event and providing the great buildings and accessories on the table.