

The Drantakhs are back . . . and Badger Games has 'em

Badger Games has re-released and greatly expanded the range of sci-fi Drantakh figures originally released by Regiment Games. I was very pleased to see these figures return since I was not able to get very many of them from Regiment Games before they ceased production. While some might point out that this is another race of bipedal aliens, the Drantakhs have a character all their own with their unusual heads and legs. They are not going to be mistaken for another race or clones of some other manufacturer's line. The Drantakhs are not technologically sophisticated. Except for the heavy laser, if they were humans they would be considered to be at a current technology level or near future.

The initial release from Badger Games consists of troops equipped as Regiment Game's "Light Troopers." Regiment had two light trooper teams, each with one officer and three troopers. Badger has expanded this to three sets of infantry, each with four troopers, and two command sets, each with four figures (officer, noncom, comms specialist and standard bearer). Each figure in these sets has a unique pose, which will give a unit a realistic diversity.

I captured the photos of the unpainted figures from Badger's website (www.badgergames.com) with the owner's permission. I will not try to show all of the figures available, but a good representative sampling. The figures measure about 27mm from the bottom of the feet to the eyestalks. The information on the figures is provided to the best of my knowledge.



Maniple Troopers I - Four original Regiment Games figures



Maniple Troopers II - Two new figures



Maniple Troopers III - All new figures. The kneeling poses are particularly welcome.



Maniple Command II - Only the officer is an original Regiment Games figure. The standards in the command sets reflect the fact that these troops serve the Drantakh Empire.

Badger Games has pushed past the typical model lines of most 28mm manufacturers by including heavy weapons teams. It is particularly good to see mortars included, giving the troops some dedicated close range artillery support. There are also bazooka teams, flamethrowers, heavy lasers, spotter/comms teams and medics. Some of these figures were released by Regiment, but they have been supplemented with completely new figures by Badger. Except for the medics, these teams do not all have unique figures. This is not a significant drawback since these troops would probably be parceled out to support the various infantry teams.



HMG Teams [4 figures - 2 teams]



Mortar Teams [6 figures - 2 teams]

A related line of Drantakhs currently includes torsos for vehicle commanders and crewmen, including a pintle-mounted weapon and gunner. It is my understanding that Badger will release one or more Drantakh vehicles in resin.

Although they have not been mentioned (to my knowledge), I am really hoping to see the Regiment Games line of Drantakh "Heavy Troopers" re-released and expanded in the same manner.

In my next article I will provide information on how I would assign weapons, armor and other characteristics to utilize the Drantakhs in LaserGrenadiers.