

After Action Report: Northern Banipal – February 2017

Part One

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 have already fought an initial battle in the capital and are about to clash again. This time the forces meet in the Ziggura valley - a highly coveted fertile area. The region had once been an arid plain until continental drift changed the climate a million years earlier. 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.



The forces of Mullahstan advance. A Nomad light wheeled APC and a Scimitar light wheeled tank accompany two infantry squads of the 25th Stormers on the left flank and center respectively.

The opponents fielded two equal forces using Space Rangers figures, old Ground Zero Games resin vehicles (now available from Daemonscape), a Kryomek resin vehicle, and wardrones created from Games Workshop models. Many of the vehicles were modified by the addition of weapon turrets from Iron Wind.

Kurt commanded the Ashurraq forces in gray, and Lee commanded the Mullahstan forces in tan. 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. The battlefield was 10 feet wide by 12 feet long, and we played across the width of the board.



The forces of Ashurraq advance into the woods. A Lancer light grav armored car accompanies infantry of the 37th Stormers, 2nd Squad in the center.

Turn 1 - The inexperienced commanders on both sides advanced their forces in line abreast rather than having one fireteam of each squad follow in support of the other. Not expecting enemy fire this early in the battle the troops are not spread out and they are not using available cover. 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. The grav and wheeled vehicles could move up to 30 inches a turn, while the hover vehicles could move up to 24.

Turn 2 - As the opposing vehicles began to come into range of each other they began to open fire, causing light damage. The both side's armored cars suffered damage to their targeting systems, while the Mullahstan APC suffered damage to its damage control system. The infantry squads began to spread out and utilize cover.



Mullahstan Stormers and Nomad personnel carrier. The APC has already been hit by the opposing Djinn wardrone. When it is hit again (in Turn 3) its weapon turret will be damaged and the vehicle will pull back, failing to make repairs for the rest of the battle.

Turn 3 – The infantry squads in open ground continued to disperse as they advanced and moved into concealing terrain as much as possible. More troops came into range of each other and opened fire as the forces closed. The armored vehicles continued to be the primary targets of both sides, mainly because they were easier to target and hit at long ranges. Damage began to accumulate and several vehicles took multiple hits. The Mullahstan APC lost its weapon system, the wardrone was damaged, and the scout car lost motive power. The focus of heavy infantry fire, the Ashurraq wardrone took two penetrating hits damaging its weapon systems and internal structure. The Ashurraq hover tank took three hits damaging its targeting and weapon systems. The armored car managed a repair using its damage control system.

Turn 4 – On the Ashurraq right flank the Djinn wardrone pulled back. Although they are machines, wardrones are equipped with self-preservation protocols, otherwise they would be expended ineffectively. Due to their relatively small size and lack of damage control systems wardrones can be somewhat fragile in heavy fire. One fire team of the Mullahstan 3rd Squad used their jetpacks to push forward from the river and assault the enemy fireteam on the Ashurraq right flank, causing three casualties. The vehicles on both sides traded light damage, but the Mullahstan armored car was hit several times, knocking out its damage control system and its weapons. On the Ashurraq left flank the infantry and scout combined to destroy the Mullahstan Djinn wardrone.



Near a small native religious shelter an Ashurraq trooper lurks after the destruction of the Mullahstan Djinn wardrone.



On the Ashurraq right flank the Djinn wardrone targets the enemy APC as its moves up to the ford. The Djinn will be driven back by heavy infantry fire and the Mullahstan infantry will advance using the heavy vegetation along the river to assault the Ashurraq infantry when it takes positions in the woods on the right.

The battle concludes in Part Two.

Information File – Weaponry

Except for the light tanks, the vehicles were mainly armed with infantry weapons. Compared to the massive tanks and battledrones of the major stellar nations, the small light vehicles of Ashurraq and Mullahstan would be considered third-rate equipment barely adequate for modern warfare.

ASHURRAQ:

Scarab hover scout car – heavy maser rifle

Lancer grav armored car – twin heavy ray rifle and extended detection system

Sultan hover personnel carrier – twin medium phaser rifle and light antitank rocket launcher

Tulwar hover tank – light laser cannon and light disruptor rifle

Djinn wardrone – two 50mm autocannon capable of firing *piercer* and *hammerhead* rounds

MULLAHSTAN:

Corsair grav scout car – heavy maser rifle

Dagger wheeled armored car – twin heavy ray rifle and extended detection system

Nomad wheeled personnel carrier – medium pulse rifle

Scimitar wheeled tank – light laser cannon

Djinn wardrone – two 50mm autocannon capable of firing *piercer* and *hammerhead* rounds

Both forces:

Each ten-man infantry squad was equipped with six medium bolt rifles, one magnum hypervelocity rifle with a scope, two heavy laser rifles and a heavy fusion rifle.



An Ashurraq Stormer poses beneath a billboard advertising his armor. The trooper is armed with a medium bolt rifle. Smyte Arms is not as huge as Tochler in the arms industry, but has gained favorable notice for its defensive weapon turrets.